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Object Recognition M. Bennamoun 2001-12-12 Automatie object recognition is a multidisciplinary research area using con cepts and tools from mathematics, computing, optics, psychology, pattern recognition, artificial intelligence and various other disciplines. The purpose of this research is to provide a set of coherent paradigms and algorithms for the purpose of designing systems that will ultimately emulate the functions performed by the Human Visual System (HVS). Hence, such systems should have the ability to recognise objects in two or three dimensions independently of their positions, orientations or scales in the image. The HVS is employed for tens of thousands of recognition events each day, ranging from navigation (through the recognition of landmarks or signs), right through to communication (through the recognition of characters or people themselves). Hence, the motivations behind the construction of recognition systems, which have the ability to function in the real world, is unquestionable and would serve industrial (e.g. quality control), military (e.g. automatie target recognition) and community needs (e.g. aiding the visually impaired). Scope, Content and Organisation of this Book This book provides a comprehensive, yet readable foundation to the field of object recognition from which research may be initiated or guided. It repre sents the culmination of research topics that I have either covered personally or in conjunction with my PhD students. These areas include image acqui sition, 3-D object reconstruction, object modelling, and the matching of ob jects, all of which are essential in the construction of an object recognition system.

3D Computer Graphics Sam Buss 2003-05-19 Table of contents

An Introduction to Ocean Remote Sensing Seelye Martin 2004-08-26 A graduate-level 2004 textbook describing the use of satellites to study oceanic physical and biological properties.

Electroluminescent Displays Yoshimasa A. Ono 1995 This book discusses recent developments in electroluminescent (EL) displays, in particular thin-film EL displays, which are all-solid emissive displays with fast response, wide viewing angle, high resolution, wide operating temperature ranges and good display qualities. First, the characteristics of four types of EL devices are presented, and the physics of ac thin-film EL devices are detailed, including ideal models, measuring and evaluation methods, high-field electronic transport and properties of phosphor materials. The book emphasizes recent developments in phosphor materials for color thin-film EL devices based on ZnS, SrS, CaS and CaGa2S4, and multicolor thin-film EL panels in four-panel structures. Other important features discussed are drive methods and reliability issues.

Mysterium Robert Charles Wilson 2010-08-31 In a top-secret government installation near the small town of Two Rivers, Michigan, scientists are investigating a mysterious object discovered several years earlier. Late one evening, the local residents observe strange lights coming from the laboratory. The next morning, they awake to find that their town was literally cut off from the rest of the world...and thrust into a new one! Soon the town is discovered by the bewildered leaders of this new world—at which point, the people of Two Rivers realize that they've arrived in a rigid theocracy. The authorities, known as the Bureau de la Covenance Religieuse, have ordered Linneth Stone, a young ethnologist, to analyze the arrivals and report her findings to the Lieutenant in charge. What Linneth finds will challenge the philosophical basis of her society and lead inexorably to a struggle for power centering on the mysterious object that Two Rivers' government scientists were studying when the town slipped between worlds. In Mysterium, Robert Charles Wilson "blends science, religion, philosophy and alternate history into an intelligent, compelling work of fiction" (Publishers Weekly). At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Bioimaging Douglas E. Chandler 2009 The Development Of Microscopy Revolutionized The World Of Cell And Molecular Biology As We Once Knew It And Will Continue To Play An Important Role In Future Discoveries. Bioimaging: Current Concepts In Light And Electron Microscopy Is The Optimal Text For Any Undergraduate Or Graduate Bioimaging Course, And Will Serve As An Important Reference Tool For The Research Scientist. This Unique Text Covers, In Great Depth, Both Light And Electron Microscopy, As Well As Other Structure And Imaging Techniques Like X-Ray Crystallography And Atomic Force Microscopy. Written In A User-Friendly Style And Covering A Broad Range Of Topics, Bioimaging Describes The State-Of-The-Art Technologies That Have Powered The Field To The Forefront Of Cellular And Molecular Biological Research.

