

# Parallel Architectures and Computer Vision

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# Parallel Architectures And Computer Vision

**Alok N. Choudary, J.H. Patel**



## **Parallel Architectures And Computer Vision:**

*Parallel Architectures and Computer Vision* Ian Page,1988 The computer interpretation of visual images offers unlimited potential with applications ranging from robotics and manufacturing to electronic sensors for aiding the blind However there is a huge gap between the promise of technology and what is actually possible now In order to work effectively computers will have to sense and analyze visual scenes in a fraction of a second but currently it is not unusual to devote an hour of computer time to the analysis of a single image Also such images often have to be of highly stylized scenes to make any analysis possible The only hope for the future lies in the use of massive parallel architectures with perhaps thousands of processors cooperating on the task Fortunately the spectacular advances now being made in VLSI technology may allow such parallelism to be economically feasible This book draws together the proceedings of a key workshop held in 1987 It presents the work of leading U K researchers in parallel architectures and computer vision from both industry and academia providing a clear indication of the state of the art

**Parallel Architectures and Parallel Algorithms for Integrated Vision Systems** Alok N. Choudary,J.H. Patel,2012-12-06 Computer vision is one of the most complex and computationally intensive problem Like any other computationally intensive problems parallel processing has been suggested as an approach to solving the problems in computer vision Computer vision employs algorithms from a wide range of areas such as image and signal processing advanced mathematics graph theory databases and artificial intelligence Hence not only are the computing requirements for solving vision problems tremendous but they also demand computers that are efficient to solve problems exhibiting vastly different characteristics With recent advances in VLSI design technology Single Instruction Multiple Data SIMD massively parallel computers have been proposed and built However such architectures have been shown to be useful for solving a very limited subset of the problems in vision Specifically algorithms from low level vision that involve computations closely mimicking the architecture and require simple control and computations are suitable for massively parallel SIMD computers An Integrated Vision System IVS involves computations from low to high level vision to be executed in a systematic fashion and repeatedly The interaction between computations and information dependent nature of the computations suggests that architectural requirements for computer vision systems can not be satisfied by massively parallel SIMD computers

**Parallel Architectures and Computer Vision** Workshop on Parallel Architectures and Computer Vision,1988 **Parallel Architectures for Computer Vision** ,1992 *Parallel Architectures for Computer Vision* FORTH. Heraklion(GR),European research consortium for informatics and mathematics,1992 **Architectures for Computer Vision** Hong Jeong,2014-08-05 This book provides comprehensive coverage of 3D vision systems from vision models and state of the art algorithms to their hardware architectures for implementation on DSPs FPGA and ASIC chips and GPUs It aims to fill the gaps between computer vision algorithms and real time digital circuit implementations especially with Verilog HDL design The organization of this book is vision and hardware module directed based on Verilog vision modules 3D

vision modules parallel vision architectures and Verilog designs for the stereo matching system with various parallel architectures Provides Verilog vision simulators tailored to the design and testing of general vision chips Bridges the differences between C C and HDL to encompass both software realization and chip implementation includes numerous examples that realize vision algorithms and general vision processing in HDL Unique in providing an organized and complete overview of how a real time 3D vision system on chip can be designed Focuses on the digital VLSI aspects and implementation of digital signal processing tasks on hardware platforms such as ASICs and FPGAs for 3D vision systems which have not been comprehensively covered in one single book Provides a timely view of the pervasive use of vision systems and the challenges of fusing information from different vision modules Accompanying website includes software and HDL code packages to enhance further learning and develop advanced systems A solution set and lecture slides are provided on the book s companion website The book is aimed at graduate students and researchers in computer vision and embedded systems as well as chip and FPGA designers Senior undergraduate students specializing in VLSI design or computer vision will also find the book to be helpful in understanding advanced applications

**Pyramidal Architectures for Computer Vision** Virginio Cantoni,Marco Ferretti,2012-12-06 Computer vision deals with the problem of manipulating information contained in large quantities of sensory data where raw data emerge from the transducing 6 7 sensors at rates between 10 to 10 pixels per second Conventional general purpose computers are unable to achieve the computation rates required to operate in real time or even in near real time so massively parallel systems have been used since their conception in this important practical application area The development of massively parallel computers was initially characterized by efforts to reach a speedup factor equal to the number of processing elements linear scaling assumption This behavior pattern can nearly be achieved only when there is a perfect match between the computational structure or data structure and the system architecture The theory of hierarchical modular systems HMSs has shown that even a small number of hierarchical levels can sizably increase the effectiveness of very large systems In fact in the last decade several hierarchical architectures that support capabilities which can overcome performances gained with the assumption of linear scaling have been proposed Of these architectures the most commonly considered in computer vision is the one based on a very large number of processing elements PEs embedded in a pyramidal structure Pyramidal architectures supply the same image at different resolution levels thus ensuring the use of the most appropriate resolution for the operation task and image at hand

