

Download Free Digital Signal Processing Principles Algorithms And Applications 4th Edition Solution Manual Read Pdf Free

Digital Signal Processing: Principles, Algorithms, And Applications, 4/E Digital Signal Processing Principles Algorithms And Applications Digital Signal Processing Solutions Manual [of] Digital Signal Processing Digital Signal Processing Digital Signal Processing Digital Signal Processing Digital Holography and Digital Image Processing Biosignal Processing and Classification Using Computational Learning and Intelligence Valuepack Principles of Digital Image Processing DIGITAL SIGNAL PROCESSING: PRINCIPLES ALGORITHMS AND APPLICATIONS Machine Audition: Principles, Algorithms and Systems Solutions Manual to Digital Signal Processing Principles, Algorithms, and Applications by John G. Proakis, Dimitris G. Manolakis Distributed Computing Algorithms for Visual Design Using the Processing Language Digital Media Processing Modal Array Signal Processing: Principles and Applications of Acoustic Wavefield Decomposition Applied Digital Signal Processing 2d Computer Vision: Principles, Algorithms And Applications Digital Signal Processing Digital Signal Processing Signal Processing for 5G Signal Processing for Neuroscientists Steganography in Digital Media Computational Auditory Scene Analysis Anomaly Detection Principles and Algorithms Digital Signal Processing Solutions Manual, 'Digital Signal Processing Parallel Processing Algorithms For GIS Academic Press Library in Signal Processing Principles of Digital Image Processing Algorithm Designs Principles, Design and Implementation of Digital Signal Processing Algorithms for Digital Communication Systems Image Processing Real-time Digital Signal Processing Digital Processing and Reconstruction of Complex Signals Constraint Processing Streamlining Digital Signal Processing Bio-Inspired Computational Algorithms and Their Applications

This book presents recent advances in DSP to simplify, or increase the computational speed of, common signal processing operations. The topics describe clever DSP tricks of the trade not covered in conventional DSP textbooks. This material is practical, real-world, DSP tips and tricks as opposed to the traditional highly-specialized, math-intensive, research subjects directed at industry researchers and university professors. This book goes well beyond the standard DSP fundamentals textbook and presents new, but tried-and-true, clever implementations of digital filter design, spectrum analysis, signal generation, high-speed function approximation, and various other DSP functions. Digital signal processing (DSP) has been applied to a very wide range of applications. This includes voice processing, image processing, digital communications, the transfer of data over the internet, image and data compression, etc. Engineers who develop DSP applications today, and in the future, will need to address many implementation issues including mapping algorithms to computational structures, computational efficiency, power dissipation, the effects of finite precision arithmetic, throughput and hardware implementation. It is not practical to cover all of these in a single text. However, this text emphasizes the practical implementation of DSP algorithms as well as the fundamental theories and analytical procedures that form the basis for modern DSP applications. Digital Signal Processing: Principles, Algorithms and System Design provides an introduction to the principals of digital signal processing along with a balanced analytical and practical treatment of algorithms and applications for digital signal processing. It is intended to serve as a suitable text for a one semester junior or senior level undergraduate course. It is also intended for use in a following one semester first-year graduate level course in digital signal processing. It may also be used as a reference by professionals involved in the design of embedded computer systems, application specific integrated circuits or special purpose computer systems for digital signal processing, multimedia, communications, or image processing. Covers fundamental theories and analytical procedures that form the basis of modern DSP Shows practical implementation of DSP in software and hardware Includes Matlab for design and implementation of signal processing algorithms and related discrete time systems Bridges the gap between reference texts and the knowledge needed to implement DSP applications in software or hardware A comprehensive and mathematically accessible introduction to digital signal processing, covering theory, advanced topics, and applications. Digital Signal Processing: Principles, Algorithms and Applications: International Edition, 3/e Suitable for a one- or two-semester undergraduate-level electrical engineering, computer engineering, and computer science course in Discrete Systems and Digital Signal Processing. Assumes some prior knowledge of advanced calculus, linear systems for continuous-time signals, and Fourier series and transforms. Giving students a sound balance of theory and practical application, this no-nonsense text presents the fundamental concepts and techniques of modern digital signal processing with related algorithms and applications. Covering both time-domain and frequency- domain methods for the analysis of linear, discrete-time systems, the book offers cutting-edge coverage on such topics as sampling, digital filter design, filter realizations, deconvolution, interpolation, decimation, state-space methods, spectrum analysis, and more. Rigorous and challenging, it further prepares students with numerous examples, exercises, and experiments emphasizing software implementation of digital signal processing algorithms integrated throughout. Introduction to Wavelets and Wavelet Transforms: A Primer, 1/e Advanced undergraduate and beginning graduate students, faculty, researchers and practitioners in signal processing, telecommunications, and computer science, and applied mathematics. It assumes a background of Fourier