Contents

1. Introduction 1
1.1 Geometry, Image processing, and Digital Geometry 1
1.2 Digital-Discrete Geometry and Topology 2

2. Digital Spaces, Discrete Spaces, and Finite Topologies 5
2.1 Simple Graphs 5
2.2 Digital Spaces 6
2.3 General Discrete Spaces 7
2.4 Finite Topologies 9
2.5 Remarks 10

3. Curves in Digital Planes 13
3.1 General Digital Curve Representations 13
3.1.1 Point-path and the parametric representations 13
3.1.2 Chain-code representation 14
3.2 Regular Polygons and Digital Curves 15
3.2.1 Regular Polygons 16
3.3 Simply Closed Digital Curves on Planes 17
3.3.1 3-regular-polygon 18
3.3.2 4-regular-polygon 20
3.3.3 6-regular-polygon 21
3.3.4 An Intuitive Consideration 21
3.4 Remarks: Connectedness and Jordan Curve Theorem 22

4. Digital Surfaces: Definitions 23
4.1 Definitions of Digital Surfaces 23
4.1.1 Morgenthaler-Rosenfeld's Digital Surfaces 24
4.1.2 A Definition of Digital Surfaces Based on Parallel-Moves 26
4.2 Decision and Tracking Algorithms 27
4.2.1 Algorithms for the Decision Problem 28
4.2.2 Surface Tracking 31
4.2.3 Orientability 32

5. Digital Surfaces: Advanced Topics in 3D 35
5.1 The Classification of Digital Surface Points 35
5.1.1 Simple Surface Points and Regular Inner Surface Points 36
5.1.2 Geometric Equivalence in 3D 36
5.1.3 The Theorem of Classification of Simple Surface Points 37
5.2 The Equivalence between Two Definitions of Digital Surfaces 40
5.2.1 The Theorem of Equivalence 41
5.2.2 More About Regular Surface Points 50
5.3 Digital Surfaces and Euler's Theorem 50
5.4 General Digital Surfaces in 3D 52
5.4.1 (α,β)-Surfaces and Continuous Analogs 53
5.4.2 Nontrivial Cases of (α,β)-Surfaces 57
5.4.3 Algorithmic Considerations and Surface-Cell Traversal Algorithms 60
5.4.4 A New Definition of General Digital Surfaces 63

6. Digital Manifolds 67
6.1 Definition of Digital Manifolds 67
6.2 Boundary of Digital Manifolds 69
6.3 Remarks 72

7. Generalized Discrete Manifolds 73
7.1 Discrete Curves and Surfaces 73
7.1.1 Basic Cells: Point-cells, Line-cells, and Surface-cells ... 73
7.1.2 Definitions of Discrete Curves and Surfaces 75
7.1.3 Some Properties of Discrete Surfaces 77
7.1.4 Regular Surface Points 78
7.2 Orientability of Discrete Surfaces 80
7.3 Simply Connected Discrete Surfaces and the Jordan Curve Theorem 82
7.3.1 Gradual Variation and Simply Connected Surfaces 82
7.3.2 The Jordan Theorem 85
7.4 Discrete Manifolds 88
7.4.1 Discrete k-Manifolds 88
7.4.2 Discrete Spaces in Raster Spaces 90
7.4.3 Indirect Adjacency, Ambiguity, and NP-hardness 91
7.5 Examples of Discrete Surfaces and Manifolds 92
7.5.1 Quadtree Surfaces and Octree Solid Objects 92
7.5.2 Voronoi Diagrams and Delaunay Decompositions 93
7.6 Discussion 93

8. Gradually Varied Functions on Digital and Discrete Manifolds 95
8.1 Background 95
8.2 Gradually Varied Mapping 98

8.3 Gradually Varied Extension and Normal Immersion 99
8.4 Gradually Varied Functionals 105
8.4.1 The Envelope Theorem 106
8.4.2 The Norm-preserving Gradually Varied Extension 107
8.4.3 The discussion of the results of uniqueness, enveloping, and norm-preserving 112
8.5 Optimal Uniform Approximation and Surface Fitting 112
8.6 Fast Algorithms and Gradually Varied Extensions 115

9. Point Digital Spaces Vs. Raster Digital Spaces 119
9.1 Motivation 119
9.2 Two Basic Digital Spaces in Euclidean Spaces 120
9.2.1 Point Spaces in Direct Adjacency 121
9.2.2 Raster Spaces in Direct Adjacency 121
9.3 Digital Manifolds in Point Spaces and Raster Spaces 122
9.3.1 Digital Manifolds in Point Spaces 122
9.3.2 Digital Manifolds in Raster Spaces 123
9.3.3 Allowing indirect adjacency 124
9.4 The Relationship Between Point Spaces and Raster Spaces .. 125
9.5 Discrete Manifolds in Voronoi Diagrams and Delaunay Decompositions 126
9.5.1 Point Spaces Method: Bottom-Up Method 128
9.5.2 Raster Spaces Method: Top-Down Method 128
9.5.3 Advantages and Disadvantages 129
9.6 Algorithmic Considerations 129
9.7 Remarks 130

10. λ-Connectedness in Digital and Discrete Spaces 131
10.1 Background 131
10.2 Two Dimensional λ-Connectedness 134
10.2.1 Layer Determination 134
10.2.2 λ-Connectedness 134
10.3 Generalized λ-Connectedness 136
10.3.1 λ-connectedness on Undirected Graphs 137
10.3.2 λ-connectedness on Directed Graphs 137
10.3.3 Potential Function ρ and the Measure μ 138
10.4 λ-connected Segmentation 139
10.4.1 λ-connected Region Growing Segmentation 139
10.4.2 λ-connected Split-and-Merge Segmentation 140
10.4.3 Comparison between the λ-connected method and the traditional segmentation method 140
10.5 λ-connected Fitting and Gradually Varied Fitting 141
10.5.1 λ-connected Fitting 142
10.5.2 Gradually Varied Fitting 142
10.5.3 Intelligent Data Fitting and λ-connectedness 143

10.5.4 Three Mathematical issues in λ-connected fitting 144
10.6 Graph Theory and Algorithms Related to λ-Connectedness .. 144
10.6.1 Breadth First Search for λ-Connected Components ... 145
10.6.2 Maximum Connected Path and Dijkstra's Algorithm for Shortest Path 145
10.6.3 Maximum Connectivity Spanning Tree and Determination of λ-Value 147
10.7 Applications Related to λ-connectedness 149
10.7.1 λ-connected Curve Search 149
10.7.2 λ-connectedness and Rough Sets 150
10.7.3 λ-connectedness and Belief Networks 152
10.7.4 λ-connectedness: The Potential Applications in Network Economics 153
10.8 Remarks 154

References 156

Index 161