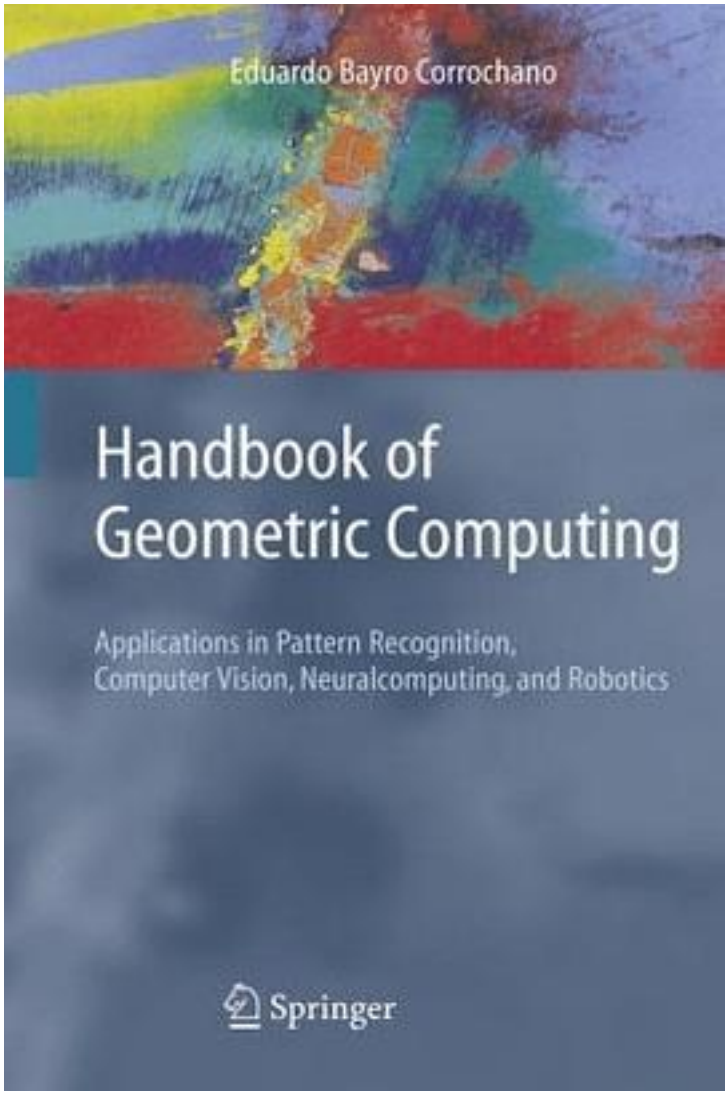
Handbook of Geometric Computing



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Many computer scientists, engineers, applied mathematicians, and physicists use geometry theory and geometric computing methods in the design of perception-action systems, intelligent autonomous systems, and man-machine interfaces. This handbook brings together the most recent advances in the application of geometric computing for building such systems, with contributions from leading experts in the important fields of neuroscience, neural networks, image processing, pattern recognition, computer vision, uncertainty in geometric computations, conformal computational geometry, computer graphics and visualization, medical imagery, geometry and robotics, and reaching and motion planning. For the first time, the various methods are presented in a comprehensive, unified manner.This handbook is highly recommended for postgraduate students and researchers working on applications such as automated learning; geometric and fuzzy reasoning; human-like artificial vision; tele-operation; space maneuvering; haptics; rescue robots; man-machine interfaces; tele-immersion; computer- and robotics-aided neurosurgery or orthopedics; the assembly and design of humanoids; and systems for metalevel reasoning.

作者介绍:

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