

# Contents

<i>Preface</i>	<i>ix</i>
<b>1 Introduction</b>	<b>1</b>
1.1 Overview	1
1.2 Human and computer vision	1
1.3 The human vision system	3
1.3.1 The eye	4
1.3.2 The neural system	7
1.3.3 Processing	8
1.4 Computer vision systems	10
1.4.1 Cameras	10
1.4.2 Computer interfaces	13
1.4.3 Processing an image	14
1.5 Mathematical systems	15
1.5.1 Mathematical tools	15
1.5.2 Hello mathcad, hello images!	16
1.5.3 Hello matlab!	21
1.6 Associated literature	24
1.6.1 Journals and magazines	24
1.6.2 Textbooks	25
1.6.3 The Web	27
1.7 References	28
<b>2 Images, sampling and frequency domain processing</b>	<b>31</b>
2.1 Overview	31
2.2 Image formation	31
2.3 The Fourier transform	35
2.4 The sampling criterion	40
2.5 The discrete Fourier transform (DFT)	45
2.5.1 One-dimensional transform	45
2.5.2 Two-dimensional transform	47
2.6 Other properties of the Fourier transform	53
2.6.1 Shift invariance	53
2.6.2 Rotation	54
2.6.3 Frequency scaling	55
2.6.4 Superposition (linearity)	56
2.7 Transforms other than Fourier	57
2.7.1 Discrete cosine transform	57
2.7.2 Discrete Hartley transform	58

2.7.3	Introductory wavelets; the Gabor wavelet	60
2.7.4	Other transforms	62
2.8	Applications using frequency domain properties	63
2.9	Further reading	65
2.10	References	65
<b>3</b>	<b>Basic image processing operations</b>	<b>67</b>
3.1	Overview	67
3.2	Histograms	67
3.3	Point operators	69
3.3.1	Basic point operations	69
3.3.2	Histogram normalisation	72
3.3.3	Histogram equalisation	72
3.3.4	Thresholding	76
3.4	Group operations	79
3.4.1	Template convolution	79
3.4.2	Averaging operator	82
3.4.3	On different template size	85
3.4.4	Gaussian averaging operator	86
3.5	Other statistical operators	88
3.5.1	More on averaging	88
3.5.2	Median filter	89
3.5.3	Mode filter	92
3.5.4	Comparison of statistical operators	95
3.6	Further reading	95
3.7	References	96
<b>4</b>	<b>Low-level feature extraction (including edge detection)</b>	<b>99</b>
4.1	Overview	99
4.2	First-order edge detection operators	99
4.2.1	Basic operators	99
4.2.2	Analysis of the basic operators	103
4.2.3	Prewitt edge detection operator	105
4.2.4	Sobel edge detection operator	106
4.2.5	The Canny edge detector	112
4.3	Second-order edge detection operators	120
4.3.1	Motivation	120
4.3.2	Basic operators: the Laplacian	121
4.3.3	The Marr Hildreth operator	123
4.4	Other edge detection operators	127
4.4.1	Spacek operator	127
4.4.2	Petrou operator	128
4.5	Comparison of edge detection operators	129
4.6	Detecting image curvature	130
4.6.1	Computing differences in edge direction	132
4.6.2	Approximation to a continuous curve	134
4.6.3	Measuring curvature by changes in intensity	138
4.6.4	Autocorrelation as a measure of curvature	140

4.7	Describing image motion	145
4.7.1	Area-based approach	146
4.7.2	Differential approach	149
4.8	Further reading	156
4.9	References	157
<b>5</b>	<b>Feature extraction by shape matching</b>	<b>161</b>
5.1	Overview	161
5.2	Thresholding and subtraction	162
5.3	Template matching	164
5.3.1	Definition	164
5.3.2	Fourier transform implementation	170
5.3.3	Discussion of template matching	173
5.4	Hough transform (HT)	173
5.4.1	Overview	173
5.4.2	Lines	174
5.4.3	HT for circles	179
5.4.4	HT for ellipses	184
5.4.5	Parameter space decomposition	186
5.5	Generalised Hough transform (GHT)	199
5.5.1	Formal definition of the GHT	199
5.5.2	Polar definition	201
5.5.3	The GHT technique	202
5.5.4	Invariant GHT	206
5.6	Other extensions to the HT	213
5.7	Further reading	214
5.8	References	214
<b>6</b>	<b>Flexible shape extraction (snakes and other techniques)</b>	<b>217</b>
6.1	Overview	217
6.2	Deformable templates	218
6.3	Active contours (snakes)	220
6.3.1	Basics	220
6.3.2	The greedy algorithm for snakes	222
6.3.3	Complete (Kass) snake implementation	227
6.3.4	Other snake approaches	232
6.3.5	Further snake developments	233
6.4	Discrete symmetry operator	236
6.5	Flexible shape models	240
6.6	Further reading	243
6.7	References	243
<b>7</b>	<b>Object description</b>	<b>247</b>
7.1	Overview	247
7.2	Boundary descriptions	248
7.2.1	Boundary and region	248
7.2.2	Chain codes	249
7.2.3	Fourier descriptors	251

7.3	Region descriptors	278
7.3.1	Basic region descriptors	278
7.3.2	Moments	280
7.4	Further reading	288
7.5	References	288
<b>8</b>	<b>Introduction to texture description, segmentation and classification</b>	<b>291</b>
8.1	Overview	291
8.2	What is texture	292
8.3	Texture description	294
8.3.1	Performance requirements	294
8.3.2	Structural approaches	294
8.3.3	Statistical approaches	297
8.3.4	Combination approaches	299
8.4	Classification	301
8.4.1	The $k$ -nearest neighbour rule	301
8.4.2	Other classification approaches	305
8.5	Segmentation	306
8.6	Further reading	307
8.7	References	308
<b>9</b>	<b>Appendices</b>	<b>311</b>
9.1	Appendix 1: Homogeneous co-ordinate system	311
9.1.1	References	313
9.2	Appendix 2: Least squares analysis	314
9.2.1	The least squares criterion	314
9.2.2	Curve fitting by least squares	315
9.3	Appendix 3: Example worksheet for Chapter 3	317
9.4	Appendix 4: Abbreviated Matlab worksheet	336
	<i>Index</i>	345