

# SYMBOLIC COMPUTATION

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## Parallel Algorithms for Machine Intelligence and Vision



Springer-Verlag

# Parallel Algorithms For Machine Intelligence And Vision

**Alok N Choudary,J H Patel**



## **Parallel Algorithms For Machine Intelligence And Vision:**

*Parallel Algorithms for Machine Intelligence and Vision* Vipin Kumar,P.S. Gopalakrishnan,Laveen N. Kanal,2012-12-06 Recent research results in the area of parallel algorithms for problem solving search natural language parsing and computer vision are brought together in this book The research reported demonstrates that substantial parallelism can be exploited in various machine intelligence and vision problems The chapter authors are prominent researchers actively involved in the study of parallel algorithms for machine intelligence and vision Extensive experimental studies are presented that will help the reader in assessing the usefulness of an approach to a specific problem Intended for students and researchers actively involved in parallel algorithms design and in machine intelligence and vision this book will serve as a valuable reference work as well as an introduction to several research directions in these areas Parallel Algorithms for Computer Vision on the Connection Machine Massachusetts Institute of Technology. Artificial Intelligence Laboratory,1986 *Parallel Algorithms for Digital Image Processing, Computer Vision and Neural Networks* Ioannis Pitas,1993-04-09 World renowned contributors present papers concerning algorithms used on the latest generation of parallel machines MIMD Details key applications running the gamut from medical imaging visualization and remote sensing to HDTV demonstrating the large computational complexity necessary to perform these tasks *System Modelling and Optimization* Jacques Henry,Jean-Pierre Yvon,2006-04-11 This conference organized jointly by UTC and INRIA is the biennial general conference of the IFIP Technical Committee 7 System Modelling and Optimization and reflects the activity of its members and working groups These proceedings contain a collection of papers 82 from the more than 400 submitted as well as the plenary lectures presented at the conference Encyclopedia of Microcomputers Allen Kent,James G. Williams,1993-11-18 The Encyclopedia of Microcomputers serves as the ideal companion reference to the popular Encyclopedia of Computer Science and Technology Now in its 10th year of publication this timely reference work details the broad spectrum of microcomputer technology including microcomputer history explains and illustrates the use of microcomputers throughout academe business government and society in general and assesses the future impact of this rapidly changing technology **Annual ACM Symposium on Parallel Algorithms and Architectures** ,1994 **Parallel Architectures and Parallel Algorithms for Integrated Vision Systems** Alok N Choudary,J H Patel,1990-09-30 Computer vision has been regarded as one of the most complex and computationally intensive problems An integrated vision system IVS is a system that uses vision algorithms from all levels of processing to perform for a high level application e g object recognition This thesis addresses several issues in parallel architectures and parallel algorithms for integrated vision systems First a model of computation for IVSs is presented The model captures computational requirements defines spatial and temporal data dependencies between tasks and shows what types of interactions may occur between tasks from different levels of processing The model is used to develop features and capabilities of a parallel architecture suitable for IVSs A multiprocessor architecture for IVSs called NETRA is presented

NETRA is highly flexible without the use of complex interconnection schemes NETRA is recursively defined hierarchical architecture whose leaf nodes consist of clusters processors connected with a programmable crossbar with a selective broadcast capability Hence it is easily scalable from small to large systems Homogeneity of NETRA permits fault tolerance and graceful degradation under faults Several refinements in the architecture over the original design are also proposed Performance of several vision algorithms when they are mapped on one cluster is presented It is shown that SIMD MIMD and systolic algorithms can be easily mapped onto processor clusters and almost linear speedups are possible An extensive analysis of inter cluster communication strategies in NETRA is presented A methodology to evaluate performance of algorithms on NETRA is described Performance analysis of parallel algorithms when mapped across clusters is presented The parameters are derived from the characteristics of the parallel algorithms which are then used to evaluate the alternative communication strategies in NETRA The effects of communication interference on the performance of algorithms are studied It is observed that if communication speeds are matched with the computation speeds almost linear speedups are possible when algorithms are mapped across clusters Finally several techniques to perform data decomposition and static and dynamic load balancing for IVS algorithms are described These techniques can be used to perform load balancing for intermediate and high level data dependent vision algorithms They are shown to perform well using them on an implementation of a motion estimation system on a hypercube multiprocessor Abstract shortened with permission of author

**Proceedings 20th International Conference Parallel Processing 1991** Tse-yun Feng,1991-07-30 *Algorithms for Multispectral and Hyperspectral Imagery* ,1998 **Image Understanding Workshop** ,1990 **Design and Analysis of Parallel Algorithms for Game-tree Search** Igor Robert Steinberg,1991 **VLSI & Parallel Computing for Pattern Recognition & Artificial Intelligence** N. Ranganathan,1995 This book covers parallel algorithms and architectures and VLSI chips for a range of problems in image processing computer vision pattern recognition and artificial intelligence The specific problems addressed include vision and image processing tasks Fast Fourier Transforms Hough Transforms Discrete Cosine Transforms image compression polygon matching template matching pattern matching fuzzy expert systems and image rotation The collection of papers gives the reader a good introduction to the state of the art while for an expert this serves as a good reference and a source of some new contributions in this field **Optical Engineering** ,1998

**Readings in Computer Vision** Martin A. Fischler,Oscar Firschein,2014-06-28 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 AAAI 99 American Association for Artificial Intelligence,1999 AAAI proceedings describe innovative concepts techniques perspectives and observations that present promising research directions in artificial intelligence The annual AAAI National Conference and Innovative Applications of Artificial Intelligence Conference provide a forum for information exchange and interaction among researchers from all disciplines of AI Contributions include theoretical experimental and empirical results The technical papers published in this proceedings were selected by a rigorous double blind review process The National Conference papers cover a myriad of topics including agents artificial intelligence and the world wide web cognitive systems constraint satisfaction problems knowledge acquisition knowledge representation learning model based reasoning natural language and information retrieval planning robotics satisfiability scheduling search tractable reasoning and vision The Innovative Applications Conference papers feature deployed and emerging applications These papers will be of special benefit to AI applications developers In addition abstracts from the Invited talks Intelligent Systems Demonstrations Robotic Competition and Exhibition SIGART AAAI Doctoral Consortium and Student programs are also included in this proceedings **Proceedings** ,1997 **CAMP '95, Computer Architectures for Machine Perception** V. Cantoni,1995 Proceedings of the September 1995 workshop on Computer Architectures for Machine Perception containing the results of sessions on smart sensors and artificial retinæ three papers ASICs and VLSI architectures five papers parallel architectures three papers real time systems and techniques

**Parallel Computing** E. D'Hollander,1996 Hardbound The aim of this volume is to give an overview of the state of the art of the development application and future trends in parallel computing The emphasis is on the applications of all types of parallel computers which is reflected by the invited and contributed papers and posters included in these proceedings The following topic areas are covered Applications Various aspects of the application of parallel computers including simulation flow calculations sorting image processing industrial computing financial applications optimisation linear algebra Software Software engineering for application development including programming environments object oriented methods data parallelism languages compilers monitoring and debugging operating systems scheduling load balancing threads Hardware Systolic processors networks communication performance measurement and analysis Industrial **1993 Computer Architectures for Machine Perception** Magdy A. Bayoumi,Larry S. Davis,Kimon Valavanis,1993 Proceedings of the Computer Architectures for Machine Perception Workshop held Dec 15 17 1993 in New Orleans Louisiana Papers came from

several communities computer architecture pattern recognition image processing and analysis computer vision and VLSI No  
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