

<<数字视频处理>>

图书基本信息

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内容概要

内容简介

数字视频是用数字手段提供全运动视频图象的高新技术，近十余年来推助了多媒体，虚拟现实，视频通信，VCD等产业的飞速发展；在即将来临的信息社会中，还将给计算机，通信，影象等产业以巨大的推动。

为帮助读者在未来破浪前进，这本及时问世的书首次全面讲述了数字视频处理的原理以及面向各种应用的主要算法。

全书分为6个部分：数字视频表示，包括视频图象模型和空域一时域采样；二维运动估计；三维运动估计；视频滤波；静图象压缩；视频压缩。

本书是在为研究主和高年级学生讲课基础上写成的，取材全面系统，表述精练，插图丰富并有详尽的文献索引，对于所用的数学原理，作者进行了仔细处理和精心安排，特别便于自学。

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