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LANE DYER

New Trends in Databases and Information Systems MIT Press (MA)

The Latin American Ecocultural Reader is a comprehensive anthology of literary and cultural texts about the natural world. The selections, drawn from throughout the Spanish-speaking countries and Brazil, span from the early colonial period to the present. Editors Jennifer French and Gisela Heffes present work by canonical figures, including José Martí, Bartolomé de las Casas, Rubén Darío, and Alfonsina Storni, in the context of our current state of environmental crisis, prompting new interpretations of their celebrated writings. They also present contemporary work that illuminates the marginalized environmental cultures of women, indigenous, and Afro-Latin American populations. Each selection is introduced with a short essay on the author and the salience of their work; the selections are arranged into eight parts, each of which begins with an introductory essay that speaks to the political, economic, and environmental history of the time and provides interpretative cues for the selections that follow. The editors also include a general introduction with a concise overview of the field of ecocriticism as it has developed since the 1990s. They argue that various strands of environmental thought—recognizable today as extractivism, eco-feminism, Amerindian ontologies, and so forth—can be traced back through the centuries to the earliest colonial period, when Europeans first described the Americas as an edenic “New World” and appropriated the bodies of enslaved Indians and Africans to exploit its natural bounty.

Digital Geometry Tata McGraw-Hill Education

The subject of digital image processing has migrated from a graduate to a junior or senior level course as students become more proficient in mathematical background earlier in their college education. With that in mind, Introduction to Digital Image Processing is simpler in terms of mathematical derivations and eliminates derivations of advanced s
Digital Image Processing, Global Edition CRC Press
 Bullying has long been tolerated as a rite of passage among children and adolescents. There is an implication that individuals who are bullied must have “asked for” this type of treatment, or deserved it. Sometimes, even the child who is bullied begins to internalize this idea. For many years, there has been a general acceptance and collective shrug when it comes to a child or adolescent with greater social capital or power pushing around a child perceived as subordinate. But bullying is not developmentally appropriate; it should not be considered a

normal part of the typical social grouping that occurs throughout a child's life. Although bullying behavior endures through generations, the milieu is changing. Historically, bullying has occurred at school, the physical setting in which most of childhood is centered and the primary source for peer group formation. In recent years, however, the physical setting is not the only place bullying is occurring. Technology allows for an entirely new type of digital electronic aggression, cyberbullying, which takes place through chat rooms, instant messaging, social media, and other forms of digital electronic communication. Composition of peer groups, shifting demographics, changing societal norms, and modern technology are contextual factors that must be considered to understand and effectively react to bullying in the United States. Youth are embedded in multiple contexts and each of these contexts interacts with individual characteristics of youth in ways that either exacerbate or attenuate the association between these individual characteristics and bullying perpetration or victimization. Recognizing that bullying behavior is a major public health problem that demands the concerted and coordinated time and attention of parents, educators and school administrators, health care providers, policy makers, families, and others concerned with the care of children, this report evaluates the state of the science on biological and psychosocial consequences of peer victimization and the risk and protective factors that either increase or decrease peer victimization behavior and consequences.

Digital Image Processing for Medical Applications Addison Wesley Publishing Company

Image processing—from basics to advanced applications Learn how to master image processing and compression with this outstanding state-of-the-art reference. From fundamentals to sophisticated applications, Image Processing: Principles and Applications covers multiple topics and provides a fresh perspective on future directions and innovations in the field, including: * Image transformation techniques, including wavelet transformation and developments * Image enhancement and restoration, including noise modeling and filtering * Segmentation schemes, and classification and recognition of objects * Texture and shape analysis techniques * Fuzzy set theoretical approaches in image processing, neural networks, etc. * Content-based image retrieval and image mining * Biomedical image analysis and interpretation, including biometric algorithms such as face recognition and signature verification * Remotely sensed images and their applications * Principles and applications of dynamic scene analysis and moving object detection and tracking * Fundamentals of image compression, including the JPEG standard and the new JPEG2000 standard Additional features include problems and solutions with each chapter to help you apply the

theory and techniques, as well as bibliographies for researching specialized topics. With its extensive use of examples and illustrative figures, this is a superior title for students and practitioners in computer science, wireless and multimedia communications, and engineering.

