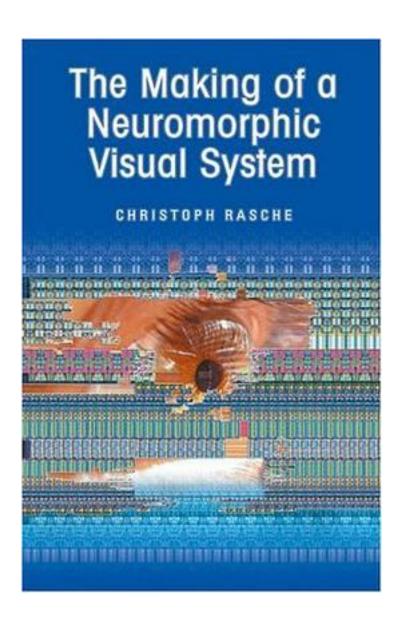
The Making of a Neuromorphic Visual System



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出版者:Springer

出版时间:2004-11-19

装帧:Hardcover

isbn:9780387234687

This book presents an approach to the construction of a visual system, which is behaviorally, computationally and neurally motivated. The goal is to characterize the process of visual categorization and to find a suitable representation format that can successfully deal with the structural variability existent within visual categories. The book reviews past and existent theories of visual object and shape recognition in the fields of computer vision, neuroscience and psychology. The entire range of computations is discussed, as are region-based approaches and are modeled with wave-propagating networks. A completely novel shape recognition architecture is proposed that can recognize simple shapes under various degraded conditions. It is discussed how such networks can be used for constructing basic-level object representations. It is envisioned how those networks can be implemented using the method of neuromorphic engineering.

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