

Lecture Notes in Computer Science

1681

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Vito Di Gesù Roberto Cipolla (Eds.)

Shape, Contour and Grouping in Computer Vision



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Shape Contour And Grouping In Computer Vision

**David Forsyth, Philip Torr, Andrew
Zisserman**



Shape Contour And Grouping In Computer Vision:

Shape, Contour and Grouping in Computer Vision David A. Forsyth, Joseph L. Mundy, Vito di Gesu, Roberto Cipolla, 1999-11-03 Computer vision has been successful in several important applications recently Vision techniques can now be used to build very good models of buildings from pictures quickly and easily to overlay operation planning data on a neurosurgeon's view of a patient and to recognise some of the gestures a user makes to a computer Object recognition remains a very difficult problem however The key questions to understand in recognition seem to be 1 how objects should be represented and 2 how to manage the line of reasoning that stretches from image data to object identity An important part of the process of recognition perhaps almost all of it involves assembling bits of image information into helpful groups There is a wide variety of possible criteria by which these groups could be established a set of edge points that has a symmetry could be one useful group others might be a collection of pixels shaded in a particular way or a set of pixels with coherent colour or texture Discussing this process of grouping requires a detailed understanding of the relationship between what is seen in the image and what is actually out there in the world

Shape, Contour and Grouping in Computer Vision David A. Forsyth, Joseph L. Mundy, Vito di Gesu, Roberto Cipolla, 2003-07-31 Computer vision has been successful in several important applications recently Vision techniques can now be used to build very good models of buildings from pictures quickly and easily to overlay operation planning data on a neurosurgeon's view of a patient and to recognise some of the gestures a user makes to a computer Object recognition remains a very difficult problem however The key questions to understand in recognition seem to be 1 how objects should be represented and 2 how to manage the line of reasoning that stretches from image data to object identity An important part of the process of recognition perhaps almost all of it involves assembling bits of image information into helpful groups There is a wide variety of possible criteria by which these groups could be established a set of edge points that has a symmetry could be one useful group others might be a collection of pixels shaded in a particular way or a set of pixels with coherent colour or texture Discussing this process of grouping requires a detailed understanding of the relationship between what is seen in the image and what is actually out there in the world

Shape Perception in Human and Computer Vision Sven J. Dickinson, Zygmunt Pizlo, 2013-06-29 This comprehensive and authoritative text reference presents a unique multidisciplinary perspective on Shape Perception in Human and Computer Vision Rather than focusing purely on the state of the art the book provides viewpoints from world class researchers reflecting broadly on the issues that have shaped the field Drawing upon many years of experience each contributor discusses the trends followed and the progress made in addition to identifying the major challenges that still lie ahead Topics and features examines each topic from a range of viewpoints rather than promoting a specific paradigm discusses topics on contours shape hierarchies shape grammars shape priors and 3D shape inference reviews issues relating to surfaces invariants parts multiple views learning simplicity shape constancy and shape illusions addresses concepts from the

historically separate disciplines of computer vision and human vision using the same language and methods

Multiple View Geometry in Computer Vision Richard Hartley, Andrew Zisserman, 2004-03-25 A basic problem in computer vision is to understand the structure of a real world scene given several images of it Techniques for solving this problem are taken from projective geometry and photogrammetry Here the authors cover the geometric principles and their algebraic representation in terms of camera projection matrices the fundamental matrix and the trifocal tensor The theory and methods of computation of these entities are discussed with real examples as is their use in the reconstruction of scenes from multiple images The new edition features an extended introduction covering the key ideas in the book which itself has been updated with additional examples and appendices and significant new results which have appeared since the first edition Comprehensive background material is provided so readers familiar with linear algebra and basic numerical methods can understand the projective geometry and estimation algorithms presented and implement the algorithms directly from the book