Guide to The Planets Richard Pearson 2019-01-21 The night sky is a wonder, from the fixed and almost changeless stars to the brief appearances of comets it offers a universe of fascinating objects to view. With little more than a pair of binoculars or a small telescope millions of light years of space are available to all. Guide to the Planets has been written by Richard Pearson with amateur astronomers in mind. This book will guide you through space and introduce you to the pleasures of amateur astronomy.

Silicon Optoelectronic Integrated Circuits Horst Zimmermann 2004-01-12 Explains the circuit design of silicon optoelectronic integrated circuits (OEICs), which are central to advances in wireless and wired telecommunications. The essential features of optical absorption are summarized, as is the device physics of photodetectors and their integration in modern bipolar, CMOS, and BiCMOS technologies. This information provides the basis for understanding the underlying mechanisms of the OEICs described in the main part of the book. In order to cover the topic comprehensively, Silicon Optoelectronic Integrated Circuits presents detailed descriptions of many OEICs for a wide variety of applications from various optical sensors, smart sensors, 3D-cameras, and optical storage systems (DVD) to fiber receivers in deep-sub-µm CMOS. Numerous detailed illustrations help to elucidate the material.

Signal Processing for Computer Vision Gösta H. Granlund 1994-12-31 Signal Processing for Computer Vision is a unique and thorough treatment of the signal processing aspects of filters and operators for low-level computer vision. Computer vision has progressed considerably over recent years. From methods only applicable to simple images, it has developed to deal with increasingly complex scenes, volumes and time sequences. A substantial part of this book deals with the problem of designing models that can be used for several purposes within computer vision. These partial models have some general properties of invariance generation and generality in model generation. Signal Processing for Computer Vision is the first book to give a unified treatment of representation and filtering of higher order data, such as vectors and tensors in multidimensional space. Included is a systematic organisation for the implementation of complex models in a hierarchical modular structure and novel material on adaptive filtering using tensor data representation. Signal Processing for Computer Vision is intended for final year undergraduate and graduate students as well as engineers and researchers in the field of computer vision and image processing.

Observational Astrophysics Pierre Lena 1998-09-10 This second edition has been entirely restructured and almost doubled in size, in order to improve clarity and account for the great progress achieved in the field over the last 15 years. "This is not a handbook for observers. It is a broader reference for students, active researchers, and anyone who wants a detailed look at the tools of modern astronomy..." -PHYSICS TODAY

Open Source GIS Markus Neteler 2002-06-30 Open Source GIS: A GRASS GIS Approach was written for experienced GIS users, who want to learn GRASS, as well as for the Open Source software users who are GIS newcomers. Following the Open Source model of GRASS, the book includes links to sites where the GRASS system and on-line reference manuals can be downloaded and additional applications can be viewed. The project's website can be reached at http://grass.itc.it and a number of mirror sites worldwide. Open Source GIS: A GRASS GIS Approach, provides basic information about the use of GRASS from setting up the spatial database, through working with raster, vector and site data, to image processing and hands-on applications. This book also contains a brief introduction to programming within GRASS encouraging the new GRASS development. The power of computing within Open Source environment is illustrated by examples of the GRASS usage with other Open Source software tools, such as GSTAT, R statistical language, and linking GRASS to MapServer. Open Source GIS: A GRASS GIS Approach is designed to meet the needs of a professional audience composed of researchers and practitioners in industry and graduate level students in Computer Science and Geoscience.

Pattern Recognition with Neural Networks in C++ Abhijit S. Pandya 1995-10-17 The addition of artificial neural network computing to traditional pattern recognition has given rise to a new, different, and more powerful methodology that is presented in this interesting book. This is a practical guide to the application of artificial neural networks. Geared toward the practitioner, Pattern Recognition with Neural Networks in C++ covers pattern classification and neural network approaches within the same framework. Through the book's presentation of underlying theory and numerous practical examples, readers gain an understanding that will allow them to make judicious design choices rendering neural application predictable and effective. The book provides an intuitive explanation of each method for each network paradigm. This discussion is supported by a rigorous mathematical approach where necessary. C++ has emerged as a rich and descriptive means by which concepts, models, or algorithms can be precisely described. For many of the neural network models discussed, C++ programs are presented for the actual implementation. Pictorial diagrams and in-depth discussions explain each topic. Necessary derivative steps for the mathematical models are included so that readers can incorporate new ideas into their programs as the field advances with new developments. For each

