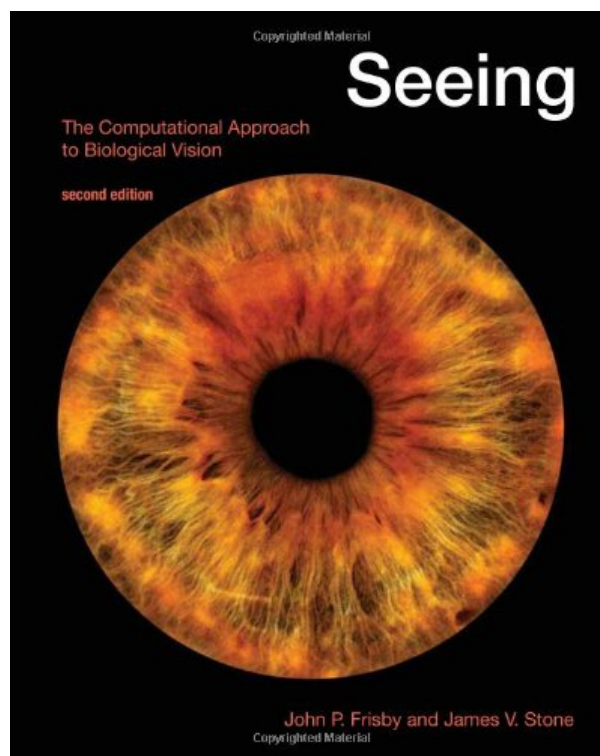
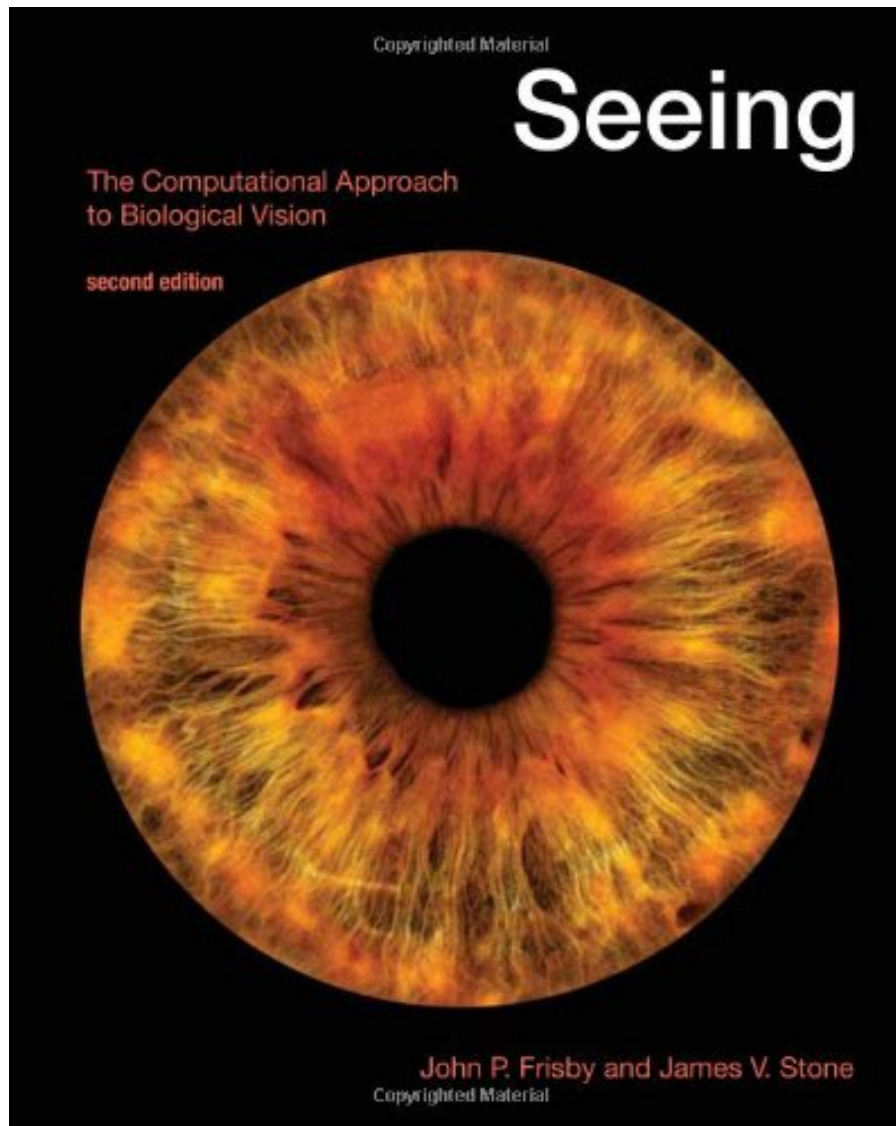


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About the Author

John P. Frisby is an Emeritus Professor and James V. Stone is a Reader in the Department of Psychology at the University of Sheffield and the author of Independent Component Analysis (2004), Vision and Brain (2012), and Bayes' Rule (2012).

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Seeing has puzzled scientists and philosophers for centuries and it continues to do so. This new edition of a classic text offers an accessible but rigorous introduction to the computational approach to understanding biological visual systems. The authors of Seeing, taking as their premise David Marr's statement that "to understand vision by studying only neurons is like trying to understand bird flight by studying only feathers," make use of Marr's three different levels of analysis in the study of vision: the computational level, the algorithmic level, and the hardware implementation level. Each chapter applies this approach to a different topic in vision by examining the problems the visual system encounters in interpreting retinal images and the constraints available to solve these problems; the algorithms that can realize the solution; and the implementation of these algorithms in neurons. Seeing has been thoroughly updated for this edition and expanded to more than three times its original length. It is designed to lead the reader through the problems of vision, from the common (but mistaken) idea that seeing consists just of making pictures in the brain to the minutiae of how neurons collectively encode the visual features that underpin seeing. Although it assumes no prior knowledge of the field, some chapters present advanced material, This makes it the only textbook suitable for both undergraduate and graduate students that takes a consistently computational perspective, offering a firm conceptual basis for tackling the vast literature on vision. It covers a wide range of topics, including aftereffects, the retina, receptive fields, object recognition, brain maps, Bayesian perception, motion, color, and stereopsis. MatLab code is available on the book's Web site, which includes a simple demonstration of image convolution.

- Sales Rank: #417220 in Books
- Published on: 2010-04-02
- Original language: English
- Number of items: 1
- Dimensions: 10.00" h x .92" w x 8.00" l, 2.90 pounds
- Binding: Paperback
- 576 pages

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By Matias Mattamala

To be honest, I haven't read this book yet, but when I received it I rapidly checked it in full, and my first impression was just "wow, this is exactly what I was looking for". Studying electrical engineering with interests in computer vision, I've been always interested in understand how the vision works from both a biological and a mathematical perspective. That's exactly what this book is. The first chapters introduce some biological aspects of how the vision and, more specifically, the eye works, but the next chapters it presents very interesting models of the vision that I'm sure they're going to be quite inspiring for my work in the future. I'm very thankful with my purchase, I'm enjoying it so much.

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