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Geometry of Digital Spaces by Gabor T. Herman
Digital topology deals with properties and features of two-dimensional or three-dimensional digital images that correspond to topological properties or topological features of objects. Concepts and results of digital topology are used to specify and justify important image analysis algorithms, including algorithms for thinning, border or surface tracing, counting of components or tunnels, or region-filling.

"La narraci6n literaria es la evocaci6n de las nostalgias. " ("Literary narration is the evocation of nostalgia. ") G. G. Marquez, interview in Puerta del Sol, VII, 4, 1996. A Personal Prehistory In 1972 I started cooperating with members of the Biodynamics Research Unit at the Mayo Clinic in Rochester, Minnesota, which was under the direction of Earl H. Wood. At that time, their ambitious (and eventually realized) dream was to build the Dynamic Spatial Reconstructor (DSR), a device capable of collecting data regarding the attenuation of X-rays through the human body fast enough for stop-action imaging the full extent of the beating heart inside the thorax. Such a device can be applied to study the dynamic processes of cardiopulmonary physiology, in a manner similar to the application of an ordinary cr (computerized tomography) scanner to observing stationary anatomy. The standard method of displaying the information produced by a cr scanner consists of showing two-dimensional images, corresponding to maps of the X-ray attenuation coefficient in slices through the body. (Since different tissue types attenuate X-rays differently, such maps provide a good visualization of what is in the body in those slices; bone - which attenuates X-rays a lot - appears white, air appears black, tumors typically appear less dark than the surrounding healthy tissue, etc.) However, it seemed to me that this display mode would not be appropriate for the DSR.

"La narraci6n literaria es la evocaci6n de las nostalgias. " ("Literary narration is the evocation of nostalgia. ") G. G. Marquez, interview in Puerta del Sol, VII, 4, 1996. A Personal Prehistory In 1972 I started cooperating with members of the Biodynamics Research Unit at the Mayo Clinic in Rochester, Minnesota, which was under the direction of Earl H. Wood. At that time, their ambitious (and eventually realized) dream was to build the Dynamic Spatial Reconstructor (DSR), a device capable of collecting data regarding the attenuation of X-rays through the human body fast enough for stop-action imaging the full extent of the beating heart inside the thorax. Such a device can be applied to study the dynamic processes of cardiopulmonary physiology, in a manner similar to the application of an ordinary cr (computerized tomography) scanner to observing stationary anatomy. The standard method of displaying the information produced by a cr scanner consists of showing two-dimensional images, corresponding to maps of the X-ray attenuation coefficient in slices through the body. (Since different tissue types attenuate X-rays differently, such maps provide a good visualization of what is in the body in those slices; bone - which attenuates X-rays a lot - appears white, air appears black, tumors typically appear less dark than the surrounding healthy tissue, etc.) However, it seemed to me that this display mode would not be appropriate for the DSR.

This volume presents the proceedings of the 10th International Workshop on Combinatorial Image Analysis, held December 1–3, 2004, in Auckland, New Zealand. Prior meetings took place in Paris (France, 1991), Ube (Japan, 1992), Washington DC (USA, 1994), Lyon (France, 1995), Hiroshima (Japan, 1997), Madras (India, 1999), Caen (France, 2000), Philadelphia (USA, 2001), and - lermo (Italy, 2003). For this workshop we received 86 submitted papers from 23 countries. Each paper was evaluated by at least two independent referees. We selected 55 papers for the conference. Three invited lectures by Vladimir Kovalevsky (Berlin), Akira Nakamura (Hiroshima), and Maurice Nivat (Paris) completed the program. Conference papers are presented in this volume under the following topical part titles: discrete tomography (3 papers), combinatorics and computational models (6), combinatorial algorithms (6), combinatorial mathematics (4), d- ital topology (7), digital geometry (7), approximation of digital sets by curves and surfaces (5), algebraic approaches (5), fuzzy image analysis (2), image s- mentation (6), and matching and recognition (7). These subjects are dealt with in the context of digital image analysis or computer vision.

This book investigates the convergence and summability of both one-dimensional and multi-dimensional Fourier transforms, as well as the theory of Hardy spaces. To do so, it studies a general summability method known as theta-summation, which encompasses all the well-known summability methods, such as the Fejér, Riesz, Weierstrass, Abel, Picard, Bessel and Rogosinski summations. Following on the classic books by Bary (1964) and Zygmund (1968), this is the first book that considers strong summability introduced by current methodology. A further unique aspect is that the Lebesgue points are also studied in the theory of multi-dimensional summability. In addition to classical results, results from the past 20-30 years – normally only found in scattered research papers – are also gathered and discussed, offering readers a convenient “one-stop” source to support their work. As such, the book will be useful for researchers, graduate and postgraduate students alike.

