



Digital Geometry Algorithms: Theoretical Foundations and Applications to Computational Imaging: 2 (Lecture Notes in Computational Vision and Biomechanics)

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Digital geometry emerged as an independent discipline in the second half of the last century. It deals with geometric properties of digital objects and is developed with the unambiguous goal to provide rigorous theoretical foundations for devising new advanced approaches and algorithms for various problems of visual computing. Different aspects of digital geometry have been addressed in the literature. This book is the first one that explicitly focuses on the presentation of the most important digital geometry algorithms. Each chapter provides a brief survey on a major research area related to the general volume theme, description and analysis of related fundamental algorithms, as well as new original contributions by the authors. Every chapter contains a section in which interesting open problems are addressed.

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