

APÉNDICE A

ESTUDIO DE LA PRESERVACIÓN DE LA TOPOLOGÍA

En este apéndice se muestra el estudio exhaustivo realizado de la preservación de la topología de los cuatro modelos auto-organizativos introducidos en el punto 2.1, que poseen características de aprendizaje diferentes.

PRODUCTO TOPOGRÁFICO

El producto topográfico (Bauer y Pawelzik, 1992), también llamado en ocasiones “producto wavering” (Pawelzik, 1991), es una buena medida de la preservación de la topología del espacio de entrada por una red auto-organizativa. Esta medida ha sido ampliamente utilizada en la literatura para la comparación de modelos auto-organizativos (Merkl et al., 1994) (Herbin, 1995) (Trautmann y Denoeux, 1995).

La idea principal de esta medida es comparar la relación de vecindad de dos neuronas con respecto a su posición en el mapa por un lado ($Q_2(j,k)$) y según sus vectores de referencia por otro ($Q_1(j,k)$) (Figura A.1):

$$Q_1(j,k) = \frac{d^V(w_j, w_{n_k^A(j)})}{d^V(w_j, w_{n_k^V(j)})} \quad (\text{A.1})$$

$$Q_2(j,k) = \frac{d^A(j, n_k^A(j))}{d^A(j, n_k^V(j))} \quad (\text{A.2})$$

donde j es una neurona, w_j es su vector de referencia, n_k^V indica la k vecina más cercana a j en el espacio de entrada V según una medida de distancia d^V y n_k^A indica la k vecina más cercana a j en la red A según una medida de distancia d^A .

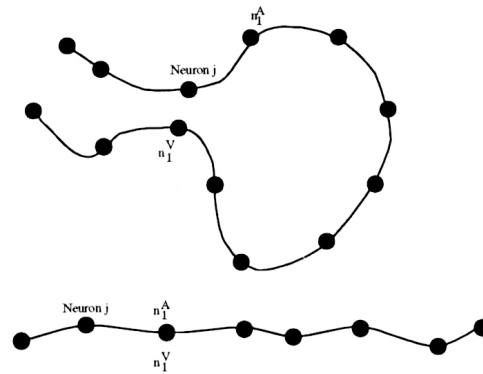


Figura A.1. Vecindades en el espacio de entrada y en la red.

De esta definición, se extrae que $Q_1(j,k) = Q_2(j,k) = 1$ sólo si las vecinas más cercanas de orden k en el espacio de entrada y en la red coinciden. Sin embargo, estas medidas son muy sensibles a pequeñas variaciones en el orden de vecindad de las neuronas en ambos espacios. Para ello, se multiplican ambas medidas para todos los órdenes de vecindad k , obteniendo

$$P_1(j,k) = \left(\prod_{l=1}^k Q_1(j,l) \right)^{1/k} \quad (\text{A.3})$$

$$P_2(j,k) = \left(\prod_{l=1}^k Q_2(j,l) \right)^{1/k} \quad (\text{A.4})$$

y

$$P_3(j,k) = \left(\prod_{l=1}^k Q_1(j,l) \cdot Q_2(j,l) \right)^{1/2k} \quad (\text{A.5})$$

En el caso de que la dimensionalidad de la red y del espacio de los vectores de entrada coincidan se tiene que $P_3 = 1$. Cualquier desviación de dicho valor implica una disparidad en la dimensionalidad de ambos espacios.

Para extender esta medida a todas las neuronas de la red y todos los posibles órdenes de vecindad y, dado que sólo estamos interesados en obtener desviaciones de dicha medida de 1, se define el producto topográfico P como

$$P = \frac{1}{N(N-1)} \sum_{j=1}^N \sum_{k=1}^{N-1} \log(P_3(j,k)) \quad (\text{A.6})$$

MEDIDA DE LA PRESERVACIÓN DE LA TOPOLOGÍA DE LOS DIFERENTES MODELOS AUTO-ORGANIZATIVOS

Para obtener una medida de la capacidad de preservación de la topología de los diferentes modelos auto-organizativos estudiados se han realizado diversos experimentos, tomando un espacio de entrada bidimensional (imágenes de 320x320 puntos), con diferentes funciones de densidad de probabilidad (Figura A.2). El cuadrado y el círculo son espacios de entrada con una topología similar a la de los mapas auto-organizativos de Kohonen, que son los que poseen una relación de vecindad más restringida de entre todos los modelos; el anillo posee un hueco en su interior, por lo

que será difícil que las redes con estructura preestablecida preserven bien su topología; los cuatro cuadros separados representan una función no continua, con lo que sólo aquellas redes con capacidad de división podrán realizar un buen aprendizaje; y la mano es un espacio más complejo de preservar su topología, al tener concavidades y convexidades.

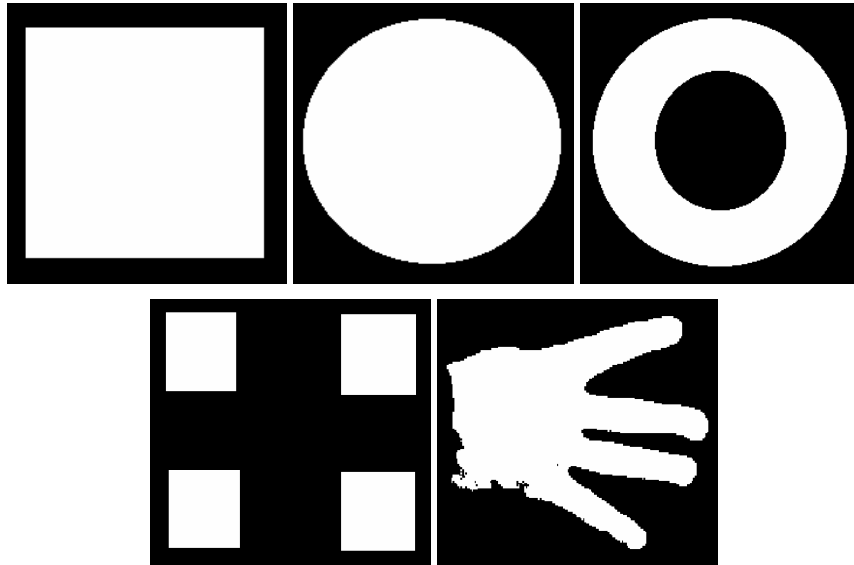


Figura A.2. Espacios de entrada.

