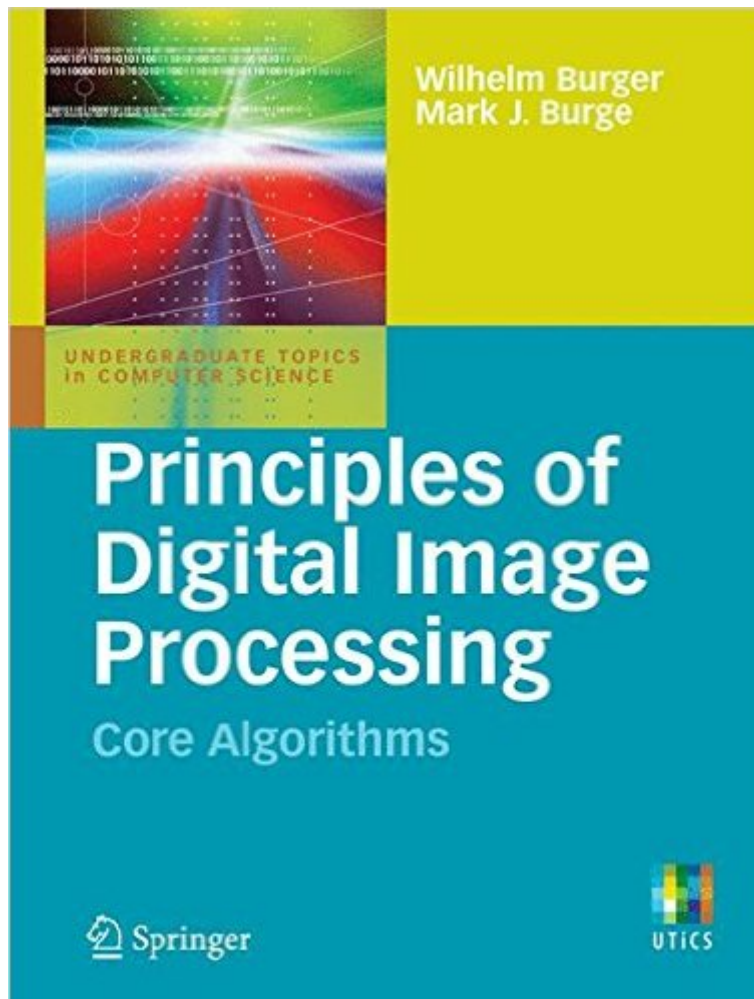


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Principles Of Digital Image Processing: Core Algorithms (Undergraduate Topics In Computer Science)



Synopsis

This is the second volume of a book series that provides a modern, algorithmic introduction to digital image processing. It is designed to be used both by learners desiring a firm foundation on which to build and practitioners in search of critical analysis and modern implementations of the most important techniques. This updated and enhanced paperback edition of our comprehensive textbook *Digital Image Processing: An Algorithmic Approach Using Java* packages the original material into a series of compact volumes, thereby supporting a flexible sequence of courses in digital image processing. Tailoring the contents to the scope of individual semester courses is also an attempt to provide affordable (and backpack-compatible) textbooks without compromising the quality and depth of content. This second volume, titled *Core Algorithms*, extends the introductory material presented in the first volume (*Fundamental Techniques*) with additional techniques that are, nevertheless, part of the standard image processing toolbox. A forthcoming third volume (*Advanced Techniques*) will extend this series and add important material beyond the elementary level, suitable for an advanced undergraduate or even graduate course.

Book Information

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Customer Reviews

I am currently studying Computer Vision and this book has been of great help. Covers all the important algorithms and method for image processing and then some. Don't be fooled by the title:

Undergraduate Topics in Computer Science. This has more than the basics. Very well written with lots of graphs/images, many in color. Exceptional printing quality in glossy thick paper.

This is volume 2 of the 3 book set. I actually had bought volume 3 first, and then realized that I could well do with this one. I'm using this collection for self study after being somewhat disgruntled with Gonzalez and Wood's book, which is often very good but sometimes completely glosses over the details. This set of books is pitched at a more elementary level in general than Gonzalez and Woods but in all fairness they do not cover exactly the same topics. For example G&W deal with wavelets (and I didn't find it terribly clear) whereas Burger and Burge just describe it briefly. The Hough transform for line and curve detection gets a good explanation here (better written than in Nixon and Aguado's book) whereas it is not even in the index of G&W. The algorithm descriptions are very clear, the Java code is very well presented, the pictures are very good, I have not found anything that's not to like about this book yet. I second everything the Greek Geek reviewer wrote about this book. The only "negative" remark is that the Kindle version is not available for my basic Kindle.

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