**Recent Advances in Computer Vision Applications Using Parallel Processing** Khalid M. Hosny,Ahmad Salah,2023-01-23 This comprehensive book is primarily intended for researchers computer vision specialists and high performance computing specialists who are interested in parallelizing computer vision techniques for the sake of accelerating the run time of computer vision methods This book covers different penalization methods on different parallel architectures such as multi core CPUs and GPUs It is also a valuable reference resource for researchers at all levels e g undergraduate and postgraduate

who are seeking real life examples of speeding up the computer vision methods run time Parallel Architectures for Computer Vision Consiglio Nazionale delle Ricerche, European Research Consortium for Informatics and Mathematics, 1992

**Computing with Parallel Architecture: T.Node** D. Gassilloud, J.C. Grossetie, 1991-03-31 Based on the Lectures given during the Eurocourse on Computing with Parallel Architectures held at the Joint Research Centre Ispra Italy September 10 14 1990

**Multicomputer Vision** S. Levialdi, 1988-01-01 Multicomputer Vision is a collection of papers and discussions presented at the 8th Workshop on Multicomputers held in Rome Italy on June 2 5 1987 Contributors present multicomputer algorithms for image processing evaluation and suggestions on multicomputer systems and new designs in advanced architectures for computer vision Separating 12 papers into chapters this book first describes a pyramidal algorithm for image segmentation based on the definition of the bimean of a population It then examines the use of Polymorphic Torus architecture to yield positive results in the computation of Hough Transform through executing mesh and tree algorithms The succeeding papers present the five level quad tree pyramid algorithm based on chips from the MPP machine and the algorithm databases required for scheduling and reconfiguration decisions based on the user s task definition Other chapters oriented towards the evaluation of multicomputer systems are also provided These chapters include discussions on multi processor architectures based on perceptual tasks the advantages of fine grain associative string structure for general purpose computer vision system and the use of identical single processor elements for comparison between processor arrays and pipeline computers The book also contains papers oriented on the design features of new multiprocessor architectures These papers discuss the memory limitations of parallel machines and the physical realization of a one dimensional array of 128 to 1024 identical processors This book provides an informal frame of reference to researchers who are interested in the design and development of algorithms and architectures or languages of multiprocessor systems *A Dual Source, Parallel Architecture for Computer Vision* Norman Raymond Scaife, 2000

**Parallel Computer Vision** Leonard Uhr, 2014-08-05

**Parallel Architectures and Algorithms for Image Understanding** V. K. Prasanna Kumar, 1991

**Pyramidal Systems for Computer Vision** Virginio Cantoni, Stefano Levialdi, 2012-12-06 This book contains the proceedings of the NATO Advanced Research Workshop held in Maratea Italy May 5 9 1986 on Pyramidal Systems for Image Processing and Computer Vision We had 40 participants from 11 countries playing an active part in the workshop and all the leaders of groups that have produced a prototype pyramid machine or a design for such a machine were present Within the wide field of parallel architectures for image processing a new area was recently born and is growing healthily the area of pyramidally structured multiprocessing systems Essentially the processors are arranged in planes from a base to an apex each one of which is generally a reduced usually by a power of two version of the plane underneath these processors are horizontally interconnected within a plane and vertically connected with fathers on top planes and children on the plane below This arrangement has a number of interesting features all of which were amply discussed in our Workshop including

the cellular array and hypercube versions of pyramids A number of projects in different parts of the world are reported as well as some interesting applications in computer vision tactile systems and numerical calculations

**Parallel Architectures for Computer Vision** ,1992 *Proceedings ERCIM Workshop on Parallel Architectures for Computer Vision* European Research Consortium for Informatics and Mathematics. Workshop,Stelios Orphanoudakis,Foundation of Research and Technology-Hellas. Institute of Computer Science,1992\* **Proceedings ERCIM Workshop on Parallel Architectures for Computer Vision** ,1992 *Image Processing and Transputers* Hugh C. Webber,1992 **Advances in Electronics and Electron Physics** ,1993-11-17 *Advances in Electronics and Electron Physics*

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