series and transforms and of linear algebra and matrix methods. This primer presents a well balanced blend of the mathematical theory underlying wavelet techniques and a discussion that gives insight into why wavelets are successful in signal analysis, compression, dection, numerical analysis, and a wide variety of other theoretical and practical applications. It fills a gap in the existing wavelet literature with its unified view of expansions of signals into bases and frames, as well as the use of filter banks as descriptions and algorithms. This book deals with the problem of detecting and localizing multiple simultaneously active wideband acoustic sources by applying the notion of wavefield decomposition using circular and spherical microphone arrays. A rigorous derivation of modal array signal processing algorithms for unambiguous source detection and localization, as well as performance evaluations by means of measurements using an actual real-time capable implementation, are discussed. This book provides a readable and elegant presentation of the principles of anomaly detection, providing an easy introduction for newcomers to the field. A large number of algorithms are succinctly described, along with a presentation of their strengths and weaknesses. The authors also cover algorithms that address different kinds of problems of interest with single and multiple time series data and multi-dimensional data. New ensemble anomaly detection algorithms are described, utilizing the benefits provided by diverse algorithms, each of which work well on some kinds of data. With advancements in technology and the extensive use of the internet as a medium for communications and commerce, there has been a tremendous increase in the threats faced by individuals and organizations from attackers and criminal entities. Variations in the observable behaviors of individuals (from others and from their own past behaviors) have been found to be useful in predicting potential problems of various kinds. Hence computer scientists and statisticians have been conducting research on automatically identifying anomalies in large datasets. This book will primarily target practitioners and researchers who are newcomers to the area of modern anomaly detection techniques. Advanced-level students in computer science will also find this book helpful with their studies. This book forms the first part of a complete MSc course in an area that is fundamental to the continuing revolution in information technology and communication systems. Massively exhaustive, authoritative, comprehensive and reinforced with software, this is an introduction to modern methods in the developing field of Digital Signal Processing (DSP). The focus is on the design of algorithms and the processing of digital signals in areas of communications and control, providing the reader with a comprehensive introduction to the underlying principles and mathematical models. Provides an introduction to modern methods in the developing field of Digital Signal Processing (DSP) Focuses on the design of algorithms and the processing of digital signals in areas of communications and control Provides a comprehensive introduction to the underlying principles and mathematical models of Digital Signal Processing Signal Processing for Neuroscientists introduces analysis techniques primarily aimed at

neuroscientists and biomedical engineering students with a reasonable but modest background in mathematics, physics, and computer programming. The focus of this text is on what can be considered the 'golden trio' in the signal processing field: averaging, Fourier analysis, and filtering. Techniques such as convolution, correlation, coherence, and wavelet analysis are considered in the context of time and frequency domain analysis. The whole spectrum of signal analysis is covered, ranging from data acquisition to data processing; and from the mathematical background of the analysis to the practical application of processing algorithms. Overall, the approach to the mathematics is informal with a focus on basic understanding of the methods and their interrelationships rather than detailed proofs or derivations. One of the principle goals is to provide the reader with the background required to understand the principles of commercially available analyses software, and to allow him/her to construct his/her own analysis tools in an environment such as MATLAB®. Multiple color illustrations are integrated in the text. Includes an introduction to biomedical signals, noise characteristics, and recording techniques. Basics and background for more advanced topics can be found in extensive notes and appendices. A Companion Website hosts the MATLAB scripts and several data files: <http://www.elsevierdirect.com/companion.jsp?ISBN=9780123708670>. A significant revision of a best-selling text for the introductory digital signal processing course. This book presents the fundamentals of discrete-time signals, systems, and modern digital processing and applications for students in electrical engineering, computer engineering, and computer science. The book is suitable for either a one-semester or a two-semester undergraduate level course in discrete systems and digital signal processing. It is also intended for use in a one-semester first-year graduate-level course in digital signal processing. Provides a comprehensive and coherent account of the state of the art in CASA, in terms of the underlying principles, the algorithms and system architectures that are employed, and the potential applications of this exciting new technology. Designing distributed computing systems is a complex process requiring a solid understanding of the design problems and the theoretical and practical aspects of their solutions. This comprehensive textbook covers the fundamental principles and models underlying the theory, algorithms and systems aspects of distributed computing. Broad and detailed coverage of the theory is balanced with practical systems-related issues such as mutual