Computer Vision - ECCV 2002 Anders Heyden, Gunnar Sparr, Mads Nielsen, Peters Johansen, 2002-05-17 Premiering in 1990 in Antibes France the European Conference on Computer Vision ECCV has been held biennially at venues all around Europe These conferences have been very successful making ECCV a major event to the computer vision community ECCV 2002 was the seventh in the series The privilege of organizing it was shared by three universities The IT University of Copenhagen the University of Copenhagen and Lund University with the conference venue in Copenhagen These universities lie geographically close in the vivid Oresund region which lies partly in Denmark and partly in Sweden with the newly built bridge opened summer 2000 crossing the sound that formerly divided the countries We are very happy to report that this year's conference attracted more papers than ever before with around 600 submissions Still together with the conference board we decided to keep the tradition of holding ECCV as a single track conference Each paper was anonymously refereed by three different reviewers For the first time for ECCV a system with area chairs was used These met with the program chairs in Lund for two days in February 2002 to select what became 45 oral presentations and 181 posters Also at this meeting the selection was made without knowledge of the authors identity

Computer Vision - ECCV 2006, 2006

Computer Vision - ECCV 2008 David Forsyth, Philip Torr, Andrew Zisserman, 2008-10-11 Welcome to the 2008 European Conference on Computer Vision These proceedings are the result of a great deal of hard work by many people To produce them a total of 871 papers were reviewed Forty were selected for oral presentation and 203 were selected for poster presentation yielding acceptance rates of 4.6% for oral 23.3% for poster and 27.9% in total We applied three principles First since we had a strong group of Area Chairs the final decisions to accept or reject a paper rested with the Area Chair who would be informed by reviews and could act only in consensus with another Area Chair Second we felt that authors were entitled to a summary that explained how the Area Chair reached a decision for a paper Third we were very careful to avoid conflicts of interest Each paper was assigned to an Area Chair by the Program Chairs and each Area Chair received a pool of about 25

papers The Area Chairs then identified and ranked appropriate reviewers for each paper in their pool and a constrained optimization allocated three reviewers to each paper We are very proud that every paper received at least three reviews At this point authors were able to respond to reviews The Area Chairs then needed to reach a decision We used a series of procedures to ensure careful review and to avoid conflicts of interest Program Chairs did not submit papers The Area Chairs were divided into three groups so that no Area Chair in the group was in conflict with any paper assigned to any Area Chair in the group

Structural, Syntactic, and Statistical Pattern Recognition Andrea Torsello, Luca Rossi, Marcello Pelillo, Battista Biggio, Antonio Robles-Kelly, 2021-04-09 This book constitutes the proceedings of the Joint IAPR International Workshop on Structural Syntactic and Statistical Pattern Recognition SSSPR 2020 held in Padua Italy in January 2021 The 35 papers presented in this volume were carefully reviewed and selected from 81 submissions The accepted papers cover the major topics of current interest in pattern recognition including classification and clustering deep learning structural matching and graph theoretic methods and multimedia analysis and understanding

Computer Vision -- ECCV 2012. Workshops and Demonstrations Andrea Fusiello, Vittorio Murino, Rita Cucchiara, 2012-09-26 The three volume set LNCS 7583 7584 and 7585 comprises the Workshops and Demonstrations which took place in connection with the European Conference on Computer Vision ECCV 2012 held in Firenze Italy in October 2012 The total of 179 workshop papers and 23 demonstration papers was carefully reviewed and selected for inclusion in the proceedings They were held at workshops with the following themes non rigid shape analysis and deformable image alignment visual analysis and geo localization of large scale imagery Web scale vision and social media video event categorization tagging and retrieval re identification biological and computer vision interfaces where computer vision meets art consumer depth cameras for computer vision unsolved problems in optical flow and stereo estimation what's in a face color and photometry in computer vision computer vision in vehicle technology from earth to mars parts and attributes analysis and retrieval of tracked events and motion in imagery streams action recognition and pose estimation in still images higher order models and global constraints in computer vision information fusion in computer vision for concept recognition 2 5D sensing technologies in motion the quest for 3D benchmarking facial image analysis technologies

Computer Vision -- ECCV 2010 Kostas Daniilidis, Petros Maragos, Nikos Paragios, 2010-08-30 The six volume set comprising LNCS volumes 6311 until 6313 constitutes the refereed proceedings of the 11th European Conference on Computer Vision ECCV 2010 held in Heraklion Crete Greece in September 2010 The 325 revised papers presented were carefully reviewed and selected from 1174 submissions The papers are organized in topical sections on object and scene recognition segmentation and grouping face gesture biometrics motion and tracking statistical models and visual learning matching registration alignment computational imaging multi view geometry image features video and event characterization shape representation and recognition stereo reflectance illumination color medical image analysis

