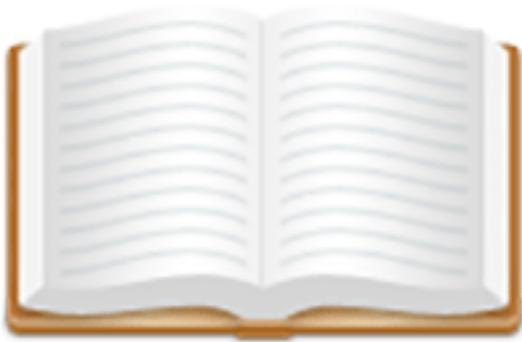


# Digital Image Processing: Principles and Applications

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by Gregory A. Baxes



English / 480 pages

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Disk contains sample image files and a ready-to-run digital image processing program that lets you do as you learn. detailed step-by-step guides to the most commonly used operations, including references to real-world applications and implementations. hundreds of before and after images that help illustrate all the operations described. comprehensive coverage of current hardware and the best methods for acquiring, displaying, and processing digital images. Read more. See all Editorial Reviews. In computer science, digital image processing is the use of a digital computer to process digital images through an algorithm. As a subcategory or field of digital signal processing, digital image processing has many advantages over analog image processing. It allows a much wider range of algorithms to be applied to the input data and can avoid problems such as the build-up of noise and distortion during processing. Since images are defined over two dimensions (perhaps more) digital image processing Gregory A. Baxes, Digital Image Processing, Principles and Applications, John Wiley & Sons, New York, 1994. Ronald N. Bracewell, Two-Dimensional Imaging, Prentice Hall, Englewood Cliffs, 1995. Ronald N. Bracewell, The Fourier Transform and Its Applications (Second Edition, Revised), McGraw-Hill, 1986. Ronald N. Bracewell, The Hartley Transform, Oxford University Press, New York, 1986. R.N. Bracewell, "The Fourier Transform", Scientific American, June 1989, pp.86-95. This course will investigate the basic principles of digital imaging systems and introduce useful applications; many simple examples will be provided to illustrate the concepts. First, a definition: IMAGE: A reproduction or imitation of form of a person or thing.

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