MONOGRAPHS IN COMPUTER SCIENCE

NUMERICAL GEOMETRY OF NON-RIGID SHAPES

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Springer

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Numerical Geometry of Non-Rigid Shapes Alexander M. Bronstein,Michael M. Bronstein,Ron Kimmel,2008-09-18 Deformable objects are ubiquitous in the world surrounding us on all levels from micro to macro The need to study such shapes and model their behavior arises in a wide spectrum of applications ranging from medicine to security In recent years non rigid shapes have attracted growing interest which has led to rapid development of the field where state of the art results from very different sciences theoretical and numerical geometry optimization linear algebra graph theory machine learning and computer graphics to mention several are applied to find solutions This book gives an overview of the current state of science in analysis and synthesis of non rigid shapes Everyday examples are used to explain concepts and to illustrate different techniques The presentation unfolds systematically and numerous figures enrich the engaging exposition Practice problems follow at the end of each chapter with detailed solutions to selected problems in the appendix A gallery of colored images enhances the text This book will be of interest to graduate students researchers and professionals in different fields of mathematics computer science and engineering It may be used for courses in computer vision numerical geometry and geometric modeling and computer graphics or for self study **Handbook of Mathematical Methods in Imaging** Otmar Scherzer,2010-11-23 The Handbook of Mathematical Methods in Imaging provides a comprehensive treatment of the mathematical techniques used in imaging science The material is grouped into two central themes namely Inverse Problems Algorithmic Reconstruction and Signal and Image Processing Each section within the themes covers applications modeling mathematics numerical methods using a case example and open questions Written by experts in the area the presentation is mathematically rigorous The entries are cross referenced for easy navigation through connected topics Available in both print and electronic forms the handbook is enhanced by more than 150 illustrations and an extended bibliography It will benefit students scientists and researchers in applied mathematics Engineers and computer scientists working in imaging will also find this handbook useful **Computer Analysis of Images and Patterns** Michael Felsberg,Anders Heyden,Norbert Krüger,2017-08-08 The two volume set LNCS 10424 and 10425 constitutes the refereed proceedings of the 17th International Conference on Computer Analysis of Images and Patterns CAIP 2017 held in Ystad Sweden in August 2017 The 72 papers presented were carefully reviewed and selected from 144 submissions The papers are organized in the following topical sections Vision for Robotics Motion and Tracking Segmentation Image Video Indexing and Retrieval Shape Representation and Analysis Biomedical Image Analysis Biometrics Machine Learning Image Restoration and Poster Sessions

3D Shape Analysis Hamid Laga,Yulan Guo,Hedi Tabia,Robert B. Fisher,Mohammed Bennamoun,2019-01-07 An in depth description of the state of the art of 3D shape analysis techniques and their applications This book discusses the different topics that come under the title of 3D shape analysis It covers the theoretical foundations and the major solutions that have been presented in the literature It also establishes links between solutions proposed by different communities that studied

