Digital surfaces in DGtal Topology module (since 0.5)

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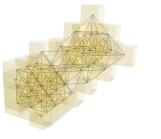
DGtal Meeting, june 2012





Available in DGtal 0.5

- 1. classical digital topology
 - ▶ Arbitrary adjacencies in \mathbb{Z}^n , but also in subdomains
 - Digital topology = couple of adjacencies (Rosenfeld)
 - ▶ Object = Topology + Set
 - Operations: neighborhoods, border, connectedness and connected components, decomposition into digital layers, simple points







thinning in (6,26)

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- 2. cubical cellular topology
 - cells, adjacent and incident cells, faces and cofaces
 - signed cells, signed incidence,

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- 2. cubical cellular topology
 - cells, adjacent and incident cells, faces and cofaces
 - signed cells, signed incidence,
- 3. digital surface topology
 - surfels, surfel adjacency, surfel neighborhood
 - surface tracking (normal, fast), contour tracking in nD

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Package description

Should contain

- ullet classical digital topology $ilde{A}$ la Rosenfeld
- cartesian cellular topology
- ullet digital surface topology $ilde{A}$ la Herman
- must be the base block of geometric algorithms

Examples

- adjacencies, connected components, simple points, thinning
- cells, boundary operators, incidence, opening, closing
- contours, surfel adjacency, surface tracking
- topological invariants

Location

- {DGtal}/src/DGtal/topology
- {DGtal}/src/DGtal/helpers
- {DGtal}/tests/topology

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