



Geometric Invariance in Computer Vision (Artificial Intelligence)

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These twenty-three contributions focus on the most recent developments in the rapidly evolving field of geometric invariants and their application to computer vision.

The introduction summarizes the basics of invariant theory, discusses how invariants are related to problems in computer vision, and looks at the future possibilities, particularly the notion that invariant analysis might provide a solution to the elusive problem of recognizing general curved 3D objects from an arbitrary viewpoint.

The remaining chapters consist of original papers that present important developments as well as tutorial articles that provide useful background material. These chapters are grouped into categories covering algebraic invariants, nonalgebraic invariants, invariants of multiple views, and applications. An appendix provides an extensive introduction to projective geometry and its applications to basic problems in computer vision.

Joseph Mundy is a Coolidge Fellow at GE Corporate Research & Development. Andrew Zisserman is a Research Fellow in the Robotics Research Group at Oxford University.

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