3D shape such as mathematics and statistics medical imaging computer vision and computer graphics The first part of 3D Shape Analysis Fundamentals Theory and Applications provides a review of the background concepts such as methods for the acquisition and representation of 3D geometries and the fundamentals of geometry and topology It specifically covers stereo matching structured light and intrinsic vs extrinsic properties of shape Parts 2 and 3 present a range of mathematical and algorithmic tools which are used for e g global descriptors keypoint detectors local feature descriptors and algorithms that are commonly used for the detection registration recognition classification and retrieval of 3D objects Both also place strong emphasis on recent techniques motivated by the spread of commodity devices for 3D acquisition Part 4 demonstrates the use of these techniques in a selection of 3D shape analysis applications It covers 3D face recognition object recognition in 3D scenes and 3D shape retrieval It also discusses examples of semantic applications and cross domain 3D retrieval i e how to retrieve 3D models using various types of modalities e g sketches and or images The book concludes with a summary of the main ideas and discussions of the future trends 3D Shape Analysis Fundamentals Theory and Applications is an excellent reference for graduate students researchers and professionals in different fields of mathematics computer science and engineering It is also ideal for courses in computer vision and computer graphics as well as for those seeking 3D industrial commercial solutions **Computer Vision - ECCV 2014 Workshops** Lourdes Agapito,Michael M. Bronstein,Carsten Rother,2015-03-18 The four volume set LNCS 8925 8926 8927 and 8928 comprises the thoroughly refereed post workshop proceedings of the Workshops that took place in conjunction with the 13th European Conference on Computer Vision ECCV 2014 held in Zurich Switzerland in September 2014 The 203 workshop papers were carefully reviewed and selected for inclusion in the proceedings They where presented at workshops with the following themes where computer vision meets art computer vision in vehicle technology spontaneous facial behavior analysis consumer depth cameras for computer vision chalearn looking at people pose recovery action interaction gesture recognition video event categorization tagging and retrieval towards big data computer vision with local binary pattern variants visual object tracking challenge computer vision ontology applies cross disciplinary technologies visual perception of affordance and functional visual primitives for scene analysis graphical models in computer vision light fields for computer vision computer vision for road scene understanding and autonomous driving soft biometrics transferring and adapting source knowledge in computer vision surveillance and re identification color and photometry in computer vision assistive computer vision and robotics computer vision problems in plant phenotyping and non rigid shape analysis and deformable image alignment Additionally a panel discussion on video segmentation is included **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 where 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

Pattern Recognition Rudolf Mester,Michael Felsberg,2011-09-02 This book constitutes the refereed proceedings of the 33rd Symposium of the German Association for Pattern Recognition DAGM 2011 held in Frankfurt Main Germany in August September 2011 The 20 revised full papers and 22 revised poster papers were carefully reviewed and selected from 98 submissions The papers are organized in topical sections on object recognition adverse vision conditions challenge shape and matching segmentation and early vision robot vision machine learning and motion The volume also includes the young researcher s forum a section where a carefully jury selected ensemble of young researchers present their Master thesis work

Numerical Algorithms Justin Solomon,2015-06-24 Numerical Algorithms Methods for Computer Vision Machine Learning and Graphics presents a new approach to numerical analysis for modern computer scientists Using examples from a broad base of computational tasks including data processing computational photography and animation the textbook introduces numerical modeling and algorithmic desig **Academic Press Library in Signal Processing, Volume 6** ,2017-11-28 Academic Press Library in Signal Processing Volume 6 Image and Video Processing and Analysis and Computer Vision is aimed at university researchers post graduate students and R D engineers in the industry providing a tutorial based comprehensive review of key topics and technologies of research in both image and video processing and analysis and computer vision The book provides an invaluable starting point to the area through the insight and understanding that it provides With this reference readers will quickly grasp an unfamiliar area of research understand the underlying principles of a topic learn how a topic relates to other areas and learn of research issues yet to be resolved Presents a quick tutorial of reviews of important and emerging topics of research Explores core principles technologies algorithms and applications Edited and contributed by international leading figures in the field Includes comprehensive references to journal articles and other literature upon which to build further more detailed knowledge **Computer Vision/Computer Graphics Collaboration Techniques** André Gagalowicz,Wilfried Philips,2009-05-05 This book constitutes the refereed proceedings of the 4th International Conference on Computer Vision Computer Graphics Collaboration Techniques MIRAGE 2009 held in Rocquencourt France in May 2009 The 41 revised full papers presented were carefully reviewed and selected from a total of

