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A Theory of Shape Identification

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A Theory Of Shape Identification Lecture Notes In Mathematics

Ulf Grenander, Michael I. Miller



A Theory Of Shape Identification Lecture Notes In Mathematics:

A Theory of Shape Identification Frédéric Cao, José-Luis Lisani, Jean-Michel Morel, Pablo Musé, Frédéric Sur, 2008-08-17 Recent years have seen dramatic progress in shape recognition algorithms applied to ever growing image databases They have been applied to image stitching stereo vision image mosaics solid object recognition and video or web image retrieval More fundamentally the ability of humans and animals to detect and recognize shapes is one of the enigmas of perception The book describes a complete method that starts from a query image and an image database and yields a list of the images in the database containing shapes present in the query image A false alarm number is associated to each detection Many experiments will show that familiar simple shapes or images can reliably be identified with false alarm numbers ranging from 10 5 to less than 10 300 Technically speaking there are two main issues The first is extracting invariant shape descriptors from digital images Indeed a shape can be seen from various angles and distances and in various lights **Deep Learning Applications, Volume 4** M. Arif Wani, Vasile Palade, 2022-11-25 This book presents a compilation of extended versions of selected papers from 20th IEEE International Conference on Machine Learning and Applications IEEE ICMLA 2021 It focuses on deep learning networks and their applications in domains such as healthcare security and threat detection fault diagnosis and accident analysis and robotic control in industrial environments It highlights novel ways of using deep neural networks to solve real world problems and also offers insights into deep learning architectures and algorithms making it an essential reference guide for academic researchers professionals software engineers in industry and innovative product developers The book is fourth in the series published since 2017 Advances in Visual Computing George Bebis, Richard Boyle, Bahram Parvin, Darko Koracin, Ronald Chung, Hammoud, Muhammad Hussain, Kar-Han Tan, Roger Crawfis, Daniel Thalmann, David Kao, Lisa Avila, 2010-11-05 The three volume set LNCS 6453 LNCS 6454 and LNCS 6455 constitutes the refereed proceedings of the 6th International Symposium on Visual Computing ISVC 2010 held in Las Vegas NV USA in November December 2010 The 93 revised full papers and 73 poster papers presented together with 44 full and 6 poster papers of 7 special tracks were carefully reviewed and selected from more than 300 submissions The papers of part I LNCS 6453 are organized in computational bioimaging computer graphics behavior detection and modeling low level color image processing feature extraction and matching visualization motion and tracking unconstrained biometrics advances and trends 3D mapping modeling and surface reconstruction and virtual reality Part II LNCS 6454 comprises topics such as calibration pose estimation and reconstruction segmentation stereo registration medical imaging low cost virtual reality expanding horizons best practices in teaching visual computing applications and video analysis and event recognition Part III LNCS 6455 mainly contains papers of the poster session and concludes with contributions addressing visualization as well as motion and tracking *Pattern Theory* Ulf Grenander, Michael I. Miller, 2007 Pattern Theory provides a comprehensive and accessible overview of the modern challenges in signal data and pattern analysis in speech recognition computational

linguistics image analysis and computer vision Aimed at graduate students in biomedical engineering mathematics computer science and electrical engineering with a good background in mathematics and probability the text includes numerous exercises and an extensive bibliography Additional resources including extended proofs selected solutions and examples are available on a companion website The book commences with a short overview of pattern theory and the basics of statistics and estimation theory Chapters 3 6 discuss the role of representation of patterns via condition structure Chapters 7 and 8 examine the second central component of pattern theory groups of geometric transformation applied to the representation of geometric objects Chapter 9 moves into probabilistic structures in the continuum studying random processes and random fields indexed over subsets of $\mathbb{R}^n$ Chapters 10 and 11 continue with transformations and patterns indexed over the continuum Chapters 12 14 extend from the pure representations of shapes to the Bayes estimation of shapes and their parametric representation Chapters 15 and 16 study the estimation of infinite dimensional shape in the newly emergent field of Computational Anatomy Finally Chapters 17 and 18 look at inference exploring random sampling approaches for estimation of model order and parametric representing of shapes

New Trends in Shape Optimization Aldo Pratelli, Günter Leugering, 2015-12-01 This volume reflects New Trends in Shape Optimization and is based on a workshop of the same name organized at the Friedrich Alexander University Erlangen N rnberg in September 2013 During the workshop senior mathematicians and young scientists alike presented their latest findings The format of the meeting allowed fruitful discussions on challenging open problems and triggered a number of new and spontaneous collaborations As such the idea was born to produce this book each chapter of which was written by a workshop participant often with a collaborator The content of the individual chapters ranges from survey papers to original articles some focus on the topics discussed at the Workshop while others involve arguments outside its scope but which are no less relevant for the field today As such the book offers readers a balanced introduction to the emerging field of shape optimization

Shape Theory J. M. Cordier, T. Porter, 2013-12-01 This in depth treatment uses shape theory as a case study to illustrate situations common to many areas of mathematics including the use of archetypal models as a basis for systems of approximations It offers students a unified and consolidated presentation of extensive research from category theory shape theory and the study of topological algebras A short introduction to geometric shape explains specifics of the construction of the shape category and relates it to an abstract definition of shape theory Upon returning to the geometric base the text considers simplicial complexes and numerable covers in addition to Morita s form of shape theory Subsequent chapters explore B nabou s theory of distributors the theory of exact squares Kan extensions the notion of a stable object and stability in an Abelian context The text concludes with a brief description of derived functors of the limit functor theory the concept that leads to movability and strong movability of systems and illustrations of the equivalence of strong movability and stability in many contexts

Moving Shape Analysis and Control Marwan Moubachir, Jean-Paul Zolesio, 2006-01-13 Problems involving the evolution of two and

three dimensional domains arise in many areas of science and engineering Emphasizing an Eulerian approach Moving Shape Analysis and Control Applications to Fluid Structure Interactions presents valuable tools for the mathematical analysis of evolving domains The book illustrates the efficient tools to use for problems where the modeling optimization or control variable is the structure of a geometric object

Shapes and Geometries Michel C. Delfour, J. P. Zolesio, 2001-01-01

A Contrario Line Segment Detection Rafael Grompone von Gioi, 2014-03-20 The reliable detection of low level image structures is an old and still challenging problem in computer vision This book leads a detailed tour through the LSD algorithm a line segment detector designed to be fully automatic Based on the a contrario framework the algorithm works efficiently without the need of any parameter tuning The design criteria are thoroughly explained and the algorithm's good and bad results are illustrated on real and synthetic images The issues involved as well as the strategies used are common to many geometrical structure detection problems and some possible extensions are discussed

Handbook of the History of General Topology C.E. Aull, R. Lowen, 2013-04-18 This book is the first one of a work in several volumes treating the history of the development of topology The work contains papers which can be classified into 4 main areas Thus there are contributions dealing with the life and work of individual topologists with specific schools of topology with research in topology in various countries and with the development of topology in different periods The work is not restricted to topology in the strictest sense but also deals with applications and generalisations in a broad sense Thus it also treats e.g. categorical topology interactions with functional analysis convergence spaces and uniform spaces Written by specialists in the field it contains a wealth of information which is not available anywhere else

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