Se ha realizado el aprendizaje de estos espacios de entrada con los diferentes modelos auto-organizativos utilizando, para cada uno de ellos, valores en sus parámetros empleados usualmente.

Para el aprendizaje de los mapas auto-organizativos se ha empleado el algoritmo de (Kohonen, 1995) con $t_{max} = 100$, $\sigma_i = 5$, $\sigma_f = 1$, $\alpha_i = 0.8$, $\alpha_f = 0.1$.

Las Growing Cell Structures se han empleado según (Fritzke, 1993) con los parámetros $\varepsilon_b = 0.1$, $\varepsilon_n = 0.01$, $\alpha = 0$, $\lambda = 10000$, $\eta = 0$.

Siguiendo el algoritmo mostrado en el punto 2.2.1 se ha educado la Neural Gas con los siguientes parámetros: $t_{max} = 100$, $\lambda_0 = 100$, $\lambda_{t_{max}} = 0.01$, $\varepsilon_0 = 0.5$, $\varepsilon_{t_{max}} = 0.005$, $T_0 = 20$, $T_{t_{max}} = 200$.

La Growing Neural Gas empleada sigue el algoritmo del punto 2.2.2 con $\varepsilon_1 = 0.1$, $\varepsilon_2 = 0.01$, $\lambda = 10000$, $\alpha = 0$, $\beta = 0$.

Se ha realizado el aprendizaje de redes que poseen 100 neuronas, educando cinco redes de cada uno de los modelos y para cada uno de los espacios de entrada. Una vez realizado este aprendizaje se ha procedido al cálculo del producto topográfico, con el objetivo de medir la preservación de la topología en cada uno de los casos (Tabla A.1).

A diferencia del uso normal que se hace del producto topográfico en la literatura en la que la distancia en el espacio de entrada d^V es la distancia euclídea entre dos puntos, en este trabajo se emplea la distancia geodésica (Sonka et al., 1998), definida como la longitud del mínimo camino que une ambos puntos dentro del subespacio de entrada determinado por el objeto (Figura A.3). Si no se puede establecer un camino entre ellos, $d^V = \infty$.

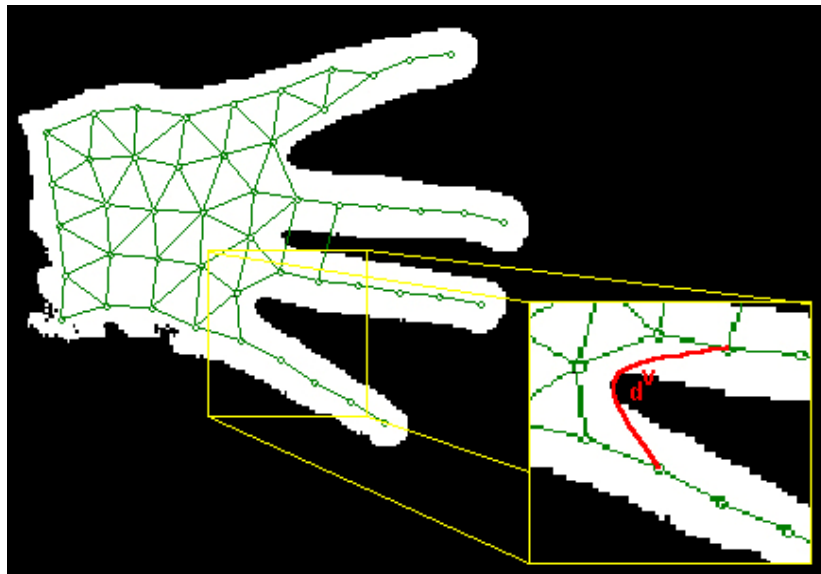


Figura A.3. Distancia geodésica.

Espacio de entrada	Modelo auto-organizativo	Producto topográfico¹	Error de cuantización
Cuadrado	Kohonen	0.005914	4523614
Cuadrado	Growing Cell Structure	0.015628	1360265
Cuadrado	Neural Gas	0.005175	1176427
Cuadrado	Growing Neural Gas	0.007785	1286321
Círculo	Kohonen	0.004974	3841524
Círculo	Growing Cell Structure	0.015420	1103505
Círculo	Neural Gas	0.005331	954927
Círculo	Growing Neural Gas	0.007832	1039228
Anillo	Kohonen	Indeterminado	4262412
Anillo	Growing Cell Structure	0.017626	1306101
Anillo	Neural Gas	0.003718	1109236
Anillo	Growing Neural Gas	0.005030	1228092
4 cuadros	Kohonen	Indeterminado	7143062
4 cuadros	Growing Cell Structure	0.006417	1342739
4 cuadros	Neural Gas	0.002889	1123384
4 cuadros	Growing Neural Gas	0.004221	1276545
Mano	Kohonen	0.036150	8657777
Mano	Growing Cell Structure	0.021125	1939797
Mano	Neural Gas	0.003539	1556044
Mano	Growing Neural Gas	0.00607	1756100

Tabla A.1. Cálculo de la preservación de la topología (100 neuronas).

¹ El valor "Indeterminado" del producto topográfico es debido a que alguna neurona se encuentra fuera del espacio de entrada y, por tanto, no se puede calcular la distancia de ésta a cualquier otra neurona.