approach, the authors clearly state the known theoretical results, the known tendencies of the approach, and their recommendations for getting the best results from the method. The material covered in the book is accessible to working engineers with little or no explicit background in neural networks. However, the material is presented in sufficient depth so that those with prior knowledge will find this book beneficial. Pattern Recognition with Neural Networks in C++ is also suitable for courses in neural networks at an advanced undergraduate or graduate level. This book is valuable for academic as well as practical research.

An Introduction to Numerical Methods in C++ Brian Hilton Flowers 2000 Designed for the many applied mathematicians and engineers who wish to explore computerized numerical methods, this text communicates an enthusiasm for the power of C++, an object-oriented language, as a tool for this kind of work. This revision of the successful first edition includes for thefirst time information on programming in Windows-based environments. In addition this revision includes new topics and methods throughout the text that clarify and enhance the treatment of the subject. From reviews of the first edition: 'If you are interested in numerical methods or are looking fora course text this book is worth your attention." Journal of the Association of C and C++ Users

Contemporary Planetary Robotics Yang Gao 2016-09-13 For readers from both academia and industry wishing to pursue their studies and /or careers in planetary robotics, this book represents a one-stop tour of the history, evolution, key systems, and technologies of this emerging field. The book provides a comprehensive introduction to the key techniques and technologies that help to achieve autonomous space systems for cost-effective, high performing planetary robotic missions. Main topics covered include robotic vision, surface navigation, manipulation, mission operations and autonomy, being explained in both theoretical principles and practical use cases. The book recognizes the importance of system design hence discusses practices and tools that help take mission concepts to baseline design solutions, making it a practical piece of scientific reference suited to a variety of practitioners in planetary robotics.

Handbook of Computer Animation John Vince 2003 Written by specialists in teaching computer animation, this text addresses key international topics of computer animation, such as: mathematics, modelling, rendering, and compositing. Each chapter discusses a particular topic and how it is applied, including state-of-the-art techniques that are used in computer animation. The handbook provides a complete and up-to-date picture of computer animation and will be a valuable reference source for programmers, technical directors and animators in computer animation, computer games and special effects and also undergraduate and postgraduate students. The editor, John Vince, has written and edited over 20 books on computer graphics, computer animation and virtual reality.

Periodic Tales Hugh Aldersey-Williams 2012-05 The phenomenal Sunday Times bestseller Periodic Tales by Hugh Andersey-Williams, packed with fascinating stories and unexpected information about the building blocks of our universe. Everything in the universe is made of them, including you. Like you, the elements have personalities, attitudes, talents, shortcomings, stories rich with meaning. Here you'll meet iron that rains from the heavens and noble gases that light the way to vice. You'll learn how lead can tell your future while zinc may one day line your coffin. You'll discover what connects the bones in your body with the Whitehouse in Washington, the glow of a streetlamp with the salt on your dinner table. Unlocking their astonishing secrets and colourful pasts, Periodic Tales is a voyage of wonder and discovery, showing that their stories are our stories, and their lives are inextricable from our own. 'Science writing at its best. A fascinating and beautiful literary anthology, bringing them to life as personalities. If only chemistry had been like this at school. A rich compilation of delicious tales'Matt Ridley, Prospect 'A love letter to the chemical elements. Aldersey-Williams is full of good stories and he knows how to tell them well'Sunday Telegraph 'Great fun to read and an endless fund of unlikely and improbable anecdotes'Financial Times 'The history, science, art, literature and everyday applications of all the elements from aluminium to zinc' The Times Hugh Aldersey-Williams studied natural sciences at Cambridge. He is the author of several books exploring science, design and architecture and has curated exhibitions at the Victoria and Albert Museum and the Wellcome Collection. He lives in Norfolk with his wife and son.

