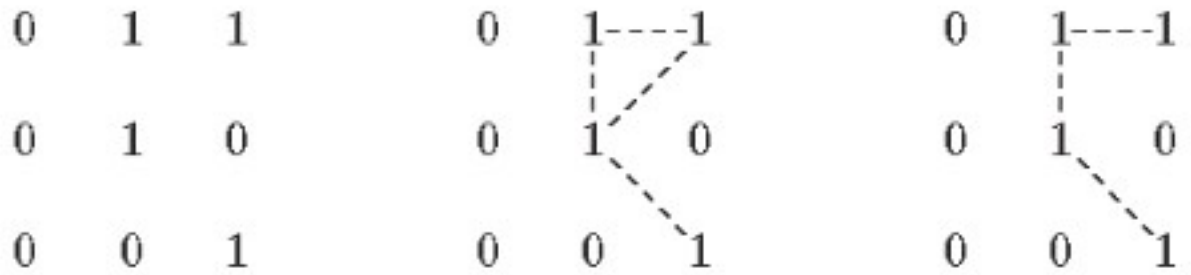

a b c

FIGURE 2.26 (a) Arrangement of pixels; (b) pixels that are 8-adjacent (shown dashed) to the center pixel; (c) *m*-adjacency.

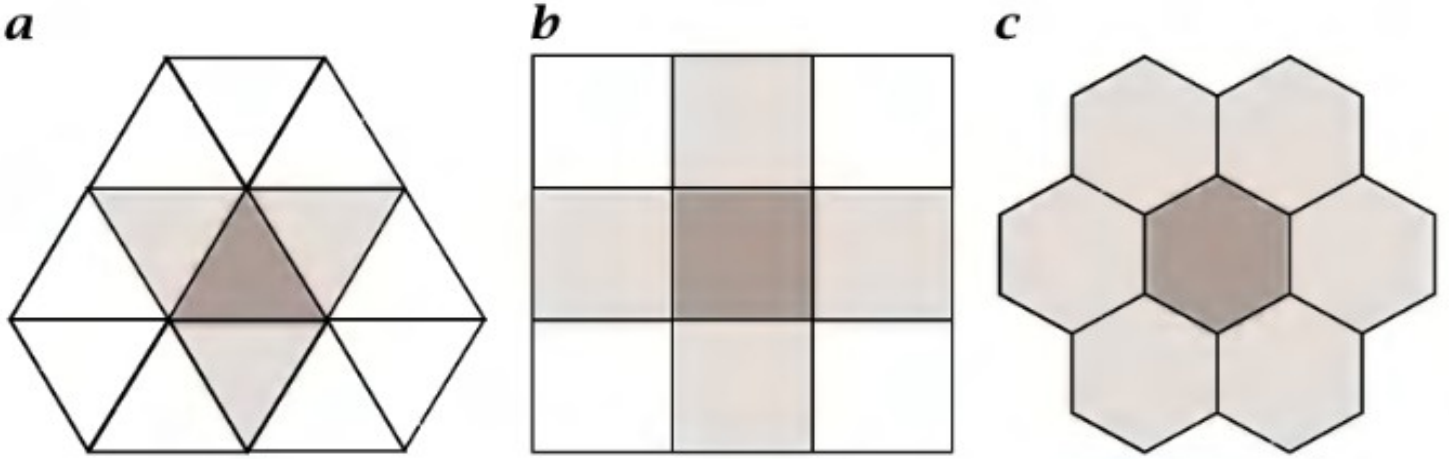

Figure 2.3: *The three possible regular grids in 2-D:* ***a*** *triangular grid,* ***b*** *square grid,* ***c*** *hexagonal grid.*

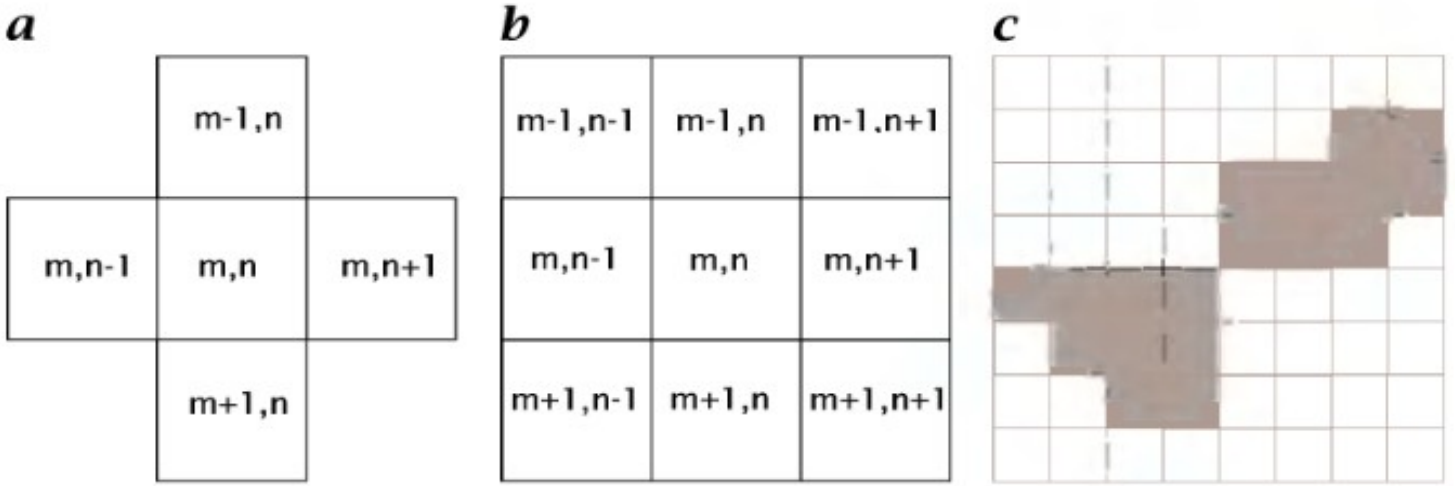

Figure 2.4: *Neighborhoods on a rectangular grid:* ***a*** *4-neighborhood and* ***b*** *8-neighborhood.* ***c*** *The black region counts as one object (connected region) in an 8-neighborhood but as two objects in a 4-neighborhood.*