83 submissions The papers cover a wide range of topics with focus on Computer Vision Computer Graphics collaboration techniques involving image analysis synthesis approaches especially concerning theoretical computational experimental or industrial aspects of model based image analysis and image based model synthesis **Computer Vision – ECCV 2020** Andrea Vedaldi,Horst Bischof,Thomas Brox,Jan-Michael Frahm,2020-12-02 The 30 volume set comprising the LNCS books 12346 until 12375 constitutes the refereed proceedings of the 16th European Conference on Computer Vision ECCV 2020 which was planned to be held in Glasgow UK during August 23 28 2020 The conference was held virtually due to the COVID 19 pandemic The 1360 revised papers presented in these proceedings were carefully reviewed and selected from a total of 5025 submissions The papers deal with topics such as computer vision machine learning deep neural networks reinforcement learning object recognition image classification image processing object detection semantic segmentation human pose estimation 3d reconstruction stereo vision computational photography neural networks image coding image reconstruction object recognition motion estimation *Computer Vision and Image Processing* Harkeerat Kaur,Vinit Jakhetiya,Puneet Goyal,Pritee Khanna,Balasubramanian Raman,Sanjeev Kumar,2024-07-02 The three volume set CCIS 2009 2010 and 2011 constitutes the refereed post conference proceedings of the 8th International Conference on Computer Vision and Image Processing CVIP 2023 held in Jammu India during November 3 5 2023 The 140 revised full papers presented in these proceedings were carefully reviewed and selected from 461 submissions The papers focus on various important and emerging topics in image processing computer vision applications deep learning and machine learning techniques in the domain **Image Processing and Communications Challenges 9** Michał Choraś,Ryszard S. Choraś,2017-09-27 Presenting a series of research papers on image processing and communications this book not only provides a summary of currently available technologies but also outlines potential future solutions in these areas Gathering the proceedings of the 9th International Conference on Image Processing and Communications IP C 2017 held in Bydgoszcz Poland on September 13 14 2017 the book is divided into three parts Part I addresses image processing offering a comprehensive survey of different methods of image processing and discussing computer vision In turn Part II presents novel works in algorithms and methods and showcases formal and practical advances Lastly Part III examines networks communications and a diverse range of applications 3D Imaging, Analysis and Applications Yonghuai Liu,Nick Pears,Paul L. Rosin,Patrik Huber,2020-09-11 This textbook is designed for postgraduate studies in the field of 3D Computer Vision It also provides a useful reference for industrial practitioners for example in the areas of 3D data capture computer aided geometric modelling and industrial quality assurance This second edition is a significant upgrade of existing topics with novel findings Additionally it has new material covering consumer grade RGB D cameras 3D morphable models deep learning on 3D datasets as well as new applications in the 3D digitization of cultural heritage and the 3D phenotyping of crops Overall the book covers three main areas 3D imaging including passive 3D imaging active triangulation 3D imaging active time of flight 3D imaging