Cosmochemistry Harry McSween, Jr 2022-03-03 Thoroughly updated to include exciting discoveries from spacecraft missions and laboratory analyses, as well as new teaching resources.

Parallel Supercomputing in SIMD Architectures R. Michael Hord 1990-04-30 Parallel Supercomputing in SIMD Architectures is a survey book providing a thorough review of Single-Instruction-Multiple-Data machines, a type of parallel processing computer that has grown to importance in recent years. It was written to describe this technology in depth including the architectural concept, its history, a variety of hardware implementations, major programming languages, algorithmic methods, representative applications, and an assessment of benefits and drawbacks. Although there are numerous books on parallel processing, this is the first volume devoted entirely to the massively parallel machines of the SIMD class. The reader already familiar with low order parallel processing will discover a different philosophy of parallelism--the data parallel paradigm instead of the more familiar program parallel scheme. The contents are organized into nine chapters, rich with illustrations and tables. The first two provide introduction and background covering fundamental concepts and a description of early SIMD computers. Chapters 3 through 8 each address specific machines from the first SIMD supercomputer (Illiac IV) through several contemporary designs to some example research computers. The final chapter provides commentary and lessons learned. Because the test of any technology is what it can do, diverse applications are incorporated throughout, leading step by step to increasingly ambitious examples. The book is intended for a wide range of readers. Computer professionals will find sufficient detail to incorporate much of this material into their own endeavors. Program managers and applications system designers may find the solution to their requirements for high computational performance at an affordable cost. Scientists and engineers will find sufficient processing speed to make interactive simulation a practical adjunct to theory and experiment. Students will find a case study of an emerging and maturing technology. The general reader is afforded the opportunity to appreciate the power of advanced computing and some of the ramifications of this growing capability.

Optical Superresolution Zeev Zalevsky 2004 The authors explore the ways to improve the classical resolution limits of an imaging system, and provide novel approaches for achieving better results than would otherwise be possible with current imaging technology. The book begins by presenting the theoretical foundations, background information, and terminology of super resolution, and then discusses methods and systems used to achieve the super resolution effect. Various approaches to dealing with and exceeding the limitations of the lens aperture, the pixel size of the camera, and the noise generated at the detector are presented and analyzed. The last chapter illustrates several industry-related examples and potential applications to real industrial electro-optical systems. This book is intended for graduate students or researchers in academia or industry, and anyone else looking to improve the performance of their electro-optical system design.

Multimedia Mining Chabane Djeraba 2002-11-30 Multimedia Mining: A Highway to Intelligent Multimedia Documents brings together experts in digital media content analysis, state-of-art data mining and knowledge discovery in multimedia database systems, knowledge engineers and domain experts from diverse applied disciplines. Multimedia documents are ubiquitous and often required, if not essential, in many applications today. This phenomenon has made multimedia documents widespread and extremely large. There are tools for managing and searching within these collections, but the need for tools to extract hidden useful knowledge embedded within multimedia objects is becoming pressing and central for many decision-making applications. The tools needed today are tools for discovering relationships between objects or segments within multimedia document components, such as classifying images based on their content, extracting patterns in sound, categorizing speech and music, and recognizing and tracking objects in video streams.

The Pattern Book Clifford A. Pickover 1995 Although the patterns are computer-generated, the book is informal and emphasis is on the fun that the true pattern lover finds in doing rather than in reading about the doing.

Compressed Video Over Networks Ming-Ting Sun 2000-09-22 This volume details the essential elements for designing optimal end-to-end systems. It progresses from the fundamentals of both video compression and networking technologies to an extensive summary of the constant and continuous interaction between the fields. The work seeks to respond to the proliferation of networked digital video applications in daily life with in-depth analyses of technical problems and solutions.