exclusion, deadlock detection, authentication, and failure recovery. Algorithms are carefully selected, lucidly presented, and described without complex proofs. Simple explanations and illustrations are used to elucidate the algorithms. Important emerging topics such as peer-to-peer networks and network security are also considered. With vital algorithms, numerous illustrations, examples and homework problems, this textbook is suitable for advanced undergraduate and graduate students of electrical and computer engineering and computer science. Practitioners in data networking and sensor networks will also find this a valuable resource. Additional resources are available online at www.cambridge.org/9780521876346. This first volume, edited and authored by world leading experts, gives a review of the principles, methods and techniques of important and emerging research topics and technologies in machine learning and advanced signal processing theory. With this reference source you will: Quickly grasp a new area of research Understand the underlying principles of a topic and its application Ascertain how a topic relates to other areas and learn of the research issues yet to be resolved Quick tutorial reviews of important and emerging topics of research in machine learning Presents core principles in signal processing theory and shows their applications Reference content on core principles, technologies, algorithms and applications Comprehensive references to journal articles and other literature on which to build further, more specific and detailed knowledge Edited by leading people in the field who, through their reputation, have been able to commission experts to write on a particular topic As the first book to share the necessary algorithms for creating code to experiment with design problems in the processing language, this book offers a series of generic procedures that can function as building blocks and encourages you to then use those building blocks to experiment, explore, and channel your thoughts, ideas, and principles into potential solutions. The book covers such topics as structured shapes, solid geometry, networking and databases, physical computing, image processing, graphic user interfaces, and more. This is the second volume of a book series that provides a modern, algorithmic introduction to digital image processing. It is designed to be used both by learners desiring a firm foundation on which to build and practitioners in search of critical analysis and modern implementations of the most important techniques. This updated and enhanced paperback edition of our comprehensive textbook *Digital Image Processing: An Algorithmic Approach Using Java* packages the original material into a series of compact volumes, thereby supporting a flexible sequence of courses in digital image processing. Tailoring the contents to the scope of individual semester courses is also an attempt to provide affordable (and "backpack-compatible") textbooks without compromising the quality and depth of content. This second volume, titled *Core Algorithms*, extends the introductory material presented in the first volume (*Fundamental Techniques*) with additional techniques that are, nevertheless, part of the standard image processing toolbox. A forthcoming third volume (*Advanced Techniques*) will extend this series and add important material beyond the elementary level, suitable for an advanced undergraduate or even graduate course. Machine audition is the study of algorithms and systems for the automatic analysis and understanding of sound by machine. It has recently attracted increasing interest within several research communities, such as signal processing, machine learning, auditory modeling, perception and cognition, psychology, pattern recognition, and artificial intelligence. However, the developments made so far are fragmented within these disciplines, lacking connections and incurring potentially overlapping research activities in this subject area. *Machine Audition: Principles, Algorithms and Systems* contains advances in algorithmic developments, theoretical frameworks, and experimental research findings. This book is useful for professionals who want an improved understanding about how to design algorithms for performing automatic analysis of audio signals, construct a computing system for understanding sound, and learn how to build advanced human-computer interactive systems. Understand the building blocks of covert communication in digital media and apply the techniques in practice with this self-contained guide. A comprehensive and invaluable guide to 5G technology, implementation and practice in one single volume. For all things 5G, this book is a must-read. Signal processing techniques have played the most important role in wireless communications since the second generation of cellular systems. It is anticipated that new techniques employed in 5G wireless networks will not only improve peak service rates significantly, but also enhance capacity, coverage, reliability, low-latency, efficiency, flexibility, compatibility and convergence to meet the increasing demands imposed by applications such as big data, cloud service, machine-to-machine (M2M) and mission-critical communications. This book is a comprehensive and detailed guide to all signal processing techniques employed in 5G wireless networks. Uniquely organized into four categories, New Modulation and Coding, New Spatial Processing, New Spectrum Opportunities and New System-level Enabling Technologies, it covers everything from network architecture, physical-layer (down-link and up-link), protocols and air interface, to cell acquisition, scheduling and rate adaptation, access procedures and relaying to spectrum allocations. All technology aspects and major roadmaps of global 5G standard development and deployments are included in the book. Key Features: Offers step-by-step guidance on bringing 5G technology into practice, by applying algorithms and design methodology to real-time circuit implementation, taking