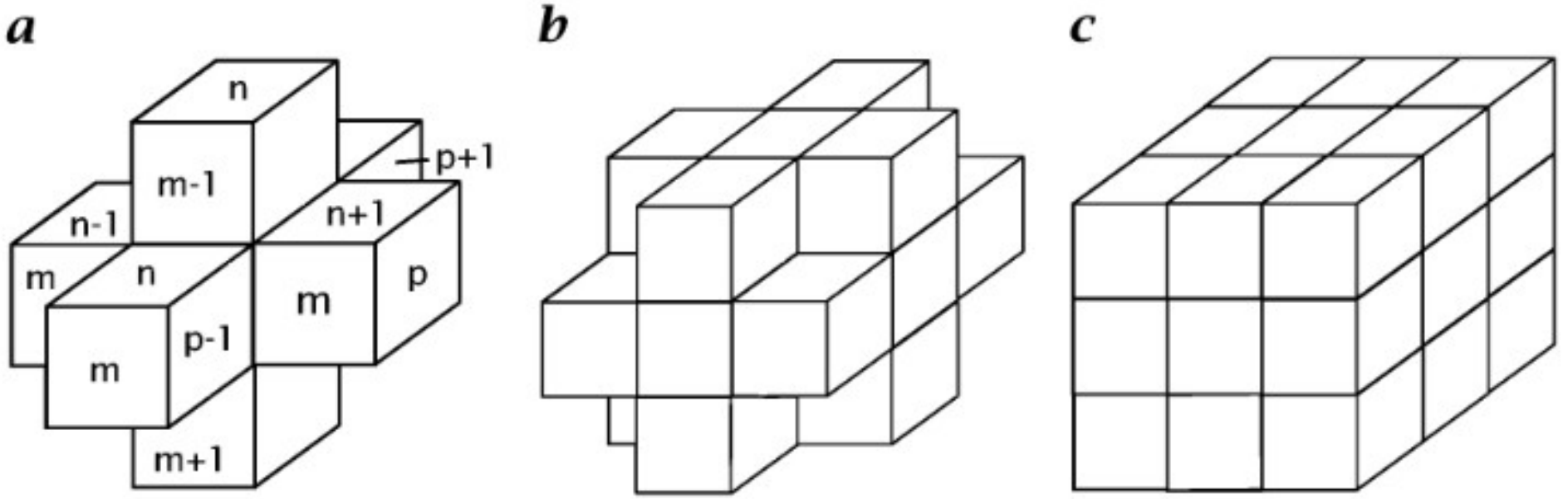

Figure 2.5: *The three types of neighborhoods on a 3-D cubic grid.* ***a*** *6-neighborhood: voxels with joint faces;* ***b*** *18-neighborhood: voxels with joint edges;* ***c*** *26-neighborhood: voxels with joint corners.*

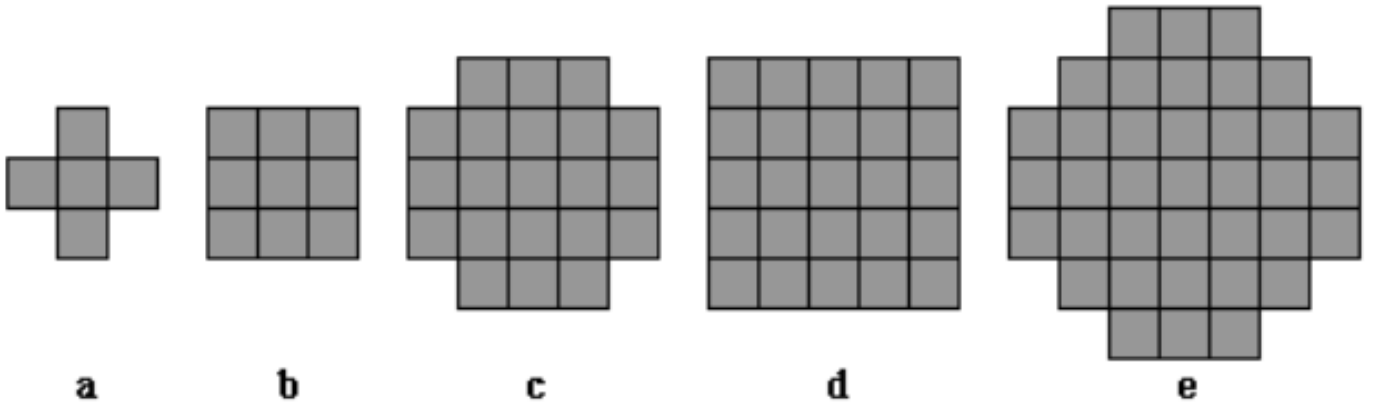

Figure 20. Neighborhood patterns used for median filtering: ***(a)*** *four nearest-neighbor cross;* ***(b)*** *3 × 3 square containing nine pixels;* ***(c)*** *5 × 5 octagonal region with 21 pixels;* ***(d)*** *5 × 5 square containing 25 pixels;* ***(e)*** *7 × 7 octagonal region containing 37 pixels.*