Scanning Probe Lithography Hyongsok T. Soh 2001-06-30 Scanning Probe Lithography (SPL) describes recent advances in the field of scanning probe lithography, a high resolution patterning technique that uses a sharp tip in close proximity to a sample to pattern nanometer-scale features on the sample. SPL is capable of patterning sub-30nm features with nanometer-scale alignment registration. It is a relatively simple, inexpensive, reliable method for patterning nanometer-scale features on various substrates. It has potential applications for nanometer-scale research, for maskless semiconductor lithography, and for photomask patterning. The authors of this book have been key players in this exciting new field. Calvin Quate has been involved since the beginning in the early 1980s and leads the research time that is regarded as the foremost group in this field. Hyongsok Tom Soh and Kathryn Wilder Guarini have been the members of this group who, in the last few years, have brought about remarkable series of advances in SPM lithography. Some of these advances have been in the control of the tip which has allowed the scanning speed to be increased from mum/second to mm/second. Both non-contact and in-contact writing have been demonstrated as has controlled writing of sub-100 nm lines over large steps on the substrate surface. The engineering of a custom-designed MOSFET built into each microcantilever for individual current control is another notable achievement. Micromachined arrays of probes each with individual control have been demonstrated. One of the most intriguing new aspects is the use of directly-grown carbon nanotubes as robust, high-resolution emitters. In this book the authors concisely and authoritatively describe the historical context, the relevant inventions, and the prospects for eventual manufacturing use of this exciting new technology.

An Astrobiology Strategy for the Search for Life in the Universe National Academies of Sciences, Engineering, and Medicine 2019-04-20 Astrobiology is the study of the origin, evolution, distribution, and future of life in the universe. It is an inherently interdisciplinary field that encompasses astronomy, biology, geology, heliophysics, and planetary science, including complementary laboratory activities and field studies conducted in a wide range of terrestrial environments. Combining inherent scientific interest and public appeal, the search for life in the solar system and beyond provides a scientific rationale for many current and future activities carried out by the National Aeronautics and Science Administration (NASA) and other national and international agencies and organizations. Requested by NASA, this study offers a science strategy for astrobiology that outlines key scientific questions, identifies the most promising research in the field, and indicates the extent to which the mission priorities in existing decadal surveys address the search for life's origin, evolution, distribution, and future in the universe. This report makes recommendations for advancing the research, obtaining the measurements, and realizing NASA's goal to search for signs of life in the universe.

Pattern Models Narendra Ahuja 1983

Understanding Magnetic Resonance Imaging Robert C. Smith 1997-11-20 Magnetic resonance imaging (MRI) is the most technically dependent imaging technique in radiology. To perform and interpret MRI studies correctly, an understanding of the basic underlying principles is essential. Understanding Magnetic Resonance Imaging explains the pulse sequences, imaging options, and coils used to produce MR images, providing a strong foundation for performing and interpreting imaging studies. The text is complemented by more than 100 figures and 25 photomicrographs illustrating the techniques discussed. Radiology residents, MR technologists, and radiologists should not be without Understanding Magnetic Resonance Imaging-the only single resource that explains all technical aspects of MRI, including recent advances, and presents all imaging options.

Liquid Crystal TV Displays E. Kaneko 1987-04-30 'Kaneko's work in the best manner is filling a gap in the present literature and will be a standard reference source for all people interested in LCD's.' Crystal Research and Technology, 1988

Adobe Photoshop CS3 Andrew Faulkner 2007 This tutorial covers Adobe's Photoshop CS3, including the new file browser, non-square pixel support and much more. Easy to use project files on the CD-ROM provide the perfect complement to the text.

The Science of Virtual Reality and Virtual Environments Roy S. Kalawsky 1993 Aimed at engineers and scientists who require a thorough grounding in the new generation of Computer Interface, this unique book draws together previously inaccessible technical information into a single source. It provides the first comprehensive reference to Virtual Reality. Includes a detailed explanation of the underlying principles of Virtual Reality, including its current limitations.

