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Filtering, Segmentation and Depth

Mark Nitzberg, David Mumford, Takahiro Shiota

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Abstract

Computer vision seeks a process that starts with a noisy, ambiguous signal from a TV camera and ends with a high-level description of discrete objects located in 3-dimensional space and identified in a human-like manner. This book addresses the process at several levels. First to be treated are the low-level image-processing tasks of noise removal and smoothing while preserving important lines and singularities in an image. At a second level, a robust contour tracing algorithm is described that produces a cartoon of the important lines in an image. Third is the high-level task of reconstructing the geometry of objects in the scene. The book has two goals: to introduce the computer vision community a new approach to early visual processing, in the form of image segmentation that incorporates occlusion at a low level, and to introduce real computer algorithms that do a better job of

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