Como se puede observar las redes que mejor preservan la topología de los espacios de entrada son aquellas cuya topología no está definida a priori, sino que se adapta con el aprendizaje: las Neural Gas y las Growing Neural Gas. Sólo en aquellos casos en los que el espacio de entrada tiene una estructura similar a la topología predefinida de los mapas auto-organizativos, el producto topográfico es similar al de los otros modelos. Esto es debido a que en el cálculo del producto topográfico únicamente se considera la topología de la red, ya que se considera que se ha realizado un correcto aprendizaje del espacio de entrada y que, por tanto, preservará la topología del mismo. Sin embargo, en estos casos no es así, ya que los mapas de Kohonen caracterizan peor el espacio de entrada al producirse un mayor error de cuantización (Kohonen, 1995), calculado como:

$$E = \sum_{\forall \xi \in V} \|W_{\phi_w(\xi)} - \xi\|^2 \cdot \rho(\xi) \quad (\text{A.7})$$

Las Neural Gas y las Growing Neural Gas tienen un comportamiento similar ante diferentes espacios de entrada, sin embargo, la complejidad del aprendizaje de las Neural Gas es muy superior al de las Growing Neural Gas, debido al proceso de ordenación de todos los vectores de referencia para cada uno de los patrones de entrada ξ (paso 3 del aprendizaje), obteniendo unos tiempos de aprendizaje muy superiores (Tabla A.2).

Modelo auto-organizativo	Tiempo de aprendizaje (segundos)
Kohonen	38
Growing Cell Structure	9
Neural Gas	117
Growing Neural Gas	12

Tabla A.2. Tiempos de aprendizaje de los diferentes modelos auto-organizativos.

En la Tabla A.3 se representa el producto topográfico de las Neural Gas si se interrumpiera su aprendizaje a los 12 segundos, que es el tiempo en el que finalizan su aprendizaje las Growing Neural Gas. Como se observa, los resultados tanto en la preservación de la topología como en el error de cuantización son bastante peores, ya que no es capaz, en ese tiempo, de finalizar el proceso de adaptación.

Espacio de entrada	Modelo auto-organizativo	Producto topográfico	Error de cuantización
Cuadrado	Neural Gas	0.089522	39323868
Cuadrado	Growing Neural Gas	0.007785	1286321
Círculo	Neural Gas	0.075313	30155116
Círculo	Growing Neural Gas	0.007832	1039228
Anillo	Neural Gas	Indeterminado	37848968
Anillo	Growing Neural Gas	0.005030	1228092
4 cuadros	Neural Gas	Indeterminado	101925872
4 cuadros	Growing Neural Gas	0.004221	1276545
Mano	Neural Gas	Indeterminado	62578424
Mano	Growing Neural Gas	0.00607	1756100

Tabla A.3. Preservación de la topología de la Neural Gas deteniendo su aprendizaje a los 12 segundos.

Sin embargo, si se modifican los parámetros de la NG, por ejemplo el número de patrones de entrada por iteración λ , para que finalice su adaptación en esos 12 segundos, los resultados del producto topográfico se siguen manteniendo cercanos a los conseguidos con la GNG.

Espacio de entrada	Modelo auto-organizativo	Producto topográfico	Error de cuantización
Cuadrado	Neural Gas	0.006390	1210058
Cuadrado	Growing Neural Gas	0.007785	1286321
Círculo	Neural Gas	0.006207	974271
Círculo	Growing Neural Gas	0.007832	1039228
Anillo	Neural Gas	0.003454	1150331
Anillo	Growing Neural Gas	0.005030	1228092
4 cuadros	Neural Gas	0.003690	1194841
4 cuadros	Growing Neural Gas	0.004221	1276545
Mano	Neural Gas	0.005739	1668036
Mano	Growing Neural Gas	0.00607	1756100

Tabla A.4. Preservación de la topología de la Neural Gas modificando sus parámetros para que finalice a los 12 segundos.

REFERENCIAS

(Abbott, 1991)

R. Abbott. Scheduling Real-Time Transactions: A Performance Evaluation. Ph.D. Thesis, Princeton University, 1991.

(Aggarwal y Cai, 1999)

J.K. Aggarwal y Q. Cai. Human Motion Analysis: A Review. *Computer Vision and Image Understanding*, 73(3):428-440, 1999.

(Aggarwal et al., 1998)

J.K. Aggarwal, Q. Cai, W. Liao y B. Sabata. Articulated and Elastic Non-rigid Motion: A Review. *Computer Vision and Image Understanding*, 70:142-156, 1998.

(Aloimonos et al., 1988)

Y. Aloimonos, I. Weiss y A. Bandopadhai. Active Vision. *International Journal of Computer Vision*, 2:333-356, 1988.

(Amerijckx et al., 1998)

C. Amerijckx, M. Verleysen, P. Thissen, J.-D. Legat, Image Compression by SelfOrganizing Kohonen Map, *IEEE Trans. on Neural Networks*, 9(3):503-507, 1998.

(Armstrong et al., 1998)

J.B. Armstrong, M. Maheswaran, M.D. Theys, H.J. Siegel, M.A. Nichols y K.H. Casey. Parallel Image Correlation: Case Study to examine Trade-Offs in Algorithm-to-Machine Mappings. *The Journal of Supercomputing*, 12(1/2):7-35, 1998.

(Asaad et al., 1996)

S. Asaad, M. Bishay, D.M. Wilkes, and K. Kawamura. A Low-Cost, DSP-Based, Intelligent Vision System for Robotic Applications. In *Proceedings of the IEEE International Conference on Robotics and Automation*, Minneapolis, pp.1656-1661, 1996.

(Atukorale y Suganthan, 1998)

A.S. Atukorale y P.N. Suganthan. An Efficient Neural Gas Network for Classification. In *Proceedings of the International Conference on Control, Automation, Robotics and Vision*, Singapore pp. 1152-1156, 1998.

(Bader y Jájá, 1994)

D.A. Bader y J. Jájá. Parallel Algorithms for Image Histogramming and Connected Components with an Experimental Study. Technical Report CS-TR-3384 and UMIACS-TR-94-133, UMIACS and Electrical Engineering, University of Maryland, 1994.

(Baglietto et al., 1996)

P. Baglietto, M. Maresca, M. Migliardi y N. Zingirian. Image Processing on High Performance RISC Systems. *Proceedings of the IEEE*, 84(7):917-930, 1996.

(Bajcsy, 1988)

R. Bajcsy. Active perception. *Proceedings of the IEEE*, 76:996-1005, 1988.

(Balkenius y Kopp, 1996)

C. Balkenius y L. Kopp. Visual Tracking and Target Selection for Mobile Robots. In *Proceedings of the 1st Euromicro Workshop on Advanced Mobile Robots*, pp. 166-171, 1996.