into account rapidly growing applications that have multi-standards and multi-systems. Addresses spatial signal processing for 5G, in particular massive multiple-input multiple-output (massive-MIMO), FD-MIMO and 3D-MIMO along with orbital angular momentum multiplexing, 3D beamforming and diversity. Provides detailed algorithms and implementations, and compares all multicarrier modulation and multiple access schemes that offer superior data transmission performance including FBMC, GFDM, F-OFDM, UFMC, SEFDM, FTN, MUSA, SCMA and NOMA. Demonstrates the translation of signal processing theories into practical solutions for new spectrum opportunities in terms of millimeter wave, full-duplex transmission and license assisted access. Presents well-designed implementation examples, from individual function block to system level for effective and accurate learning. Covers signal processing aspects of emerging system and network architectures, including ultra-dense networks (UDN), software-defined networks (SDN), device-to-device (D2D) communications and cloud radio access network (C-RAN). In real electronic systems, voltage and current signals are not necessarily of a periodical quantity, due to the presence of nonharmonic components or/and possible stochastic variation. This book presents in three parts methods for analyzing and processing and reconstructing complex signals. The first part of this book is dedicated to the problem of measurements of the basic electric quantities in electric utilities, both from the aspect of accuracy of this type of measurements and the possibilities of simple and practical realization. The second part presents a reconstruction of trigonometric polynomials, a specific class of band-limited signals, from a number of integrated values of input signals. The third part deals with the problem of estimating the value of the active power of the ac signal in the presence of

subharmonics and interharmonics. The analysis makes use of the most general model of the voltage and current signal, i.e. the most complex spectral content that can be expected to appear in practice. Master the basic concepts and methodologies of digital signal processing with this systematic introduction, without the need for an extensive mathematical background. The authors lead the reader through the fundamental mathematical principles underlying the operation of key signal processing techniques, providing simple arguments and cases rather than detailed general proofs. Coverage of practical implementation, discussion of the limitations of particular methods and plentiful MATLAB illustrations allow readers to better connect theory and practice. A focus on algorithms that are of theoretical importance or useful in real-world applications ensures that students cover material relevant to engineering practice, and equips students and practitioners alike with the basic principles necessary to apply DSP techniques to a variety of applications. Chapters include worked examples, problems and computer experiments, helping students to absorb the material they have just read. Lecture slides for all figures and solutions to the numerous problems are available to instructors. Bio-inspired computational algorithms are always hot research topics in artificial intelligence communities. Biology is a bewildering source of inspiration for the design of intelligent artifacts that are capable of efficient and autonomous operation in unknown and changing environments. It is difficult to resist the fascination of creating artifacts that display elements of lifelike intelligence, thus needing techniques for control, optimization, prediction, security, design, and so on. Bio-Inspired Computational Algorithms and Their Applications is a compendium that addresses this need. It integrates contrasting techniques of genetic algorithms, artificial immune systems, particle swarm optimization, and hybrid models to solve many real-world problems. The works presented in this book give insights into the creation of innovative improvements over algorithm performance, potential applications on various practical tasks, and combination of different techniques. The book provides a reference to researchers, practitioners, and students in both artificial intelligence and engineering communities, forming a foundation for the development of the field. Digital holography and digital image processing are twins born by computer era. They share origin, theoretical base, methods and algorithms. The present book describes these common fundamentals principles, methods and algorithms including image and hologram digitization, data compression, digital transforms and efficient computational algorithms, statistical and Monte-Carlo methods, image restoration and enhancement, image reconstruction in tomography and digital holography, discrete signal resampling and image geometrical transformations, accurate measurements and reliable target localization in images, recording and reconstruction of computer generated holograms, adaptive and nonlinear filters for sensor signal perfecting and image restoration and enhancement. The book combines theory, heavily illustrated practical methods and efficient computational algorithms and is written for senior-level undergraduate and graduate students, researchers and engineers in optics, photonics, opto-electronics and electronic engineering. Digital Signal Processing, Second Edition enables electrical engineers and technicians in the fields of biomedical, computer, and electronics engineering to master the essential fundamentals of DSP principles and practice. Many instructive worked examples are used to illustrate the material, and the use of mathematics is minimized for easier grasp of concepts. As such, this title is also useful to undergraduates in electrical engineering, and as a reference for science students and practicing engineers. The book goes beyond DSP theory, to show implementation of algorithms in hardware and software. Additional topics covered include adaptive filtering with noise