

Introduction:

- These are called “early” or “low-level” operations because they are the first in a pipeline of operations. Early vision operations are characterized by their local nature (they can be carried out in one part of the image without regard for anything more than a few pixels away) and by their lack of knowledge:
 - we can perform these operations without consideration of the objects that might be present in the scene.
 - This makes the low-level operations good candidates for implementation in parallel hardware—either in a graphics processor unit (GPU) or an eye.

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