Image Processing and Pattern Recognition Morgan Kaufmann

Meant for students and practicing engineers, this book provides a clear, comprehensive and up-to-date introduction to Digital Image Processing in a pragmatic style. An illustrative approach, practical examples and MATLAB applications given in the book help in bringing the theory to life.

Digital Image Processing Pearson Higher Ed

Computers have become an integral part of medical imaging systems and are used for everything from data acquisition and image generation to image display and analysis. As the scope and complexity of imaging technology steadily increase, more advanced techniques are required to solve the emerging challenges. Biomedical Image Analysis demonstr

Digital Image Processing Apress

This open access book gives a complete and comprehensive introduction to the fields of medical imaging systems, as designed for a broad range of applications. The authors of the book first explain the foundations of system theory and image processing, before highlighting several modalities in a dedicated chapter. The initial focus is on modalities that are closely related to traditional camera systems such as endoscopy and microscopy. This is followed by more complex image formation processes: magnetic resonance imaging, X-ray projection imaging, computed tomography, X-ray phase-contrast imaging, nuclear imaging, ultrasound, and optical coherence tomography.

Biomedical Image Analysis MIT Press

A newly updated and revised edition of the classic introduction to digital image processing The Fourth Edition of Digital Image Processing provides a complete introduction to the field and includes new information that updates the state of the art. The text offers coverage of new topics and includes interactive computer display imaging examples and computer programming exercises that illustrate the theoretical content of the book. These exercises can be implemented using the Programmer's Imaging Kernel System (PIKS) application program interface included on the accompanying CD. Suitable as a textbook for students or as a reference for practitioners, this new edition provides a comprehensive treatment of these vital topics: Characterization of continuous images Image sampling and quantization techniques Two-dimensional signal processing techniques Image enhancement and restoration techniques Image analysis techniques Software implementation of image processing

applications In addition, the bundled CD includes: A Solaris operating system executable version of the PIKS Scientific API A Windows operating system executable version of PIKS Scientific A Windows executable version of PIKSTool, a graphical user interface method of executing many of the PIKS Scientific operators without program compilation A PDF file format version of the PIKS Scientific C programmer's reference manual C program source demonstration programs A digital image database of most of the source images used in the book plus many others widely used in the literature Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Practical Machine Learning and Image Processing CRC Press

The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you will receive via email the code and instructions on how to access this product. Time limit The eBooks products do not have an expiry date. You will continue to access your digital eBook products whilst you have your Bookshelf installed. For courses in Image Processing and Computer Vision. For years, Image Processing has been the foundational text for the study of digital image processing. The book is suited for students at the college senior and first-year graduate level with prior background in mathematical analysis, vectors, matrices, probability, statistics, linear systems, and computer programming. As in all earlier editions, the focus of this edition of the book is on fundamentals. The 4th Edition is based on an extensive survey of faculty, students, and independent readers in 5 institutions from 3 countries. Their feedback led to expanded or new coverage of topics such as deep learning and deep neural networks, including convolutional neural nets, the scale-invariant feature transform (SIFT), MERS, graph cuts, k-means clustering and superpixels, active contours (snakes and level sets), and each histogram matching. Major improvements were made in reorganising the material on image transforms into a more cohesive presentation, and in the discussion of spatial kernels and spatial filtering. Major revisions and additions were made to examples and homework exercises throughout the book.

Wordly Wise 3000 Springer Science & Business Media

This is an introductory to intermediate level text on the science of image processing, which employs the Matlab programming language to illustrate some of the elementary, key concepts in modern image processing and pattern recognition. The approach taken is essentially practical and the book offers a framework within which the concepts can be understood by a series of well chosen examples, exercises and computer experiments, drawing on specific examples from within science, medicine and engineering. Clearly divided into eleven distinct chapters, the book begins with a fast-start introduction to image processing to enhance the accessibility of later topics. Subsequent chapters offer increasingly advanced discussion of topics involving more challenging concepts, with the final chapter looking at the application of automated image classification (with Matlab examples). Matlab is frequently used in the book as a tool for demonstrations, conducting experiments and for solving problems, as it is both ideally suited to this role and is widely available. Prior experience of Matlab is not required and those without access to Matlab can still benefit from the independent presentation of topics and numerous examples. Features a companion website www.wiley.com/go/solomon/fundamentals containing a Matlab fast-start primer, further exercises, examples, instructor resources and accessibility to all files corresponding to the examples and exercises within the book itself. Includes numerous examples, graded exercises and computer experiments to support both students and instructors alike.

