

Information Theory Tools for Image Processing (Synthesis Lectures on Computer Graphics and Animation)

Miquel Feixas, Anton Bardera, Jaume Rigau, Qing Xu, Mateu Sbert



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Information Theory Tools for Image Processing (Synthesis Lectures on Computer Graphics and

Animation) Miquel Feixas, Anton Bardera, Jaume Rigau, Qing Xu, Mateu Sbert Information Theory (IT) tools, widely used in many scientific fields such as engineering, physics, genetics, neuroscience, and many others, are also useful transversal tools in image processing. In this book, we present the basic concepts of IT and how they have been used in the image processing areas of registration, segmentation, video processing, and computational aesthetics. Some of the approaches presented, such as the application of mutual information to registration, are the state of the art in the field. All techniques presented in this book have been previously published in peer-reviewed conference proceedings or international journals. We have stressed here their common aspects, and presented them in an unified way, so to make clear to the reader which problems IT tools can help to solve, which specific tools to use, and how to apply them. The IT basics are presented so as to be self-contained in the book. The intended audiences are students and practitioners of image processing and related areas such as computer graphics and visualization. In addition, students and practitioners of IT will be interested in knowing about these applications.

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