consumer RGB D cameras and 3D data representation and visualisation 3D shape analysis including local descriptors registration matching 3D morphable models and deep learning on 3D datasets and 3D applications including 3D face recognition cultural heritage and 3D phenotyping of plants 3D computer vision is a rapidly advancing area in computer science There are many real world applications that demand high performance 3D imaging and analysis and as a result many new techniques and commercial products have been developed However many challenges remain on how to analyse the captured data in a way that is sufficiently fast robust and accurate for the application Such challenges include metrology semantic segmentation classification and recognition Thus 3D imaging analysis and their applications remain a highly active research field that will continue to attract intensive attention from the research community with the ultimate goal of fully automating the 3D data capture analysis and inference pipeline **Computer Vision – ECCV 2018** Vittorio Ferrari,Martial Hebert,Cristian Sminchisescu,Yair Weiss,2018-10-08 The sixteen volume set comprising the LNCS volumes 11205 11220 constitutes the refereed proceedings of the 15th European Conference on Computer Vision ECCV 2018 held in Munich Germany in September 2018 The 776 revised papers presented were carefully reviewed and selected from 2439 submissions The papers are organized in topical sections on learning for vision computational photography human analysis human sensing stereo and reconstruction optimization matching and recognition video attention and poster sessions **Computer Vision -- ECCV 2014** David Fleet,Tomas Pajdla,Bernt Schiele,Tinne Tuytelaars,2014-08-14 The seven volume set comprising LNCS volumes 8689 8695 constitutes the refereed proceedings of the 13th European Conference on Computer Vision ECCV 2014 held in Zurich Switzerland in September 2014 The 363 revised papers presented were carefully reviewed and selected from 1444 submissions The papers are organized in topical sections on tracking and activity recognition recognition learning and inference structure from motion and feature matching computational photography and low level vision vision segmentation and saliency context and 3D scenes motion and 3D scene analysis and poster sessions *Topological Data Analysis with Applications* Gunnar Carlsson,Mikael Vejdemo-Johansson,2021-12-16 The continued and dramatic rise in the size of data sets has meant that new methods are required to model and analyze them This timely account introduces topological data analysis TDA a method for modeling data by geometric objects namely graphs and their higher dimensional versions simplicial complexes The authors outline the necessary background material on topology and data philosophy for newcomers while more complex concepts are highlighted for advanced learners The book covers all the main TDA techniques including persistent homology cohomology and Mapper The final section focuses on the diverse applications of TDA examining a number of case studies drawn from monitoring the progression of infectious diseases to the study of motion capture data Mathematicians moving into data science as well as data scientists or computer scientists seeking to understand this new area will appreciate this self contained resource which explains the underlying technology and how it can be used

Linear Algebra: Theory and Applications Dr. Mahesh Kumar Jayaswal, Dr. Ankita Tiwari, Mr. Kuldeep, Dr. B.

Shoba,2025-09-01 Linear Algebra Theory and Applications explores the foundational concepts of vector spaces matrices linear transformations and eigenvalues emphasizing both theoretical understanding and practical problem solving It connects abstract mathematical principles to real world applications in engineering computer science data analysis and physics

Computer Vision – ECCV 2024 Aleš Leonardis,Elisa Ricci,Stefan Roth,Olga Russakovsky,Torsten Sattler,Gül Varol,2024-11-04 The multi volume set of LNCS books with volume numbers 15059 up to 15147 constitutes the refereed proceedings of the 18th European Conference on Computer Vision ECCV 2024 held in Milan Italy during September 29 October 4 2024 The 2387 papers presented in these proceedings were carefully reviewed and selected from a total of 8585 submissions They deal with topics such as computer vision machine learning deep neural networks reinforcement learning object recognition image classification image processing object detection semantic segmentation human pose estimation 3d reconstruction stereo vision computational photography neural networks image coding image reconstruction motion estimation Computer Vision -- ECCV 2010 Kostas Daniilidis,Petros Maragos,Nikos Paragios,2010-09-08 The 2010 edition of the European Conference on Computer Vision was held in Heraklion Crete The call for papers attracted an absolute record of 1 174 submissions We describe here the selection of the accepted papers Thirty eight area chairs were selected coming from Europe 18 USA and Canada 16 and Asia 4 Their selection was based on the following criteria 1 Researchers who had served at least two times as Area Chairs within the past two years at major vision conferences were excluded 2 Researchers who served as Area Chairs at the 2010 Computer Vision and Pattern Recognition were also excluded exception ECCV 2012 Program Chairs 3 Minimization of overlap introduced by Area Chairs being former student and advisors 4 20% of the Area Chairs had never served before in a major conference 5 The Area Chair selection process made all possible efforts to achieve a reasonable geographic distribution between countries thematic areas and trends in computer vision Each Area Chair was assigned by the Program Chairs between 28 32 papers Based on paper content the Area Chair recommended up to seven potential reviewers per paper Such assignment was made using all reviewers in the database including the conflicting ones The Program Chairs manually entered the missing conflict domains of approximately 300 reviewers Based on the recommendation of the Area Chairs three reviewers were selected per paper with at least one being of the top three suggestions with 99

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