The Image Processing Handbook -- 6th ed Russ, John C. ISBN 9781439840450

Table of Contents

Acquiring Images

Human reliance on images for information Video cameras CCD cameras Camera artifacts and limitations Color cameras Camera resolution CMOS cameras Focusing Electronics and bandwidth limitations Pixels Gray scale resolution Noise High depth images Color imaging Digital camera limitations Color spaces Color correction Color displays Image types Range imaging Multiple images Stereoscopy Imaging requirements

Human Vision

What we see and why Recognition **Technical specs** Acuity What the eye tells the brain Spatial comparisons Local to global hierarchies It's about time The third dimension How versus What Seeing what isn't there, and vice versa Image compression A world of light Size matters Shape (whatever that means) Context Arrangements must be made Seeing is believing

Printing and Storage

Printing Dots on paper Color printing Printing hardware Film recorders Other presentation tools File storage Storage media Magnetic recording Databases for images Browsing and thumbnails Lossless coding Reduced color palettes JPEG compression Wavelet compression Fractal compression **Digital movies**

Correcting Imaging Defects

Contrast expansion Noisy images Neighborhood averaging Neighborhood ranking Other neighborhood noise reduction methods Defect removal, maximum entropy and maximum likelihood Nonuniform illumination Fitting a background function Rank leveling Color images Non-planar views Computer graphics Geometric distortion Alignment Interpolation Morphing

Image Enhancement in the Spatial Domain

Contrast manipulation Histogram equalization Local equalization Laplacian Derivatives Finding edges with gradients More edge detectors Texture Fractal analysis Implementation notes Image math Subtracting images Multiplication and division Principal Components Analysis Other image combinations

Processing images in Frequency Space

About frequency space The Fourier transform Fourier transforms of simple functions Frequencies and orientations Preferred orientation Texture and fractals Isolating periodic noise Selective masks and filters Selection of periodic information Convolution Deconvolution Noise and Wiener deconvolution Template matching and correlation Autocorrelation

Segmentation and Thresholding

Thresholding Automatic settings Multiband images Two-dimensional thresholds Multiband thresholding Thresholding from texture Multiple thresholding criteria Textural orientation Region boundaries Conditional histograms Boundary lines Contours Image representation Other segmentation methods The general classification problem

Processing Binary Images

Boolean operations Combining Boolean operations Masks From pixels to features Boolean logic with features Selecting features by location Double thresholding Erosion and dilation Opening and closing

Isotropy

Measurements using erosion and dilation Extension to gray scale images Morphology neighborhood parameters Examples of use Euclidean distance map Watershed segmentation Ultimate eroded points Skeletons Boundary lines and thickening Combining skeleton and EDM

Global Image Measurements

Global measurements and stereology Surface area ASTM Grain Size Multiple types of surfaces Length Thickness Sampling strategies Determining number Curvature, connectivity and the Disector Anisotropy and gradients Size distributions Classical stereology (unfolding)

Feature-Specific Measurements

Brightness measurements Determining location Orientation Neighbor relationships Alignment Counting Special counting procedures Feature size Circles and ellipses Caliper dimensions Perimeter

Characterizing Shape

Describing shape Dimensionless ratios Fractal dimension Harmonic analysis Topology Three dimensions

Feature Recognition and Classification

Template matching and cross-correlation Parametric description Decision points Multidimensional classification Learning systems kNN and cluster analysis Expert systems Neural nets Syntactical models

Tomographic Imaging

More than two dimensions Volume imaging vs. sections Basics of reconstruction Algebraic reconstruction methods Maximum entropy Defects in reconstructed images Beam hardening Imaging geometries Three-dimensional tomography High resolution tomography

3D Image Visualization

Sources of 3D data Serial sections Optical sectioning Sequential removal Stereo measurement 3D data sets Slicing the data set Arbitrary section planes The use of color Volumetric display Stereo viewing Special display hardware Ray tracing Reflection Surfaces Multiply connected surfaces Image processing in 3D Measurements on 3D images

Imaging Surfaces

Producing surfaces Imaging surfaces by physical contact Noncontacting measurements Microscopy of surfaces Surface composition imaging Processing of range images Processing of composition maps Data presentation and visualization Rendering and visualization Analysis of surface data Profile measurements The Birmingham measurement suite Topographic analysis and fractal dimensions