reduction and echo cancellations, speech compression, signal sampling, digital filter realizations, filter design, multimedia applications, over-sampling, etc. More advanced topics are also covered, such as adaptive filters, speech compression such as PCM, u-law, ADPCM, and multi-rate DSP and over-sampling ADC. New to this edition: MATLAB projects dealing with practical applications added throughout the book New chapter (chapter 13) covering sub-band coding and wavelet transforms, methods that have become popular in the DSP field New applications included in many chapters, including applications of DFT to seismic signals, electrocardiography data, and vibration signals All real-time C programs revised for the TMS320C6713 DSK Covers DSP principles with emphasis on communications and control applications Chapter objectives, worked examples, and end-of-chapter exercises aid the reader in grasping key concepts and solving related problems Website with MATLAB programs for simulation and C programs for real-time DSP What are the relations between continuous-time and discrete-time/sampled-data systems, signals, and their spectra? How can digital systems be designed to replace existing analog systems? What is the reason for having so many transforms, and how do you know which one to use? What do s and z really means and how are they related? How can you use the fast Fourier transform (FFT) and other digital signal processing (DSP) algorithms to successfully process sampled signals? Inside, you'll find the answers to these and other fundamental questions on DSP. You'll gain a solid understanding of the key principles that will help you compare, select, and properly use existing DSP algorithms for an application. You'll also learn how to create original working algorithms or conceptual insights, design frequency-selective and optimal digital filters, participate in DSP research, and select or construct appropriate hardware implementations. Key Features * MATLAB graphics are integrated throughout the text to help clarify DSP concepts. Complete numerical examples clearly illustrate the practical uses of DSP. * Uniquely detailed coverage of fundamental DSP principles provides the rationales behind definitions, algorithms, and transform properties. * Practical real-world examples combined with a student-friendly writing style enhance the material. * Unexpected results and thought-provoking questions are provided to further spark reader interest. * Over 525 end-of-chapter problems are included, with complete solutions available to the instructor (168 are MATLAB-oriented). This special compendium introduces the basic principles, typical methods and practical techniques of 2D computer vision. The volume comprehensively covers the introductory content of computer vision and the materials are selected based on courses conducted in the past 20 years. The useful textbook provides numerous examples and self-test questions (including hints and answers) through intuitive explanations to help readers understand abstract concepts. This unique reference text provides the first computer vision course service for undergraduates of related majors in university and colleges. It also allows teachers to carry out online courses and strengthen teacher-student interaction when teaching. Image processing-from basics to advanced applications Learn how to master image processing and compression with this outstanding state-of-the-art reference. From fundamentals to sophisticated applications, Image Processing: Principles and Applications covers multiple topics and provides a fresh perspective on future directions and innovations in the field, including: * Image transformation techniques, including wavelet transformation and developments * Image enhancement and restoration, including noise modeling and filtering * Segmentation schemes, and classification and recognition of objects * Texture and shape analysis techniques * Fuzzy set theoretical approaches in image processing, neural networks, etc. * Content-based image retrieval and image mining * Biomedical image analysis and interpretation, including biometrical algorithms such as face recognition and signature verification * Remotely sensed images and their applications * Principles and applications of dynamic scene analysis and moving object detection and tracking * Fundamentals of image compression, including the JPEG standard and the new JPEG2000 standard Additional features include problems and solutions with each chapter to help you apply the theory and techniques, as well as bibliographies for researching specialized topics. With its extensive use of examples and illustrative figures, this is a superior title for students and practitioners in computer science, wireless and multimedia communications, and engineering. Biosignal Processing and Classification Using Computational Learning and Intelligence: Principles, Algorithms and Applications posits an approach for biosignal processing and classification using computational learning and intelligence, highlighting that the term biosignal refers to all kinds of signals that can be continuously measured and monitored in living beings. The book is composed of five relevant parts. Part One is an introduction to biosignals and Part Two describes the relevant techniques for biosignal processing, feature extraction and feature selection/dimensionality reduction. Part Three presents the fundamentals of computational learning (machine learning). Then, the main techniques of computational intelligence are described in Part Four. The authors focus primarily on the explanation of the most used methods in the last part of this book, which is the most extensive portion of the book. This part consists of a recapitulation of the newest applications and reviews in which these techniques have been successfully applied to the biosignals' domain, including EEG-based Brain-Computer Interfaces (BCI) focused on P300 and Imagined Speech, emotion recognition from voice and video, leukemia recognition, infant cry recognition, EEG-based ADHD identification among others. Provides coverage of the fundamentals of signal processing, including sensing the heart, sending the brain, sensing human acoustic, and sensing other organs Includes coverage biosignal pre-processing techniques such as filtering, artifact removal, and feature extraction techniques such as Fourier transform, wavelet transform, and MFCC Covers the latest techniques in machine learning and computational intelligence, including Supervised Learning, common classifiers, feature selection,