Groupware: Design, Implementation, and Use Jörg M. Haake, Jose A. Pino, 2002-08-14 Welcome to

the 8th International Workshop on Groupware CRIWG 2002 The previous workshops took place in Lisbon Portugal 1995 Puerto Varas Chile 1996 El Escorial Spain 1997 B zios Brazil 1998 Cancun Mexico 1999 Madeira Portugal 2000 and Darmstadt Germany 2001 CRIWG workshops follow a simple recipe for success good papers a small number of participants extensive time for lively and constructive discussions and a high level of cooperation both within and between paper sessions CRIWG 2002 continued this tradition CRIWG 2002 attracted 36 submissions from 13 countries nine of them outside Ibero America Each of the 36 articles submitted was reviewed by at least three members of an internationally renowned Program Committee This year we used a double blind reviewing process i e the reviewers did not know who the authors of the papers were In addition the reviewers were chosen based on their expertise and we also ensured that they came from countries and institutions not related to those of the paper s authors This reviewer assignment worked remarkably well as indicated by the high average confidence value the reviewers gave their own reviews This means that papers were usually reviewed by experts in the paper s topic As a consequence reviews were usually quite extensive and contained many suggestions for provements I would like to thank all the members of the Program Committee for their hard work which I am sure contributed to improving the quality of the final articles

Handbook of Applied Algorithms Amiya Nayak,Ivan Stojmenovic,2007-11-09 Discover the benefits of applying algorithms to solve scientific engineering and practical problems Providing a combination of theory algorithms and simulations Handbook of Applied Algorithms presents an all encompassing treatment of applying algorithms and discrete mathematics to practical problems in hot application areas such as computational biology computational chemistry wireless networks and computer vision In eighteen self contained chapters this timely book explores Localized algorithms that can be used in topology control for wireless ad hoc or sensor networks Bioinformatics algorithms for analyzing data Clustering algorithms and identification of association rules in data mining Applications of combinatorial algorithms and graph theory in chemistry and molecular biology Optimizing the frequency planning of a GSM network using evolutionary algorithms Algorithmic solutions and advances achieved through game theory Complete with exercises for readers to measure their comprehension of the material presented Handbook of Applied Algorithms is a much needed resource for researchers practitioners and students within computer science life science and engineering Amiya Nayak PhD has over seventeen years of industrial experience and is Full Professor at the School of Information Technology and Engineering at the University of Ottawa Canada He is on the editorial board of several journals Dr Nayak s research interests are in the areas of fault tolerance distributed systems algorithms and mobile ad hoc networks Ivan StojmenoviC PhD is Professor at the University of Ottawa Canada www site uottawa ca ivan and Chair Professor of Applied Computing at the University of Birmingham United Kingdom Dr Stojmenovic received the Royal Society Wolfson Research Merit Award His current research interests are mostly in the design and analysis of algorithms for wireless ad hoc and sensor networks

14th International Machine Vision and Image Processing Conference Marie-Louise O'Connell,2020-05-15

Established in 1997 the International Machine Vision and Image Processing IMVIP conferences bring together theoreticians practitioners industrialists and academics from the numerous related disciplines involved in the processing and analysis of image based information These events provide a platform for communication and exchange between participants whereby cutting edge research and advances within the field can be communicated discussed and information exchanged IMVIP events are hosted annually by different universities on the island of Ireland These proceedings reflect the manuscripts selected for oral presentation at the 14th instalment of the series hosted by the University of Limerick Ireland in 2010 in association with the Irish Pattern Recognition and Classification Society IPRCS a member organisation of the International Association of Pattern Recognition IAPR

Computer Vision Richard Szeliski, 2010-09-30 *Computer Vision Algorithms and Applications* explores the variety of techniques commonly used to analyze and interpret images It also describes challenging real world applications where vision is being successfully used both for specialized applications such as medical imaging and for fun consumer level tasks such as image editing and stitching which students can apply to their own personal photos and videos More than just a source of recipes this exceptionally authoritative and comprehensive textbook reference also takes a scientific approach to basic vision problems formulating physical models of the imaging process before inverting them to produce descriptions of a scene These problems are also analyzed using statistical models and solved using rigorous engineering techniques Topics and features structured to support active curricula and project oriented courses with tips in the Introduction for using the book in a variety of customized courses presents exercises at the end of each chapter with a heavy emphasis on testing algorithms and containing numerous suggestions for small mid term projects provides additional material and more detailed mathematical topics in the Appendices which cover linear algebra numerical techniques and Bayesian estimation theory suggests additional reading at the end of each chapter including the latest research in each sub field in addition to a full Bibliography at the end of the book supplies supplementary course material for students at the associated website <http://szeliski.org> Book Suitable for an upper level undergraduate or graduate level course in computer science or engineering this textbook focuses on basic techniques that work under real world conditions and encourages students to push their creative boundaries Its design and exposition also make it eminently suitable as a unique reference to the fundamental techniques and current research literature in computer vision

