



# Graph-based image processing

— Overview — (Professor version)

#### Silvio Guimarães

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- Course MorphoGraph and Imagery https://perso.esiee.fr/ coustyj/EnglishMorphoGraph/
- Jean Cousty
  - ESIEE Paris, Département Informatique
  - Université Paris-Est, LIGM (UMR CNRS, ESIEE...)
  - E-mail: j.cousty@esiee.fr

## Organization

- Instructor
  - ► Silvio Guimarães, Sala L305, PUC Minas, sjamil@pucminas.br
  - Office Hours: 08am–04pm Mondays and Wednesdays
- Course information
  - ► Lectures: 30h
  - Evaluation could be:
    - Theoretical exam (2h)
    - Report and talk of a subject related to graph-based image processing
- Class meeting time
  - ► To be decided
- ► Homepage
  - ► To be defined

# Graphs

## Graphs (source wikipedia)

- ▶ Graph theory is an informatics and mathematic theory. The algorithms designed to solve problems concerning objects of this theory have numerous applications in all fields linked to the notion of a network (social network, computer network, telecommunication network ...) and in many other fields (i.e. genetic). Some important and difficult theorems, such as the "four colors theorem", make this theory recognized
- Origin: The 7 bridges of Königsberg (Leonhard Euler, 1735)



## Mathematical Morphology

- Mathematical morphology (MM) is a theory and a technique for the analysis and the processing of geometrical structures. It is based on set theory, lattice theory, topology, and random functions.
- MM development was inspired by problems of image processing, which is its main field of application. MM gives in particular tools for filtering,
- Origin: G. Matheron & J. Serra (1966)









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segmenting , quantifying , and modeling images.

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