Practical Image And Video Processing Using Matlab

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UP-TO-DATE, TECHNICALLY ACCURATE COVERAGE OF ESSENTIAL TOPICS IN IMAGE AND VIDEO PROCESSING. This is the first book to combine image and video processing with a practical MATLAB ®-oriented approach in order to demonstrate the most important image

and video techniques and algorithms. Utilizing minimal math, the contents are presented in a clear, objective manner, emphasizing and encouraging experimentation.

~~Practical Image and Video Processing Using MATLAB: Marques ...~~

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Image processing — Digital techniques. Genre. Digital video — Mathematics. Summary "The book provides a

practical introduction to the most important topics in image and video processing using MATLAB (and its Image Processing Toolbox) as a tool to demonstrate the most important techniques and algorithms.

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Presenting practical solutions for the current

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video processing with a practical MATLAB-oriented approach in order to demonstrate the most important image and video techniques and algorithms. Utilizing minimal math, the contents are presented in a clear, objective manner, emphasizing and encouraging experimentation.

My Books - Oge Marques, PhD

Some important examples of image and video processing include the removal of degradations images suffer during acquisition (e.g., removing blur from a picture of a fast moving car), and the compression and transmission of images

and videos (if you watch videos online, or share photos via a social media website, you use this everyday!), for economical storage and efficient transmission.

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important image and video techniques and algorithms. Utilizing minimal math, the contents are presented in a clear, objective manner, emphasizing and encouraging experimentation. The book has been organized into two parts. Part I: Image Processing begins with an overview of the field, then

introduces the fundamental concepts, notation, and terminology associated with image representation and basic image processing operations. Next, it discusses MATLAB® and its Image Processing Toolbox with the start of a series of chapters with hands-on activities and step-by-

step tutorials. These chapters cover image acquisition and digitization; arithmetic, logic, and geometric operations; point-based, histogram-based, and neighborhood-based image enhancement techniques; the Fourier Transform and relevant frequency-domain image filtering techniques; image

restoration; mathematical morphology; edge detection techniques; image segmentation; image compression and coding; and feature extraction and representation. Part II: Video Processing presents the main concepts and terminology associated with analog video

signals and systems, as well as digital video formats and standards. It then describes the technically involved problem of standards conversion, discusses motion estimation and compensation techniques, shows how video sequences can be filtered, and concludes with an example of a solution to object

detection and tracking in video sequences using MATLAB®. Extra features of this book include: More than 30 MATLAB® tutorials, which consist of step-by-step guides toexploring image and video processing techniques using MATLAB® Chapters supported by figures, examples, illustrative problems,

and exercises Useful websites and an extensive list of bibliographical references This accessible text is ideal for upper-level undergraduate and graduate students in digital image and video processing courses, as well as for engineers, researchers, software developers,

practitioners, and anyone who wishes to learn about these increasingly popular topics on their own.

UP-TO-DATE, TECHNICALLY ACCURATE COVERAGE OF ESSENTIAL TOPICS IN IMAGE AND VIDEO PROCESSING This is the first book to

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55% new material in the latest edition of this

“must-have for students and practitioners of image & video processing! This Handbook is intended to serve as the basic reference point on image and video processing, in the field, in the research laboratory, and in the classroom. Each chapter has been written by carefully selected,

distinguished experts specializing in that topic and carefully reviewed by the Editor, Al Bovik, ensuring that the greatest depth of understanding be communicated to the reader. Coverage includes introductory, intermediate and advanced topics and as such, this book serves equally well as

classroom textbook as reference resource. • Provides practicing engineers and students with a highly accessible resource for learning and using image/video processing theory and algorithms • Includes a new chapter on image processing education, which should prove invaluable for those developing or

modifying their curricula • Covers the various image and video processing standards that exist and are emerging, driving today's explosive industry • Offers an understanding of what images are, how they are modeled, and gives an introduction to how they are perceived • Introduces the

necessary, practical background to allow engineering students to acquire and process their own digital image or video data • Culminates with a diverse set of applications chapters, covered in sufficient depth to serve as extensible models to the reader's own potential applications About the