Digital Image Processing John Wiley & Sons

Database and information systems technologies have been rapidly evolving in several directions over the past years. New types and kinds of data, new types of applications and information systems to support them raise diverse challenges to be addressed. The so-called big data challenge, streaming data management and processing, social networks and other complex data analysis, including semantic reasoning into information systems supporting for instance trading, negotiations, and bidding mechanisms are just some of the emerging research topics. This volume contains papers contributed by six workshops: ADBIS Workshop on GPUs in Databases (GID 2012), Mining Complex and Stream Data (MCSD'12), International Workshop on Ontologies meet Advanced Information Systems (OAIS'2012), Second Workshop on Modeling Multi-commodity Trade: Data models and processing (MMT'12), 1st ADBIS Workshop on Social Data Processing (SDP'12), 1st ADBIS Workshop on Social and Algorithmic Issues in Business Support (SAIBS), and the Ph.D. Consortium associated with the ADBIS 2012 conference that report on the recent developments and an ongoing research in the aforementioned areas.

Two-dimensional Digital Signal Processing Educators Pub Svc Incorporated

This handbook of medical imaging relates all concepts to electronic engineering. It provides an understanding of applied physics and its principles in order to allow for the design, transmittal and interpretation of electronic imaging signals and systems.

Advanced Imaging Techniques in Clinical Pathology Arden Shakespeare

This book explores image processing from several perspectives: the creative, the theoretical (mainly mathematical), and the programmatic. It explains the basic principles of image processing, drawing on key concepts and techniques from mathematics, psychology of perception, computer science, and art, and introduces computer programming as a way to get more control over image processing operations. It does so without requiring college-level mathematics or prior programming experience. The content is supported by PixelMath, a freely available software program that helps the reader understand images as both visual and mathematical objects. The first part of the book covers such topics as digital image representation, sampling, brightness and contrast, color models, geometric transformations, synthesizing images, stereograms, photomosaics, and fractals. The second part of the book introduces computer programming using an open-source version of the easy-to-learn Python language. It covers the basics of image analysis and pattern recognition, including edge detection, convolution, thresholding, contour representation, and K-nearest-neighbor classification. A chapter on computational photography explores such subjects as high-dynamic-range imaging, autofocus, and methods for automatically inpainting to fill gaps or remove unwanted objects in a scene. Applications described include the design and implementation of an image-based game. The PixelMath software provides a "transparent" view of digital images by allowing the user to view the RGB values of pixels by zooming in on an image. PixelMath provides three interfaces: the pixel calculator; the formula page, an advanced extension of the calculator; and the Python window.

Medical Imaging Systems Cambridge University Press

A comprehensive guide to the essential principles of image processing and pattern recognition Techniques and applications in the areas of image processing and pattern recognition are growing at an unprecedented rate. Containing the latest state-of-the-art developments in the field, Image Processing and Pattern Recognition presents clear explanations of the fundamentals as well as the most recent applications. It explains the essential principles so readers will not only be able to easily implement the algorithms and techniques, but also lead themselves to discover new problems and applications. Unlike other books on the subject, this volume presents numerous fundamental and advanced image processing algorithms and pattern recognition techniques to illustrate the framework. Scores of graphs and examples, technical assistance, and practical tools illustrate the basic principles and help simplify the problems, allowing students as well as professionals to easily grasp even complicated theories. It also features unique coverage of the most interesting developments and updated techniques, such as image watermarking, digital steganography, document processing and classification, solar image processing and event classification, 3-D Euclidean distance transformation, shortest path planning, soft morphology, recursive morphology, regulated morphology, and sweep morphology. Additional topics include enhancement and segmentation techniques, active learning, feature extraction, neural networks, and fuzzy logic. Featuring supplemental materials for instructors and students, Image Processing and Pattern Recognition is designed for undergraduate seniors and graduate students, engineering and scientific researchers, and professionals who work in signal processing, image processing, pattern recognition, information security, document processing, multimedia systems, and solar physics.

Computer Vision for Visual Effects Pearson Education India

Written as an introduction for undergraduate students, this textbook covers the most important methods in digital image processing. Formal and mathematical aspects are discussed at a fundamental level and various practical examples and exercises supplement the text. The book uses the image processing environment ImageJ, freely distributed by the National Institute of Health. A comprehensive website supports the book, and contains full source code for all examples in the book, a question and answer forum, slides for instructors, etc. Digital Image Processing in Java is the definitive textbook for computer science students studying image processing and digital processing.