Earthquakes in shallow subduction zones account for the greatest part of seismic energy release in the Earth and often cause significant damage; in some cases they are accompanied by devastating tsunamis. Understanding the physics of seismogenic and tsunamigenic processes in such zones continues to be a challenging focus of ongoing research. The seismologic and geodetic work reported in this volume highlights the recent advances made toward quantifying and understandig the role of shallow plate coupling in the earthquake generation process. The relation between regional seismotectonics, features in the downgoing plate, and the slip distribution in earthquakes are examined for recent and great historical events. In addition to papers reporting new results, review articles on tsunami and tsunamigenic earthquakes and depth dependent plate interface properties are presented. These observational results, along with complementary laboratory and theoretical studies, can assist in assessing the seismic potential of a given region.

This monograph serves as a much-needed, self-contained reference on the topic of modulation spaces. By gathering together state-of-the-art developments and previously unexplored applications, readers will be motivated to make effective use of this topic in future research. Because modulation spaces have historically only received a cursory treatment, this book will fill a gap in time-frequency analysis literature, and offer readers a convenient and timely resource. Foundational concepts and definitions in functional, harmonic, and real analysis are reviewed in the first chapter, which is then followed by introducing modulation spaces. The focus then expands to the many valuable applications of modulation spaces, such as linear and multilinear pseudodifferential operators, and dispersive partial differential equations. Because it is almost entirely self-contained, these insights will be accessible to a wide audience of interested readers. Modulation Spaces will be an ideal reference for researchers in time-frequency analysis and nonlinear partial differential equations. It will also appeal to graduate students and seasoned researchers who seek an introduction to the time-frequency analysis of nonlinear dispersive partial differential equations.

The first of a two volume set on novel methods in harmonic analysis, this book draws on a number of original research and survey papers from well-known specialists detailing the latest innovations and recently discovered links between various fields. Along with many deep theoretical results, these volumes contain numerous applications to problems in signal processing, medical imaging, geodesy, statistics, and data science. The chapters within cover an impressive range of ideas from both traditional and modern harmonic analysis, such as: the Fourier transform, Shannon sampling, frames, wavelets, functions on Euclidean spaces, analysis on function spaces of Riemannian and sub-Riemannian manifolds, Fourier analysis on manifolds and Lie groups, analysis on combinatorial graphs, sheaves, co-sheaves, and persistent homologies on topological spaces. Volume I is organized around the theme of frames and other bases in abstract and function spaces, covering topics such as: The advanced development of frames, including Sigma-Delta quantization for fusion frames, localization of frames, and frame conditioning, as well as applications to distributed sensor networks, Galerkin-like representation of operators, scaling on graphs, and dynamical sampling. A systematic approach to shearlets with applications to wavefront sets and function spaces. Prolate and generalized prolate functions, spherical Gauss-Laguerre basis functions, and radial basis functions. Kernel methods, wavelets, and frames on compact and non-compact manifolds.

The first book on digital geometry by the leaders in the field.

This book provides comprehensive coverage of the modern methods for geometric problems in the computing sciences. It also covers concurrent topics in data sciences including geometric processing, manifold learning, Google search, cloud data, and R-tree for wireless networks and BigData. The author investigates digital geometry and its related constructive methods in discrete geometry, offering detailed methods and algorithms. The book is divided into five sections: basic geometry; digital curves, surfaces and manifolds; discretely represented objects; geometric computation and processing; and advanced topics. Chapters especially focus on the applications of these methods to other types of geometry, algebraic topology, image processing, computer vision and computer graphics. Digital and Discrete Geometry: Theory and Algorithms targets researchers and professionals working in digital image processing analysis, medical imaging (such as CT and MRI) and informatics, computer graphics, computer vision, biometrics, and information theory. Advanced-level students in electrical engineering, mathematics, and computer science will also find this book useful as a secondary text book or reference. Praise for this book: This book does present a large collection of important concepts, of mathematical, geometrical, or algorithmical nature, that are frequently used in computer graphics and image processing. These concepts range from graphs through manifolds to homology. Of particular value are the sections dealing with discrete versions of classic continuous notions. The reader finds compact definitions and concise explanations that often appeal to intuition, avoiding finer, but then necessarily more complicated, arguments... As a first introduction, or as a reference for professionals working in computer graphics or image processing, this book should be of considerable value." - Prof. Dr. Rolf Klein, University of Bonn.

* A geometric approach to problems in physics, many of which cannot be solved by any other methods * Text is enriched with good examples and exercises at the end of every chapter * Fine for a course or seminar directed at grad and adv. undergrad students interested in elliptic and hyperbolic differential equations, differential geometry, calculus of variations, quantum mechanics, and physics