(Ballard, 1991)

D.H. Ballard. Animate vision. *Artificial Intelligence*, 48:57-86, 1991.

(Barad, 1988)

H.S. Barad. The SCOOP Pyramid: An Object-Oriented Prototype of a Pyramid Architecture for Computer Vision. Technical Report SIPI 115, Univ. of Southern California, 1988.

(Bauer y Pawelzik, 1992)

H-U. Bauer, K. Pawelzik. Quantifying the Neighborhood Preservation of Self-Organizing Feature Maps. *IEEE Transactions on Neural Networks*, 3(4):570-578, 1992.

(Bauer et al., 1999)

H-U. Bauer, M. Herrmann y T. Villmann. Neural Maps and Topographic Vector Quantization. *Neural Networks.*, 12(4-5):659-676, 1999.

(Baumann y Ranka, 1992)

D. Baumann y S. Ranka. The Generalized Hough Transform on an MIMD machine. *Journal of Undergraduate Research in High-Performance Computing*, Volume 2, E.A. Bogucz y V.E. Weinman (eds.), Northeast Parallel Architectures Center at Syracuse University Technical Report SCCS-468, 1992.

(Beauchemin y Barron, 1995)

S.S. Beauchemin y J.L. Barron. The Computation of Optical Flow. *ACM Computing Surveys*, 27(3):443-465, 1995.

(Bertozzi y Broggi, 1998)

M. Bertozzi y A. Broggi. GOLD: A Parallel Real-Time Stereo Vision System for Generic Obstacle and Lane Detection. *IEEE Transactions on Image Processing*, 7(1):62-81, 1998.

(Beymer et al, 1997)

D. Beymer, P. McLauchlan, B. Coifman y J. Malik. A Real-time Computer Vision System for Measuring Traffic Parameters. In *Proceedings of the IEEE Conf. on Computer Vision and Pattern Recognition*, Puerto Rico, pp. 495-501, 1997.

(Bhandarkar y Arabnia, 1997)

S.M. Bhandarkar y H.R. Arabnia. Parallel Computer Vision on a Reconfigurable Multiprocessor Network. *IEEE Transactions on Parallel and Distributed Systems*, 8(3):292-309, 1997.

(Biancardi et al., 1992)

A. Biancardi, V. Cantoni, M. Ferretti y M. Mosconi. The PAPIA2 Machine: Hardware and Software Architectures. In *Proceedings of the ERCIM Workshop on Parallel Architectures for Computer Vision*, Creta, pp. 120-141, 1992.

(Bihari y Gopinath, 1991)

T. Bihari y P. Gopinath. Real-Time concurrent C: A language for programming dynamic real-time systems. *Real-Time Systems*, 2(4), 1991.

(Blank, 1990)

T. Blank. The MasPar MP-1 Architecture. In *Proceedings of the IEEE International Conference on Computer Architectures*, San Francisco, pp. 20-24, 1990.

(Blevins, 1990)

D.W. Blevins, E.W. Davis, R.A. Heaton y J.H. Reif. BLITZEN: A Highly Integrated Massively Parallel Machine. *Journal of Parallel and Distributed Computing*, 8(2):150-160, 1990.

(Boehme et al., 1998)

H.J. Boehme, A. Brakensiek, U.-D. Braumann, M. Krabbes, A. Corradini y H.-M. Gross. Neural Networks for Gesture-based Remote Control of a Mobile Robot. In *Proceedings of the IEEE World Congress on Computational Intelligence*, Anchorage, 1:372-377, 1998.

(Bougrain y Alexandre, 1999)

L. Bougrain y F. Alexandre. Unsupervised Connectionist Clustering Algorithms for a better Supervised Prediction: Application to a radio communication problem. In *Proceedings of the International Joint Conference on Neural Networks*, Washington, 28:381-391, 1999.

(Brady y Wang, 1992)

M. Brady y H. Wang. Vision for mobile robots. *Phil. Transactions of the Royal Society of London B*, 337:341-350, 1992.

(Bro-Nielsen, 1994)

M. Bro-Nielsen. Active nets and cubes. Technical report, Institute of Mathematical Modeling, Technical Univ. of Denmark, 1994.

(Broggi et al., 1994a)

A. Broggi, G. Conte, F. Gregoretti, C. Sansoé y L.M. Reyneri. The PAPRICA Massively Parallel Processor. In *Proceedings of the IEEE International Conference on Massively Parallel Computing Systems*, pp. 16-30, 1994.

(Broggi et al., 1994b)

A. Broggi, G. Conte, G. Burzio, L. Lavagno, F. Gregoretti, C. Sansoé y L.M. Reyneri. PAPRICA-3: A Real-Time Morphological Image Processor. In *Proceedings of the IEEE International Conference on Image Processing*, pp. 654-658, Austin, Texas, 1994.

(Buttazo, 1997)

G.C. Buttazo. *Hard Real-Time Computing Systems. Predictable Scheduling Algorithms and Applications*. Kluwer Academic Publishers, 1997.

(Cadoz, 1994)

C. Cadoz. *Les réalités virtuelles*. Dominos, Flamarion, 1994.

(Cahn von Seelen, 1997)

U.M. Cahn von Seelen. *Performance Evaluation of an Active Vision System*. PhD Thesis, Univ. of Pennsylvania, 1997.

(Campbell et al., 1996)

L.W. Campbell, D.A. Becker, A. Azarbayejani, A.F. Bobick y A. Pentland. Invariant features for 3-D gesture recognition. In *Proceedings of the 2nd International Workshop on Automatic Face- and Gesture Recognition*, Killington, pp. 157-162, 1996.

(Camus, 1994)

T. Camus. *Real-Time Optical Flow*. PhD Thesis, Dept. of Computer Science, Brown Univ., Providence, 1994.

(Cantoni et al., 1991)

V. Cantoni, V. Di Gesù, M. Ferretti, S. Levialdi, R. Negrini, R. Stefanelli. The PAPIA System. *Journal of VLSI Signal Processing*, 2:195-217, 1991.

