Errata for MULTIDIMENSIONAL SIGNAL, IMAGE, AND VIDEO PROCESSING AND CODING by J. W. Woods, Elsevier, 2006. 1/10/2007

Page	line/eq/fig	Correction
37	in proof	all the X's should be X_c's.
40	11 proor	after "Continuing," remove one of duplicate equations.
59	1 st line	just below Fig. 2.21, second and fourth M_1 should be M_2.
106	13	"the" is used twice.
135	(4.4-3)	Remove second line of (4.4-3).
166	22	the typical raster scan is "left-to-right."
186	Fig. 5.33	Switch outputs y_0 and y_1.
187	14	Change [3] to [13,17] and also specify that h_1 should be
107	17	centered at n=1 and h_0 should be centered at n=0.
212	prob 7	In part (a) change $x(n)$ to $x(k)$ under summation sign and, in two
212	proo /	lines below, change $x(n-M)$ to $x(n-M-1)$.
221	(7.1-2)	Should be h*(-m_1,-m_2).
223	bottom	Conjugate sign missing in first line of equation block on (x^-x) .
227	3	S_xx instead of S_x, and in (7.2-3) R_xx instead of R_x.
228	near bottom	In the second equation up from bottom, second sum should
220	near bottom	be over the NSHP region as is the first sum.
233	mid page	gain equation ignores effect of blur in vector h
235	(7.3-8)	gain equation ignores effect of blur function h in (7.3-7)
242	(7.4-1)	An n_2 is missing in argument of x_r.
212	(7.4-2)	The variable x should be x_r.
249	(7.6-2)	Remove '- k_1 ' and '- k_2 ' twice in (7.6-2).
261	(7.7-9)	The two X terms should be lowercase x.
	(7.7-10)	Change X and Y to lowercase, x and y.
293	15	Change [25] to [26].
		$\stackrel{M}{\sim} N$
293	bottom	Add note: Here $R = \sum_{m=1}^{M} \frac{N_m}{N} R_m$.
294	Table 8.1	arranged as 4x4 DCT with (0,0) in upper left corner.
315	[9]	Change SH. to ST.
318	Def. 9.1-2	The third index $n_3 - k_3$ is missing twice in displayed equation
324	(9.2-2)	Both omegas should be bold.
355	(10.2-3)	Change x to n .
370	16	Remove word 'but.'
375	10	Change 'potential also' to just 'potential.'
379	[3]	second author's last name is Mansouri
383	14	Change 1008 to 1080.
398	Fig. 11.11	The output should be e^{-} .
430	prob 9	Refer to [40] or [49] for help here. The 'inverse' transform used in
	1	H.264/AVC is not the matrix inverse!