Matrix Vision Pro System

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The purpose of robot vision is to enable robots to perceive the external world in order to perform a large range of tasks such as navigation, visual servoing for object tracking and manipulation, object recognition and categorization, surveillance, and higher-level decision-making. Among different perceptual modalities, vision is arguably the most important one. It is therefore an essential building block of a cognitive robot. This book presents a snapshot of the wide variety of work in robot vision that is currently going on in different parts of the world.

Imaging & Vision Systems - Theory, Assessment & Applications, Advances in Computation, Theory & Practice -- Volume 9

Belonging to the wider academic field of computer vision, videoanalytics has aroused a phenomenal surge of interest since thecurrent millennium. Video analytics is intended to solve theproblem of the incapability of exploiting video streams in realtime for the purpose of detection or anticipation. It involvesanalyzing the videos using algorithms that detect and track objectsof interest over time and that indicate the presence of events orsuspect behavior involving these objects. The aims of this book are to highlight the operational attempts ofvideo analytics, to identify possible driving forces behindpotential evolutions in years to come, and above all to present thestate of the art and the technological hurdles which have yet to beovercome. The need for video surveillance is introduced through twomajor applications (the security of rail transportation systems anda posteriori investigation). The characteristics of the videosconsidered are presented through the cameras which enable captureand the compression methods which allow us to transport and storethem. Technical topics are then discussed – the analysis ofobjects of interest (detection, tracking and recognition),"high-level" video analysis, which aims to give asematic interpretation of the observed scene (events, behaviors,types of content). The book concludes with the problem ofperformance evaluation.

The field of computer vision combines techniques from physics, mathematics, psychology, artificial intelligence, and computer science to examine how machines might construct meaningful descriptions of their surrounding environment. The editors of this volume, prominent researchers and leaders of the SRI International AI Center Perception Group, have selected sixty papers, most published since 1980, with the viewpoint that computer vision is concerned with solving seven basic problems: Reconstructing 3D scenes from 2D images Decomposing images into their component parts Recognizing and assigning labels to scene objects Deducing and describing relations among scene objects Determining the nature of computer architectures that can support the visual function Representing abstractions in the world of computer memory Matching stored descriptions to image representation Each chapter of this volume addresses one of these problems through an introductory discussion, which identifies major ideas and summarizes approaches, and through reprints of key research papers. Two appendices on crucial assumptions in image interpretation and on parallel architectures for vision applications, a glossary of technical terms, and a comprehensive bibliography and index complete the volume.

Human and animal vision systems have been driven by the pressures of evolution to become capable of perceiving and reacting to their environments as close to instantaneously as possible. Casting such a goal of reactive vision into the framework of existing technology necessitates an artificial system capable of operating continuously, selecting and integrating information from an environment within stringent time delays. The YAP (Vision As Process) project embarked upon the study and development of techniques with this aim in mind. Since its conception in 1989, the project has successfully moved into its second phase, YAP II, using the integrated system developed in its predecessor as a basis. During the first phase of the work the "vision as a process paradigm" was realised through the construction of flexible stereo heads and controllable stereo mounts integrated in a skeleton system (SA V A) demonstrating continuous real-time operation. It is the work of this fundamental period in the V AP story that this book aptly documents. Through its achievements, the consortium has contributed to building a strong scientific base for the future development of continuously operating machine vision systems, and has always underlined the importance of not just solving problems of purely theoretical interest but of tackling real-world scenarios. Indeed the project members should now be well poised to contribute (and take advantage of) industrial applications such as navigation and process control, and already the commercialisation of controllable heads is underway.

Apply the Processing language to tasks involved in computer vision--tasks such as edge and corner detection, recognition of motion between frames in a video, recognition of objects, matching of feature points and shapes in different frames for tracking purposes, and more. You will manipulate images through creative effects, geometric transformation, blending of multiple images, and so forth. Examples are provided. Pro Processing for Images and Computer Vision with OpenCV is a step-by-step training tool that guides you through a series of worked examples in linear order. Each chapter begins with a basic demonstration, including the code to recreate it on your own system. Then comes a creative challenge by which to engage and develop mastery of the chapter's topic. The book also includes hints and tips relating to visual arts, interaction design, and industrial best practices. This book is intended for any developer of artistic and otherwise visual applications, such as in augmented reality and digital effects, with a need to manipulate images, and to recognize and manipulate objects within those images. The book is specifically targeted at those making use of the Processing language that is common in artistic fields, and to Java programmers because of Processing's easy integration into the Java programming environment. What You'll Learn Make use of OpenCV, the open source library for computer vision in the Processing environment Capture live video streams and examine them frame-by-frame for objects in motion Recognize shapes and objects through techniques of detecting lines, edges, corners, and more Transform images by scaling, translating, rotating, and additionally through various distortion effects Apply techniques such as background subtraction to isolate motion of objects in live video streams Detect and track human faces and other objects by matching feature points in different images or video frames Who This Book Is For Media artists, designers, and creative coders

Journal of Information System Engineering and Business Intelligence (JISEBI) focuses on Information System Engineering and its implementation, Business Intelligence, and its application. JISEBI is an international, peer review, electronic, and open access journal. JISEBI is seeking an original and high-quality manuscript. Information System Engineering is a multidisciplinary approach to all activities in the development and management of information system aiming to achieve organization goals. Business Intelligence (BI) focuses on techniques to transfer raw data into meaningful information for business analysis purposes, such as decision making, identification of new opportunities, and the implementation of business strategy. The goal of BI is to achieve a sustainable competitive advantage for businesses.

Computer Vision Systems is a collection of papers presented at the Workshop on Computer Vision Systems held at the University of Massachusetts in Amherst, Massachusetts, on June 1-3, 1977. Contributors discuss the breadth of problems that must be taken into account in the development of general computer vision systems. Topics covered include the application of system engineering techniques to the design of artificial intelligence systems; representation and segmentation of natural scenes; and pragmatic aspects of machine vision. Psychophysical measures of representation and interpretation are also considered. This monograph is divided into four sections: Issues and Research Strategies, Segmentation, Theory and Psychology, and Systems. The first chapter explores the problem of recovering the intrinsic characteristics of scenes from images, along with its implications for machine and human vision. The discussion then turns to special-purpose low-level vision systems that can be flexibly reconfigured as the need arises; design, development, and implementation of large systems from the human engineering point of view; and representation of visual information. The next section examines hierarchical relaxation for waveform parsing; the topology and semantics of intensity arrays; and visual images as spatial representations in active memory. The use of edge cues to recognize real-world objects is also analyzed. This text will be a useful resource for systems designers, computer engineers, and scientists as well as psychologists.