Introduction to Digital Image Processing Hutchinson Ross Publishing Company

Gain insights into image-processing methodologies and algorithms, using machine learning and neural networks in Python. This book begins with the environment setup, understanding basic image-processing terminology, and exploring Python concepts that will be useful for implementing the algorithms discussed in the book. You will then cover all the core

image processing algorithms in detail before moving onto the biggest computer vision library: OpenCV. You'll see the OpenCV algorithms and how to use them for image processing. The next section looks at advanced machine learning and deep learning methods for image processing and classification. You'll work with concepts such as pulse coupled neural networks, AdaBoost, XG boost, and convolutional neural networks for image-specific applications. Later you'll explore how models are made in real time and then deployed using various DevOps tools. All the concepts in Practical Machine Learning and Image Processing are explained using real-life scenarios. After reading this book you will be able to apply image processing techniques and make machine learning models for customized application. What You Will Learn Discover image-processing algorithms and their applications using Python Explore image processing using the OpenCV library Use TensorFlow, scikit-learn, NumPy, and other libraries Work with machine learning and deep learning algorithms for image processing Apply image-processing techniques to five real-time projects Who This Book Is For Data scientists and software developers interested in image processing and computer vision.

Computer Vision CRC Press

This textbook is the third of three volumes which provide a modern, algorithmic introduction to digital image processing, designed to be used both by learners desiring a firm foundation on which to build, and practitioners in search of critical analysis and concrete implementations of the most important techniques. This volume builds upon the introductory material presented in the first two volumes with additional key concepts and methods in image processing. Features: practical examples and carefully constructed chapter-ending exercises; real implementations, concise mathematical notation, and precise algorithmic descriptions designed for programmers and practitioners; easily adaptable Java code and completely worked-out examples for easy inclusion in existing applications; uses ImageJ; provides a supplementary website with the complete Java source code, test images, and corrections; additional presentation tools for instructors including a complete set of figures, tables, and mathematical elements.

Digital Image Processing: Part I Taylor & Francis US

This book introduces the fundamental concepts of modern digital image processing. It aims to help the students, scientists, and practitioners to understand the concepts through clear explanations, illustrations and examples. The discussion of the general concepts is supplemented with examples from applications and ready-to-use implementations of concepts in MATLAB®. Program code of some important concepts in programming language 'C' is provided. To explain the concepts, MATLAB® functions are used throughout the book. MATLAB® Version 9.3 (R2017b), Image Acquisition Toolbox Version 5.3 (R2017b), Image Processing Toolbox, Version 10.1 (R2017b) have been used to create the book material. Meant for students and practicing engineers, this book provides a clear, comprehensive and up-to-date introduction to Digital Image Processing in a pragmatic manner.

Digital Image Processing, Global Edition National Academies Press

Possibly the best book available as a text for a first course in digital image processing, this book can be used for both upper level courses in computer science or electrical engineering, and also can be applied to the industrial market.

Fundamentals of Digital Image Processing Cambridge University Press

Following the success of the first edition, this thoroughly updated second edition of Image Processing: The Fundamentals will ensure that it remains the ideal text for anyone seeking an introduction to the essential concepts of image processing. New material includes image processing and colour, sine and cosine transforms, Independent Component Analysis (ICA), phase congruency and the monogenic signal and several other new topics. These updates are combined with coverage of classic topics in image processing, such as orthogonal transforms and image enhancement, making this a truly comprehensive text on the subject. Key features: Presents material at two levels of difficulty: the main text addresses the fundamental concepts and presents a broad view of image processing, whilst more advanced material is interleaved in boxes throughout the text, providing further reference for those who wish to examine each technique in depth. Contains a large number of fully worked out examples. Focuses on an understanding of how image processing methods work in practice. Illustrates complex algorithms on a step-by-step basis, and lists not only the good practices but also identifies the pitfalls in each case. Uses a clear question and answer structure. Includes a CD containing the MATLAB® code of the various examples and algorithms presented in the book. There is also an accompanying website with slides available for download for instructors as a teaching resource. Image Processing: The Fundamentals, Second Edition is an ideal teaching resource for both undergraduate and postgraduate students. It will also be of value to researchers of various disciplines from medicine to mathematics with a professional interest in image processing