dimensionality reduction, fuzzy logic, neural networks, Deep Learning, bio-inspired algorithms, and Hybrid Systems Written by engineers to help engineers, computer scientists, researchers, and clinicians understand the technology and applications of computational learning to biosignal processing

"A significant revision of a best-selling text for the introductory digital signal processing course. This book presents the fundamentals of discrete-time signals, systems, and modern digital processing and applications for students in electrical engineering, computer engineering, and computer science. The book is suitable for either a one-semester or a two-semester undergraduate level course in discrete systems and digital signal processing. It is also intended for use in a one-semester first-year graduate-level course in digital signal processing." --Descripción del editor. This textbook is the third of three volumes which provide a modern, algorithmic introduction to digital image processing, designed to be used both by learners desiring a firm foundation on which to build, and practitioners in search of critical analysis and concrete implementations of the most important techniques. This volume builds upon the introductory material presented in the first two volumes with additional key concepts and methods in image processing.

Features: practical examples and carefully constructed chapter-ending exercises; real implementations, concise mathematical notation, and precise algorithmic descriptions designed for programmers and practitioners; easily adaptable Java code and completely worked-out examples for easy inclusion in existing applications; uses ImageJ; provides a supplementary website with the complete Java source code, test images, and corrections; additional presentation tools for instructors including a complete set of figures, tables, and mathematical elements. Multimedia processing demands efficient programming in order to optimize functionality. Data, image, audio, and video processing, some or all of which are present in all electronic devices today, are complex programming environments. Optimized algorithms (step-by-step directions) are difficult to create but can make all the difference when developing a new application. This book discusses the most current algorithms available that will maximize your programming keeping in mind the memory and real-time constraints of the architecture with which you are working. A wide range of algorithms is covered detailing basic and advanced multimedia implementations, along with, cryptography, compression, and data error correction. The general implementation concepts can be integrated into many architectures that you find yourself working with on a specific project. Analog Devices' BlackFin technology is used for examples throughout the book. Discusses how to decrease algorithm development times to streamline your programming Covers all the latest algorithms needed for constrained systems Includes case studies on WiMAX, GPS, and portable media players Constraint reasoning has matured over the last three decades with contributions from a diverse community of researchers in artificial intelligence, databases and programming languages, operations research, management science, and applied mathematics. In Constraint Processing, Rina Dechter synthesizes these contributions, as well as her own significant work, to provide the first comprehensive examination of the theory that underlies constraint processing algorithms. Over the last fifteen years GIS has become a fully-fledged technology, deployed across a range of application areas. However, although computer advances in performance appear to continue unhindered, data volumes and the growing sophistication of analysis procedures mean that performance will increasingly become a serious concern in GIS. Parallel computing offers a potential solution. However, traditional algorithms may not run effectively in a parallel environment, so utilization of parallel technology is not entirely straightforward. This groundbreaking book examines some of the current strategies facing scientists and engineers at this crucial interface of parallel computing and GIS.; The book begins with an introduction to the concepts, terminology and techniques of parallel processing, with particular reference to GIS. High level programming paradigms and software engineering issues underlying parallel software developments are considered and emphasis is given to designing modular reusable software libraries. The book continues with problems in designing parallel software for GIS applications, potential vector and raster data structures and details the algorithmic design for some major GIS operations. An implementation case study is included, based around a raster generalization problem, which illustrates some of the principles involved. Subsequent chapters review progress in parallel database technology in a GIS environment and the use of parallel techniques in various application areas, dealing with both algorithmic and implementation issues.; "Parallel Processing Algorithms for GIS" should be a useful text for a new generation of GIS professionals whose principal concern is the challenge of embracing major computer performance enhancements via parallel computing. Similarly, it should be an important volume for parallel computing professionals who are increasingly aware that GIS offers a major application domain for their technology.

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