(Case et al., 2001)

J. Case, D.S. Rajan y A.M. Shende. Lattice Computers for Approximating Euclidean Space. *Journal of the ACM*, 48:110-144, 2001.

(Castrillón et al., 1998)

M. Castrillón, C. Guerra, J. Hernández, A. Domínguez, J. Isern, J. Cabrera y F.M. Hernández. An Active Vision System integrating Fast and Slow Processes. In *Proceedings of the Symposium on Intelligent Systems and Advanced Manufacturing*, Boston, pp. 487-496, 1998.

(Cédras y Shah, 1995)

C. Cédras y M. Shah. Motion-based recognition: a survey. *Image and Vision Computing*, 13(2):129-155, 1995.

(Charot, 1993)

F. Charot. Architectures parallèles spécialisées pour le traitement d'image. Rapport de recherche n° 1978, INRIA, Rennes, France, 1993.

(Chen y Cheng, 1997)

X. Chen y A.M.K. Cheng. An Imprecise Algorithm for Real-Time Compressed Image and Video Transmission. In *Proceedings of the 6th International Conference on Computer Communications and Networks*, 1997.

(Cheng y Zell, 2000a)

G. Cheng y A. Zell. Externally Growing Cell Structures for Pattern Classification. In *Proceedings of the ICSC Symposia on Neural Computation*, Berlin, pp. 233-239, 2000.

(Cheng y Zell, 2000b)

G. Cheng y A. Zell. Double Growing Neural Gas for Disease Diagnosis. In *Proceedings of Artificial Neural Networks in Medicine and Biology Conference (ANNIMAB-1)*, pp. 309-314, Springer, 2000.

(Chin et al., 1988)

D. Chin, J. Passe, F. Bernard, H. Taylor y S. Knight. The Princeton Engine: A Real-Time Video System Simulator. *IEEE Transactions on Consumer Electronics*, 34(2):285-297, 1988.

(Choudhary et al., 1993)

A.N. Choudhary, J.H. Patel y N. Ahuja. NETRA: A Hierarchical and Partitionable Architecture for Computer Vision Systems. *IEEE Transactions on Parallel and Distributed Systems*, 4(10):1092-1104, 1993.

(Cloud, 1988)

E.L. Cloud. The Geometric Arithmetic Parallel Processor. In *Frontiers of Parallel Computation*, pp. 373-381, 1988.

(Cohen et al., 1992)

I. Cohen, L.D. Cohen y N. Ayache. Using deformable surface to segment 3d images and infer differential structures. In *Proc. of the 2nd European Conference on Computer Vision*, pp. 648-652, 1992.

(Cootes y Taylor, 1992)

T.F. Cootes y C.J. Taylor. Active shape models, smart snakes. In *Proc. of the British Machine Vision Conference*, pp. 266-275, 1992.

(Curwen y Blake, 1992)

R. Curwen y A. Blake. Dynamic Contours: Real-time Active Splines. In *Active Vision*, A. Blake y A. Yuille (eds.), The MIT Press, 1992.

(Davis y Shah, 1993)

J. Davis y M. Shah. Gesture Recognition. Technical Report CS-TR-93-11, Department of Computer Science, University of Central Florida, 1993.

(Davis y Shah, 1994)

J. Davis y M. Shah. *Recognizing Hand Gestures*. In *Proceedings of the European Conference on Computer Vision ECCV'94*, Stockholm, Sweden, pp. 331-340, 1994.

(DEC, 1992)

Digital Equipment Corporation. *DECchip 21064-AA Microprocessor Hardware Reference Manual*. Maynard, 1^a ed., 1992.

(Denzler y Niemann, 1995)

J. Denzler y H. Niemann. Combination of Simple Vision Modules for Robust Real-Time Motion Tracking. *European Transactions on Telecommunications*, 5(3):275-286, 1995.

(Denzler y Niemann, 1999)

J. Denzler y H. Niemann. Active Rays: Polar-transformed Active Contours for Real-Time Contour Tracking. *Journal on Real-Time Imaging*, 5(3):203-213, 1999.

(Dorner, 1994)

B. Dorner. *Chasing the colour glove: visual hand tracking*. Master's Thesis, School of Computer Science, Simon Fraser University, 1994.

(Drayer et al., 1995)

T.H. Drayer, W.E. King IV, J.G. Tront y R.W. Conners. A Modular and Reprogrammable Real-time Processing Hardware, MORRPH. In *Proceedings of the IEEE Symposium on FPGA's for Custom Computing Machines (FCCM'95)*, pp. 11-19, 1995.

(Du et al., 1996)

F. Du, A. Izatt y C. Bandera. An MIMD Computing Platform for a Hierarchical Foveal Machine Vision System. In *Proceedings of the 1996 Conference on Computer Vision and Pattern recognition*, pp. 720-725, 1996.

(Eklund et al., 1994)

M. W. Eklund, G. Ravichandran, M.M. Trivedi y S.B. Marapane. Real-Time Visual Tracking Using Correlation Techniques. In *Proceedings of the 2nd IEEE Workshop on Applications of Computer Vision*, Florida, pp. 256-263, 1994.

(Escolano, 1997)

F. Escolano. *Plantillas Deformables Extendidas: Modelización Local Robusta y Caracterización Basada en Auto-Modelos para el Reconocimiento y Tracking de Estructuras Geométricas Activas*. PhD Thesis, Univ. de Alicante, 1997.

(Fayman et al., 1995)

J.A. Fayman, E. Rivlin y H.I. Christensen. The Active Vision Shell. Technical Report CIS9510, Computer Science Department, Technion -- Israel Institute of Technology, Haifa, 1995.

(Ferrari, 1992)

D. Ferrari. Real-Time Communication in a Intranetwork. *Journal of High Speed Networks*, 1992.

(Fisher et al., 1988)

A.I. Fisher, P.T. Hignam y T.E. Rockoff. Scan Line Array Processors: Work in Progress. In *Proceedings of the Image Understanding Workshop*, pp. 625-633, 1988.

(Flórez et al., 2001)

F. Flórez., J.M. García y F. Ibarra. Hand Gesture Recognition based on Morphological Features. In *Proceedings of the IX Spanish Symposium on Pattern Recognition and Image Analysis*, Benicasim, II:7-12, 2001.