Image Analysis and Recognition
Mohamed Kamel, 2007-08-07 This book constitutes the refereed proceedings of the 4th International Conference on Image Analysis and Recognition ICIAR 2007 held in Montreal Canada in August 2007 The 71 revised full papers and 44 revised poster papers presented were carefully reviewed and selected from 261 submissions The papers are organized in topical sections on image restoration and enhancement image and video processing and analysis image segmentation computer vision pattern recognition for image analysis shape and matching motion analysis tracking image retrieval and indexing image and video coding and encryption biometrics biomedical image analysis and applications

Interactive Technologies

and Sociotechnical Systems Hongbin Zha,2006-10-02 This book constitutes the refereed proceedings of the 13th International Conference on Interactive Technologies and Sociotechnical Systems VSMM 2006 held in Xi an China in October 2006 The 59 revised full papers presented together with one keynote paper were carefully reviewed and selected from more than 180 submissions

The Oxford Handbook of Perceptual Organization Johan Wagemans,2015 Perceptual organization comprises a wide range of processes such as perceptual grouping figure ground organization filling in completion and perceptual switching The Oxford Handbook of Perceptual Organization provides a broad and extensive review of the current literature written in an accessible form for scholars and students

Handbook of Cognition Koen Lamberts,Robert L. Goldstone,2005 This book provides a synthesis of the most up to date and advanced work in cognitive psychology in a single volume The editors have gathered together a team of world leading researchers in specialist areas of the field both traditional and new areas to present a benchmark in terms of theoretical insight and advances in methodology of the discipline a thorough overview of the most significant and current research in cognitive psychology Core and established topics such as memory attention categorization perception and language are considered in depth and from a fresh perspective yet three chapters on cognitive neuroscience and two chapters on computational and mathematical modelling are a feature of this book

Artificial Intelligence For High Energy Physics Paolo Calafiura,David Rousseau,Kazuhiro Terao,2022-01-05 The Higgs boson discovery at the Large Hadron Collider in 2012 relied on boosted decision trees Since then high energy physics HEP has applied modern machine learning ML techniques to all stages of the data analysis pipeline from raw data processing to statistical analysis The unique requirements of HEP data analysis the availability of high quality simulators the complexity of the data structures which rarely are image like the control of uncertainties expected from scientific measurements and the exabyte scale datasets require the development of HEP specific ML techniques While these developments proceed at full speed along many paths the nineteen reviews in this book offer a self contained pedagogical introduction to ML models real life applications in HEP written by some of the foremost experts in their area

Advances in Pattern Recognition - ICAPR 2001 Sameer Singh,Nabeel Murshed,Walter Kropatsch,2003-06-29 The paper is organized as follows In section 2 we describe the no orientation discontinuity interfering model based on a Gaussian stochastic model in analyzing the properties of the interfering strokes In section 3 we describe the improved canny edge detector with an ed orientation constraint to detect the edges and recover the weak ones of the foreground words and characters In section 4 we illustrate discuss and evaluate the experimental results of the proposed method demonstrating that our algorithm significantly improves the segmentation quality Section 5 concludes this paper 2 The norm orientation discontinuity interfering stroke model Figure 2 shows three typical samples of original image segments from the original documents and their magnitude of the detected edges respectively The magnitude of the gradient is converted into the gray level value The darker the edge is the larger is the gradient magnitude It is obvious that the topmost

strong edges correspond to foreground edges It should be noted that while usually the foreground writing appears darker than the background image as shown in sample image Figure 2 a there are cases where the foreground and background have similar intensities as shown in Figure 2 b or worst still the background is more prominent than the foreground as in Figure 2 c So using only the intensity value is not enough to differentiate the foreground from the background a b c d e f

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