Editor... Al Bovik is the Cullen Trust for Higher Education Endowed Professor at The University of Texas at Austin, where he is the Director of the Laboratory for Image and Video Engineering (LIVE). He has published over 400 technical articles in the general area of image and video processing

and holds two U.S. patents. Dr. Bovik was Distinguished Lecturer of the IEEE Signal Processing Society (2000), received the IEEE Signal Processing Society Meritorious Service Award (1998), the IEEE Third Millennium Medal (2000), and twice was a two-time Honorable Mention winner of the

international Pattern Recognition Society Award. He is a Fellow of the IEEE, was Editor-in-Chief, of the IEEE Transactions on Image Processing (1996-2002), has served on and continues to serve on many other professional boards and panels, and was the Founding General Chairman of the IEEE International

Conference on Image Processing which was held in Austin, Texas in 1994. * No other resource for image and video processing contains the same breadth of up-to-date coverage * Each chapter written by one or several of the top experts working in that area * Includes all essential mathematics,

techniques, and algorithms for every type of image and video processing used by electrical engineers, computer scientists, internet developers, bioengineers, and scientists in various, image-intensive disciplines

This book offers a comprehensive

introduction to advanced methods for image and video analysis and processing. It covers deraining, dehazing, inpainting, fusion, watermarking and stitching. It describes techniques for face and lip recognition, facial expression recognition, lip reading in videos, moving object tracking, dynamic scene

classification, among others. The book combines the latest machine learning methods with computer vision applications, covering topics such as event recognition based on deep learning,dynamic scene classification based on topic model, person re-identification based on metric learning and

behavior analysis. It also offers a systematic introduction to image evaluation criteria showing how to use them in different experimental contexts. The book offers an example-based practical guide to researchers, professionals and graduate students dealing with advanced problems in image

analysis and computer vision.

This fully revised and expanded edition gives readers the necessary understanding of image and video processing concepts to contribute to this hot technology's future advances. Important new topics include introductory random processes,

image enhancement and analysis, and the new MPEG scalable video coding standard.

The video digitizer project. Classical image processing. Additional information.

This textbook presents the fundamental concepts and methods for understanding and

working with images and video in an unique, easy-to-read style which ensures the material is accessible to a wide audience. Exploring more than just the basics of image processing, the text provides a specific focus on the practical design and implementation of real systems for processing video data. Features:

includes more than 100 exercises, as well as C-code snippets of the key algorithms; covers topics on image acquisition, color images, point processing, neighborhood processing, morphology, BLOB analysis, segmentation in video, tracking, geometric transformation, and

visual effects; requires only a minimal understanding of mathematics; presents two chapters dedicated to applications; provides a guide to defining suitable values for parameters in video and image processing systems, and to conversion between the RGB color representation and the

HIS, HSV and YUV/YCbCr color representations.

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/fundament als 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.

Any device or system with imaging functionality requires a

digital video processing solution as part of its embedded system design. Engineers need a practical guide to technology basics and design fundamentals that enables them to deliver the video component of complex projects. This book introduces core video processing concepts and standards, and delivers

practical how-to guidance for engineers embarking on digital video processing designs using FPGAs. It covers the basic topics of video processing in a pictorial, intuitive manner with minimal use of mathematics. Key outcomes and benefits of this book for users include: understanding the concepts and

challenges of modern video systems; architect video systems at a system level; reference design examples to implement your own high definition video processing chain; understand implementation trade-offs in video system designs. Video processing is a must-have skill for engineers

working on products and solutions for rapidly growing markets such as video surveillance, video conferencing, medical imaging, military imaging, digital broadcast equipment, displays and countless consumer electronics applications This book is for engineers who need to develop video systems in their designs

but who do not have video processing experience. It introduces the fundamental video processing concepts and skills in enough detail to get the job done, supported by reference designs, step-by-step FPGA- examples, core standards and systems architecture maps Written by lead engineers at Altera

Corp, a top-three global developer of digital video chip (FPGA) technology

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.

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