(Fortin, 1996)

S. Fortin. The Graph Isomorphism Problem. Technical Report TR-96-20, Department of Computing Science, The University of Alberta, Edmonton, Canada, 1996.

(Fortune, 1997)

S. Fortune. Voronoi Diagrams and Delaunay Triangulations. In *Discrete and Computational Geometry*, J.E. Goodman, J. O'Rourke (eds.), CRC Press LLC, Boca Raton, Florida, 1997.

(Fountain et al., 1988)

T.J. Fountain, K.N. Matthews y M.J. Duff. The CLIP7: A Image Processor. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 10(3):310-319, 1988.

(Fritsch, 1986)

G. Fritsch. General purpose pyramidal architectures. In *Pyramidal Systems for Computer Vision*, V. Cantoni y S. Levialdi (eds.), Springer-Verlag, Berlin, pp. 41-58, 1986.

(Fritzke, 1993a)

B. Fritzke. Growing Cell Structures - A Self-organizing Network for Unsupervised and Supervised Learning. Technical Report TR-93-026, International Computer Science Institute, Berkeley, California, 1993.

(Fritzke, 1993b)

B. Fritzke. Kohonen feature maps and growing cell structures – a performance comparison. In *Advances in Neural Information 5*, L. Giles, S. Hanson y J. Cowan (eds.), Morgan Kaufmann Publishers, San Mateo, California, 1993.

(Fritzke, 1993c)

B. Fritzke. A Growing and Splitting Elastic Network for Vector Quantization. In *Neural Networks for Signal Processing 3 – Proceedings of the 1993 IEEE Workshop*, C.A. Kamm, S.Y. Kung, B. Yoon, R. Chellappa y S. Kung (eds.), Piscataway, pp. 281-290, 1993.

(Fritzke, 1995)

B. Fritzke. A Growing Neural Gas Network Learns Topologies. In *Advances in Neural Information Processing Systems 7*, G. Tesauro, D.S. Touretzky y T.K. Leen (eds.), MIT Press, Cambridge, Mass., 1995.

(Fritzke, 1997)

B. Fritzke. Some Competitive Learning Methods. Draft Paper, System Biophysics, Institute for Neural Computation, Ruhr-Universität Bochum, 1997.

(Gheith y Schwan, 1993)

A. Gheith y K. Schwan. Chaos-arc: Kernel support for multi-weight objects, invocations, and atomicity in real-time applications. *ACM Transactions on Computer Systems*, 1993.

(González y Woods, 1996)

R.C. González y R.E.Woods. *Tratamiento digital de imágenes*. Addison-Wesley Iberoamericana, S.A., Wilmington, Delaware, 1996.

(Haritaoglu et al., 1998)

I. Haritaoglu, D. Harwood y L.S. Davis. W⁴: Who? When? Where? What? A Real Time System for Detecting and Tracking People. In *Proceedings of the International Conference on Automatic Face and Gesture Recognition*, pp. 222-227, 1998.

(Harris, 1992)

C. Harris. Tracking with Rigid Models. In *Active Vision*, A. Blake y A. Yuille (eds.), The MIT Press, 1992.

(Heada et al., 1988)

H. Heada, K. Kato, H. Matsushima, K. Kaneko y M. Ejiri. A Multiprocessor System Utilizing Enhanced DSP's For Image Processing. In *Proceedings of the International Conference on Systolic Arrays*, pp. 611-620, 1988.

(Helman y Jájá, 1995)

D. Helman y J. Jájá. Efficient Image Processing Algorithms on the Scan Line Array Processor. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 17(1):47-56, 1995.

(Hennessy y Patterson, 1996)

J.L. Hennessy y D.A. Patterson. *Computer Architecture A Quantitative Approach*. Morgan Kaufmann Publishers Inc., 1996.

(Hennessy y Reagan, 1991)

M. Hennessy y T. Reagan. A Process Algebra for Timed Systems. Technical Report 5/91, University of Sussex, 1991.

(Herbin, 1995)

S. Herbin. Graph Matching by Self-organizing Feature Maps, In *Proceedings of the International Conference on Artificial Neural Networks*, pp. 57-62, 1995.

(Hernández et al., 1999)

M. Hernández, J. Cabrera, M. Castrillón, A. Domínguez, C. Guerra, D. Hernández y J. Isern. DESEO: An Active Vision System for Detection, Tracking and Recognition. *Lecture Notes in Computer Science*, 1542:379-391, 1999.

(Hirsch, 1993)

E. Hirsch. Parallel Architectures and Algorithms for Real Time Computer Vision. In *Parallel Algorithms for Digital Image Processing, Computer Vision and Neural Networks*, I. Pitas (ed.), pp. 353-390, John Wiley & Sons, Ltd., 1993.

(Holmes et al., 1987)

V.P. Holmes, D. Harris, K. Piorkowski y G. Davidson. Hawk: An operating system kernel for a real time embedded multiprocessor. Technical Report Sandia National Laboratories, 1987.

(Houzet et al., 1991)

D. Houzet, J.L. Basille y J.Y.Latil. GFLOPS: A General Flexible Linearly Organized Parallel Structure for Images. In *IEEE ASAP'91 Conference*, Barcelona, pp. 431-444, 1991.

(Hu, 1962)

M.K. Hu. Visual Pattern Recognition by Moment Invariants. *IRE Trans. Info. Theory*, IT-8:179-187, 1962.

(Huang y Pavlovic, 1995)

T.S. Huang y V.I. Pavlovic. Hand Gesture Modelling, Analysis, and Synthesis. In *Proceedings of the International Workshop on Automatic Face-and Gesture Recognition*, Zurich, pp. 73-79, 1995.

(Huang y Stankovic, 1991)

J. Huang y J. Stankovic. On using priority inheritance in Real-Time Databases. In *IEEE Real-Time Symposium*, 1991.

(Hull et al., 1996)

D. Hull, W.C. Feng y J.W.S. Liu. Operating system support for imprecise computations. *Flexible Computation in Intelligent Systems*, 1996.

