



Machine Vision: Theory, Algorithms, Practicalities (Microelectronics and Signal Processing Series)

E. R. Davies

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Machine Vision: Theory, Algorithms, Practicalities covers the limitations, constraints, and tradeoffs of vision algorithms. This book is organized into four parts encompassing 21 chapters that tackle general topics, such as noise suppression, edge detection, principles of illumination, feature recognition, Bayes' theory, and Hough transforms.

Part 1 provides research ideas on imaging and image filtering operations, thresholding techniques, edge detection, and binary shape and boundary pattern analyses. Part 2 deals with the area of intermediate-level vision, the nature of the Hough transform, shape detection, and corner location. Part 3 demonstrates some of the practical applications of the basic work previously covered in the book. This part also discusses some of the principles underlying implementation, including on lighting and hardware systems. Part 4 highlights the limitations and constraints of vision algorithms and their corresponding solutions.

This book will prove useful to students with undergraduate course on vision for electronic engineering or computer science.

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