Chaos & Complexity Brian Howard Kaye 1993

Cmptr Assisted Flow Visualization 2nd Generation Wen-Jei Yang 1994

Planetary Remote Sensing and Mapping Bo Wu 2018-10-29 The early 21st century marks a new era in space exploration. The National Aeronautics and Space Administration (NASA) of the United States, The European Space Agency (ESA), as well as space agencies of Japan, China, India, and other countries have sent their probes to the Moon, Mars, and other planets in the solar system. Planetary Remote Sensing and Mapping introduces original research and new developments in the areas of planetary remote sensing, photogrammetry, mapping, GIS, and planetary science resulting from the recent space exploration missions. Topics covered include: Reference systems of planetary bodies Planetary exploration missions and sensors Geometric information extraction from planetary remote sensing data Feature information extraction from planetary remote sensing data Planetary remote sensing data fusion Planetary data management and presentation Planetary Remote Sensing and Mapping will serve scientists and professionals working in the planetary remote sensing and mapping areas, as well as planetary probe designers, engineers, and planetary geologists and geophysicists. It also provides useful reading material for university teachers and students in the broader areas of remote sensing, photogrammetry, cartography, GIS, and geodesy.

Calculations in AS/A Level Chemistry Jim Clark 2000-01-01 Suitable for all examination specifications for students over 16, this friendly and reliable guide leads students through examples of each problem.

Conference proceedings. New perspectives in science education Pixel 2014

Parallel and Distributed Discrete Event Simulation Carl Tropper 2002 Discrete-event simulation has long been an integral part of the design process of complex engineering systems and the modelling of natural phenomena. Many of the systems that we seek to understand or control can be modelled as digital systems. In a digital model, we view the system at discrete instants of time, in effect taking snapshots of the system at these instants. For example, in a computer network simulation an event can be the sending of a message from one node to another node while in a VLSI logic simulation, the arrival of a signal at a gate may be viewed as an event. Digital systems such as computer systems are naturally susceptible to this approach. However, a variety of other systems may also be modelled this way. These include transportation systems such as air-traffic control systems, epidemiological models such as the spreading of a virus, and military war-gaming models. This book is representative of the advances in this field.

Understanding and Applying Machine Vision, Second Edition, Revised and Expanded Nello Zeuch 2000-01-03 A discussion of applications of machine vision technology in the semiconductor, electronic, automotive, wood, food, pharmaceutical, printing, and container industries. It describes systems that enable projects to move forward swiftly and efficiently, and focuses on the nuances of the engineering and system integration of machine vision technology.

Image Processing for Computer Graphics Jonas Gomes 1997 Image processing is a central theme in computer graphics. This book provides a modern introduction to both the underlying mathematics and the main concepts and techniques of the subject. It covers important modern techniques such as morphing and warping images as well as dithering, compositing, and other operations on images.

The Pixel Eye Paul Levinson 2003-08-02 NYPD forensic detective Dr. Phil D'Amato's latest futuristic adventure pits personal loyalties against public responsibilities, safety against freedom, and the right to know against animal rights, all against a backdrop of a post 9/11 New York City.

Low Temperature Materials and Mechanisms Yoseph Bar-Cohen 2016-08-19 This book addresses the growing interest in low temperature technologies. Since the subject of low temperature materials and mechanisms is multidisciplinary, the chapters reflect the broadest possible perspective of the field. Leading experts in the specific subject area address the various related science and engineering chemistry, material science, electrical engineering, mechanical engineering, metallurgy, and physics.

Tensor Voting Philippos Mordohai 2006-12-01 This lecture presents research on a general framework for perceptual organization that was conducted mainly at the Institute for Robotics and Intelligent Systems of the University of Southern California. It is not written as a historical recount of the work, since the sequence of the presentation is not in chronological order. It aims at presenting an approach to a wide range of problems in computer vision and machine learning that is data-driven, local and requires a minimal number of assumptions. The tensor voting framework combines these properties and provides a unified perceptual organization methodology applicable in situations that may seem heterogeneous initially. We show how several problems can be posed as the organization of the inputs into salient perceptual structures, which are inferred via tensor voting. The work presented here extends the original tensor voting framework with the addition of boundary inference capabilities; a novel re-formulation of the framework applicable to high-dimensional spaces and the development of algorithms for computer vision and machine learning problems. We show complete analysis for some problems, while we briefly outline our approach for other applications and provide pointers to relevant sources.