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These volumes present together a total of 64 revised full papers and 128 revised posters papers. The papers are organized in topical sections on camera calibration, stereo and pose, texture, face recognition, variational methods, tracking, geometry and calibration, lighting and focus, in the first volume. The papers of the second volume cover topics as detection and applications, statistics and kernels, segmentation, geometry and statistics, signal processing, and video processing.

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The two volume set LNCS 4291 and LNCS 4292 constitutes the refereed proceedings of the Second International Symposium on Visual Computing, ISVC 2006, held in Lake Tahoe, NV, USA in November 2006. The 65 revised full papers and 56 poster papers presented together with 57 papers of ten special tracks were carefully reviewed and selected from more than 280 submissions. The papers cover the four main areas of visual computing.

This title is part of a two volume set that constitutes the refereed proceedings of the 8th Asian Conference on Computer Vision, ACCV 2007. Coverage in this volume includes shape and texture, face and gesture, camera networks, face/gesture/action detection and recognition, learning, motion and tracking, human pose estimation, matching, face/gesture/action detection and recognition, low level vision and photometry, motion and tracking, human detection, and segmentation.

Dr Donald Bailey starts with introductory material considering the problem of embedded image processing, and how some of the issues may be solved using parallel hardware solutions. Field programmable gate arrays (FPGAs) are introduced as a technology that provides flexible, fine-grained hardware that can readily exploit parallelism within many image processing algorithms. A brief review of FPGA programming languages provides the link between a software mindset normally associated with image processing algorithms, and the hardware mindset required for efficient utilization of a parallel hardware design. The design process for implementing an image processing algorithm on an FPGA is compared with that for a conventional software implementation, with the key differences highlighted. Particular attention is given to the techniques for mapping an algorithm onto an FPGA implementation, considering timing, memory bandwidth and resource constraints, and efficient hardware computational techniques. Extensive coverage is given of a range of low and intermediate level image processing operations, discussing efficient implementations and how these may vary according to the application. The techniques are illustrated with several example applications or case studies from projects or applications he has been involved with. Issues such as interfacing between the FPGA and peripheral devices are covered briefly, as is designing the system in such a way that it can be more readily debugged and tuned. Provides a bridge between algorithms and hardware Demonstrates how to

avoid many of the potential pitfalls Offers practical recommendations and solutions Illustrates several real-world applications and case studies Allows those with software backgrounds to understand efficient hardware implementation Design for Embedded Image Processing on FPGAs is ideal for researchers and engineers in the vision or image processing industry, who are looking at smart sensors, machine vision, and robotic vision, as well as FPGA developers and application engineers. The book can also be used by graduate students studying imaging systems, computer engineering, digital design, circuit design, or computer science. It can also be used as supplementary text for courses in advanced digital design, algorithm and hardware implementation, and digital signal processing and applications. Companion website for the book: www.wiley.com/go/bailey/fpga

This book reports recent advances in the use of pattern recognition techniques for computer and robot vision. The sciences of pattern recognition and computational vision have been inextricably intertwined since their early days, some four decades ago with the emergence of fast digital computing. All computer vision techniques could be regarded as a form of pattern recognition, in the broadest sense of the term. Conversely, if one looks through the contents of a typical international pattern recognition conference proceedings, it appears that the large majority (perhaps 70-80%) of all pattern recognition papers are concerned with the analysis of images. In particular, these sciences overlap in areas of low level vision such as segmentation, edge detection and other kinds of feature extraction and region identification, which are the focus of this book.

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