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This book provides comprehensive coverage of 3D vision systems, from vision models and state-of-the-art algorithms to their hardware architectures for implementation on DSPs, FPGA and ASIC chips, and GPUs.

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Architectures for Computer Vision - Lagout ARCHITECTURES FOR COMPUTER VISION FROM ALGORITHM TO CHIP WITH VERILOG Hong Jeong PohangUniversityofScienceandTechnology, South Korea Architectures for Computer Vision: From Algorithm to Chip ...

Vision architectures are special forms of more general computer architectures. In the early 1970s, a general point of view on computer architecture was to see it as an information flow of data and instructions into a processor (Figure 1.1).

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There is a huge gap between computer vision algorithm and chip design. This book bypasses all the details of circuit model and CAD details and directly goes to the high level design using Verilog, similar to C programming.

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In computer vision, the typical goal of the research is to design serial algorithms, often implemented in high-level programming languages and rarely in dedicated chips. Unlike the well-established design flow from computer architecture to VLSI design, the flow from vision algorithm to computer architecture, and further to VLSI chips, is not well-defined. We overcome this difficulty by **Architectures for Computer Vision | Wiley Online Books**

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Architectures for Computer Vision: From Algorithm to Chip with Verilog - Hong Jeong - ISBN: 9781118659182. Intended for graduate students and computer vision researchers, this book examines 3D vision computer chip architecture. Focusing on the Verilog HDL language, Jeong looks at the algorithms and architectures best suited for 3D computer vision.

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