(I.C.E., 1995)

Integrated Computing Engines, Inc. The MeshSP Technical Report. I.C.E., Inc., 1995.

(Iivarinen, 1998)

Jukka Iivarinen. Texture Segmentation and Shape Classification with Histogram Techniques and Self-Organizing Maps. *Acta Polytechnica Scandinavica, Mathematics, Computing and Management in Engineering Series*, 95, 1998.

(Johansson, 1973)

G. Johansson. Visual perception of biological motion and a model for its analysis. *Perception and Psychophysics*, 14(2):210-211, 1973.

(Jonker, 1993)

P.P. Jonker. An SIMD-MIMD Architecture for Image Processing and Pattern Recognition. In *Proceedings of the IEEE International Workshop on Computer Architectures for Machine Perception*, New Orleans, pp. 222-231, 1993.

(Kambhamettu et al., 1998)

C. Kambhamettu, D.B. Goldgof, D. Terzopoulos y T.S. Huang. Nonrigid motion analysis. In *Deformable Models in Medical Image Analysis*, A. Singh, D. Goldgof y D. Terzopoulos (eds.), pp. 270-284, 1998.

(Kandlur et al., 1989)

D.D. Kandlur, D.L. Kiskis y K.G. Shin. HARTOS: A distributed real-time operating system. *ACM SIGOPS Operating System Review*, 23(3), 1989.

(Kao et al., 1993)

T.W. Kao, S.J. Horng y Y.L. Wang. An $O(1)$ time algorithm for computing histogram and Hough transform on a cross-bridge reconfigurable array of processors. *IEEE Transactions on Systems, Man and Cybernetics*, 25:681-687, 1993.

(Kass et al., 1988)

M. Kass, A. Witkin y D. Terzopoulos. Snakes: Active contour models. *International Journal of Computer Vision*, 1:321-331, 1988.

(Kenny y Lin, 1991)

K.B. Kenny y K.J. Lin. Building flexible real-time systems using the flex language. *IEEE Computer*, 1991.

(Kent et al., 1985)

E.W. Kent, M.O. Shneier y R. Lumia. PIPE (pipelined Image Processing Engine). *Journal of Parallel and Distributed Computing*, 2:50-78, 1985.

(Kim et al., 1998)

J.-M. Kim, Y. Kim, S.-D. Kim, T.-D. Han y S.-B. Yang. An Adaptive Parallel Computer Vision System. *International Journal of Pattern Recognition and Artificial Intelligence*, 12(3):311-334, 1998.

(Kimmel et al., 1985)

M. Kimmel, R. Jaffe, J. Manderville y M. Lavin. MITE: Morphic Image Transform Engine, an architecture for reconfigurable pipelines of neighborhood processes. In *IEEE Computer Society Workshop for Pattern Analysis and Image Database Management*, pp. 493-500, Miami Beach, 1985.

(Knieser y Papachristou, 1992)

M.J. Knieser y C.A. Papachristou. Y-Pipe: A Conditional Branching Scheme Without Pipeline Delays. In *International Symposium on Microarchitecture*, 1992.

(Knight et al., 1992)

S. Knight, D.Chin, H. Taylor y J. Peters. The Sarnoff Engine: A Massively Parallel Computer for High Definition System Simulation. In *Proceedings of Application Specific Array Processors*, pp. 342-357, 1992.

(Kogge, 1994)

P.M. Kogge. EXECUBE - a new architecture for scalable MPPs. In *1994 International Conference on Parallel Processing*, pp. 77-84, IEEE Computer Society Press, 1994.

(Kohler and Schröter, 1998)

M. Kohler y S. Schröter. A Survey of Video-based Gesture Recognition - Stereo and Mono Systems. Research Report No. 693/1998, Fachbereich Informatik, Univesität Dortmund, 1998.

(Kohonen, 1995)

T. Kohonen. *Self-Organizing Maps*. Springer-Verlag, Berlin Heidelberg, 1995.

(Krishna y Shin, 1997)

C.M. Krishna y K.G: Shin. *Real-Time Systems*. New York: McGraw-Hill, 1997.

(Kuniyoshi et al., 1995)

Y. Kuniyoshi, N. Kita, S. Rougeaux y T. Suehiro. Active stereo vision system with foveated wide angle lenses. In *Proceedings of the 2nd Asian Conference on Computer Vision*, Singapur, I:359-363, 1995.

(Le et al., 1998)

T.M. Le, W.M. Snelgrove y S. Panchanathan. SIMD Processor Arrays for Image and Video Processing: A Review. In *Multimedia Hardware Architectures, volume 3311 of SPIE Proceedings*, S. Panchanathan, F. Sijstermans y S.I. Sudharsanan (eds.), pp. 30-41, 1998.

(Leiserson et al., 1994)

C.E. Leiserson, Z.S. Abuhamdeh, D.C. Douglas, C.R. Feynman, M.N. Ganmukhi, J.V. Hill, W.D. Hillis, B.C. Kuszmaul, M.A. St. Pierre, D.S. Wells, M.C. Wong, S.-W. Yang y R. Zak. The Network Architecture of the Connection Machine CM-5. Technical Report, Thinking Machines Corporation, 1994.

(Li y Maresca, 1989)

H. Li y M. Maresca. Polymorphic Torus Network. *IEEE Transactions on Computers*, 38(9):1345-1351, 1989.

(Little et al., 1987)

J.J. Little, G. Brelloch y T. Cass. Parallel Algorithms for Computer Vision on the Connection Machine. In *Proceedings of the DARPA Image Understanding Workshop*, pp. 628-638, 1987.

(Little et al., 1991)

J.J. Little, R.A. Barman, S.J. Kingdom y J. Lu. Computational Architectures for Responsive Vision: the Vision Engine. In *Proceedings of the International Workshop on Computer Architectures for Machine Perception*, pp. 233,240, 1991.

(Loncaric, 1998)

S. Loncaric. A Survey of Shape Analysis Techniques. *Pattern Recognition*, 31(8):983-1001, 1998.

(Mae et al., 1994)

Y. Mae, S. Yamamoto, Y. Shirai y J. Miura. Optical Flow Based Realtime Object Tracking by Active Vision System. In *Proceedings of the 2nd Japan-France Congress on Mechatronics*, 2:545-548, 1994.

