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We are surrounded by noise; to separate the signals we want to hear from those we do not we have developed various strategies. Giving computers similar abilities would help develop devices such as intelligent hearing aids. This book reviews new and recent work on the modelling of auditory processes.

Computational photography refers broadly to imaging techniques that enhance or extend the capabilities of digital photography. This new and rapidly developing research field has evolved from computer vision, image processing, computer graphics and applied optics—and numerous commercial products capitalizing on its principles have already appeared in diverse market applications, due to the gradual migration of computational algorithms from computers to imaging devices and software. Computational Photography: Methods and Applications provides a strong, fundamental understanding of theory and methods, and a foundation upon which to build solutions for many of today's most interesting and challenging computational imaging problems. Elucidating cutting-edge advances and applications in digital imaging, camera image processing, and computational photography, with a focus on related research challenges, this book: Describes single capture image fusion technology for consumer digital cameras Discusses the steps in a camera image processing pipeline, such as visual data compression, color correction and enhancement, denoising, demosaicking, super-resolution reconstruction, deblurring, and high dynamic range imaging Covers shadow detection for surveillance applications, camera-driven document rectification, bilateral filtering and its applications, and painterly rendering of digital images Presents machine-learning methods for automatic image colorization and digital face beautification Explores light field acquisition and processing, space-time light field rendering, and dynamic view synthesis with an array of cameras Because of the urgent challenges associated with emerging digital camera applications, image processing methods for computational photography are of paramount importance to research and development in the imaging community. Presenting the work of leading experts, and edited by a renowned authority in digital color imaging and camera image processing, this book considers the rapid developments in this area and addresses very particular research and application problems. It is ideal as a stand-alone professional reference for design and implementation of digital image and video processing tasks, and it can also be used to support graduate courses in computer vision, digital imaging, visual data processing, and computer graphics, among others.

More physicists today are taking on the role of software developer as part of their research, but software development isn't always easy or obvious, even for physicists. This practical book teaches essential software development skills to help you automate and accomplish nearly any aspect of research in a physics-based field. Written by two PhDs in nuclear engineering, this book includes practical examples drawn from a working knowledge of physics concepts. You'll learn how to use the Python programming language to perform everything from collecting and analyzing data to building software and publishing your results. In four parts, this book includes: Getting Started: Jump into Python, the command line, data containers, functions, flow control and logic, and classes and objects Getting It Done: Learn about regular expressions, analysis and visualization, NumPy, storing data in files and HDF5, important data structures in physics, computing in parallel, and deploying software Getting It Right: Build pipelines and software, learn to use local and remote version control, and debug and test your code Getting It Out There: Document your code, process and publish your findings, and collaborate efficiently; dive into software licenses, ownership, and copyright procedures

Since the 1950's, Sound and Music Computing (SMC) research has been producing a profound impact on the development of culture and technology in our post-industrial society. SMC research approaches the whole sound and music communication chain from a multidisciplinary point of view. By combining scientific, technological and artistic methodologies it aims at understanding, modelling, representing and producing sound and music using computational approaches. This book, by describing the state of the art in SMC research, gives hints of future developments, whose general purpose will be to bridge the semantic gap, the hiatus that currently separates sound from sense and sense from sound.

Computer Vision Systems is a collection of papers presented at the Workshop on Computer Vision Systems held at the University of Massachusetts in Amherst, Massachusetts, on June 1-3, 1977. Contributors discuss the breadth of problems that must be taken into account in the development of general computer vision systems. Topics covered include the application of system engineering techniques to the design of artificial intelligence systems; representation and segmentation of natural scenes; and pragmatic aspects of machine vision. Psychophysical measures of representation and interpretation are also considered. This monograph is divided into four sections: Issues and Research Strategies, Segmentation, Theory and Psychology, and Systems. The first chapter explores the problem of recovering the intrinsic characteristics of scenes from images, along with its implications for machine and human vision. The discussion then turns to special-purpose low-level vision systems that can be flexibly reconfigured as the need arises; design, development, and implementation of large systems from the human engineering point of view; and representation of visual information. The next section examines hierarchical relaxation for waveform parsing; the topology and semantics of intensity arrays; and visual images as spatial representations in active memory. The use of edge cues to recognize real-world objects is also analyzed. This text will be a useful resource for systems designers, computer engineers, and scientists as well as psychologists.

Artificial Intelligence presents a practical guide to AI, including agents, machine learning and problem-solving simple and complex domains.

Sensors are everywhere. Small, flexible, economical, and computationally powerful, they operate ubiquitously in environments. They compile massive amounts of data, including information about air, water, and climate. Never before has such a volume of environmental data been so broadly collected or so widely available. Grappling with the consequences of wiring our world, Program Earth examines how sensor technologies are programming our environments. As Jennifer Gabrys points out, sensors do not merely record information about an environment. Rather, they generate new environments and environmental relations. At the same time, they give a voice to the entities they monitor: to animals, plants, people, and inanimate objects. This book looks at the ways in which sensors converge with environments to map ecological processes, to track the migration of animals, to check pollutants, to facilitate citizen participation, and to program infrastructure. Through discussing particular instances where sensors are deployed for environmental study and citizen engagement across three areas of environmental sensing, from wild sensing to pollution sensing and urban sensing, Program Earth asks how sensor technologies specifically contribute to new environmental conditions. What are the implications for wiring up environments? How do sensor applications not only program environments, but also program the sorts of citizens and collectives we might become? Program Earth suggests that the sensor-based monitoring of Earth offers the prospect of making new environments not simply as an extension of the human but rather as new “technogeographies” that connect technology, nature, and people.

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