A cookbook of algorithms for common image processing applications

Thanks to advances in computer hardware and software, algorithms have been developed that support sophisticated image processing without requiring an extensive background in mathematics. This bestselling book has been fully updated with the newest of these, including 2D vision methods in content-based searches and the use of graphics cards as image processing computational aids. It's an ideal reference for software engineers and developers, advanced programmers, graphics programmers, scientists, and other specialists who require highly specialized image processing.

- Algorithms now exist for a wide variety of sophisticated image processing applications required by software engineers and developers, advanced programmers, graphics programmers, scientists, and related specialists

- This bestselling book has been completely updated to include the latest algorithms, including 2D vision methods in content-based searches, details on modern classifier methods, and graphics cards used as image processing computational aids

- Saves hours of mathematical calculating by using distributed processing and GPU programming, and gives non-mathematicians the shortcuts needed to program relatively sophisticated applications.

*Algorithms for Image Processing and Computer Vision, 2nd Edition* provides the tools to speed development of image processing applications.
ABOUT THE AUTHOR

J. R. Parker is a full professor working in the Art department at the University of Calgary. His major research projects include live performance in online virtual spaces, the design and construction of kinetic games, and the portrayal of Canadian history and culture in digital and online form.

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