(Mandelbaum et al., 1998)

R. Mandelbaum, M. Hansen, P. Burt y S. Baten. Vision for Autonomous Mobility: Image Processing on the VFE-200. In *Proceedings of the IEEE International Symposium on Intelligent Control, International Symposium on Computational Intelligence in Robotics and Automation, and Intelligent Systems and Semiotics*, Gaithersburg, 1998.

(Marr, 1982)

D. Marr. *Vision*. W.H. Freeman and Co. (eds.), San Francisco, 1982.

(Marsland et al., 2000)

S. Marsland, U. Nehmzow y J. Shapiro. A Real-Time Novelty Detector For A Mobile Robot. In *EUREL Advanced Robotics Conference*, Salford, 2000.

(Martinetz y Schulten, 1991)

T. Martinetz y K. Schulten. A "Neural-Gas" Network Learns Topologies. *Artificial Neural Networks*, T. Kohonen, K. Mäkisara, O. Simula y J. Kangas (eds.), 1:397-402, 1991.

(Martinetz y Schulten, 1994)

T. Martinetz y K. Schulten. Topology Representing Networks. *Neural Networks*, 7(3):507-522, 1994.

(Martinetz et al., 1993)

T. Martinetz, S.G. Berkovich y K.J. Schulten. "Neural-Gas" Network for Vector Quantization and its Application to Time-Series Prediction. *IEEE Transactions on Neural Networks*, 4(4):558-569, 1993.

(Mataric, 2000)

M. Mataric. Sensory-Motor Primitives as a Basis for Imitation: Linking Perception to Action and Biology to Robotics. In *Imitation in Animals and Artifacts*, C. Nehaniv y K. Dautenhahn (eds.), The MIT Press, 2000.

(McColl, 1993)

W.F. McColl. *Special Purpose Parallel Computing*. Lectures on Parallel Computation, Alan Gibbons y Paul Spirakis (eds.), Cambridge International Series on Parallel Computation: 4, Cambridge University Press, 1993.

(McNeill, 1995)

D. McNeill. *Hand and mind: what gestures reveal about thoughts*. University of Chicago Press, 1995.

(Mérigot et al., 1986)

A. Mérigot, P. Clermont, J. Mehat, F. Devos y B. Zadovique. A Pyramidal System for Image Processing. In *Pyramidal Systems for Computer Vision*, V. Cantoni y S. Levialdi (eds.), Springer-Verlag, Berlin, pp. 109-124, 1986.

(Merkl et al., 1994)

D. Merkl, A.M. Tjoa y G. Kappel. A Self-Organizing Map that Learns the Semantic Similarity of Reusable Software Components, In *Proceedings of the 5th Australian Conference on Neural Networks*, pp. 13-16, 1994.

(Miller et al., 1988)

R. Miller, V.K. Prasanna, D. Reisis y Q.F. Stout. Image Computations on Reconfigurable VLSI Arrays. In *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition*, pp. 925-930, 1988.

(Miller et al., 1993)

R. Miller, V.K. Prasanna, D. Reisis y Q.F. Stout. Parallel Computation on Reconfigurable Meshes. *IEEE Transactions on Computers*, 42(6):678-692, 1993.

(Mittal et al., 1995)

A. Mittal, S. Banerjee, A. Valilaya y M. Balakrishnan. Real Time Vision System for Collision Detection. *Journal of Computer Science and Automation*, 25(1):174-208, 1995.

(Mokhtarian et al., 1996)

F. Mokhtarian, S. Abbasi y J. Kittler. Efficient and robust retrieval by shape content through curvature scale space. In *Proceedings of the International Workshop on Image Databases and MultiMedia Search*, Amsterdam, pp. 35-42, 1996.

(Mora, 2001)

J. Mora. *Unidades Aritméticas en coma flotante para Tiempo Real*. PhD Thesis, Universidad de Alicante, 2001.

(Mou y Yeung, 1994)

K.-L. Mou y D.-Y. Yeung. Gabriel Networks: Self-Organizing Neural Networks for Adaptive Vector Quantization. In *Proceedings of the International Symposium on Speech, Image Processing and Neural Networks*, II:658-661, 1994.

(Nanda et al., 2000)

A. Nanda, K. Mak, K. Sugavanam y R. Sahoo. MemorIES: A Programmable, Real-Time Hardware Emulation Tool for Multiprocessor Server Design. *SIGOPS Operating System Review*, 34(5), 2000.

(Nicollin y Sifakis, 1991)

X. Nicollin y J. Sifakis. The Algebra of Timed Process ATP: Theory and Application. Technical Report RT-C26, Institut National Polytechnique de Grenoble, 1991.

(Niehaus, 1994)

D. Niehaus. Program representation and Execution in Real-Time Multiprocessor Systems. University of Massachusetts, 1994.

(Nudd et al., 1989)

G.R. Nudd, T.J. Atherton, R.M. Howarth, C.S. Clippingdale, N.D. Francis, D.J. Kerbyson, R.A. Packwood, G.J. Vaudin y D.W. Walton. WPM. A multiple-SIMD architecture for image processing. In *Proceedings of the Third International Conference on Image Processing and its Applications*, Coventry, pp. 161-165, 1989.

(O'Rourke y Toussaint, 1997)

J. O'Rourke y G.T. Toussaint. Pattern Recognition. In *Discrete and Computational Geometry*, J.E. Goodman, J. O'Rourke (eds.), CRC Press LLC, Boca Raton, Florida, 1997.

(Parkinson y Litt, 1990)

D. Parkinson y J. Litt (eds.). *Massively Parallel Computing with the DAP*. MIT Press Research Monographs in Parallel and Distributed Computing, The MIT Press, Cambridge, Massachusetts, 1990.

(Pawelzik, 1991)

K. Pawelzik. *Nichtlineare Dynamik und Hirnaktivität*. Verlag Harri Deutsch, 1991.

(Persa y Jonker, 2000a)

S. Persa y P. Jonker. Human-Computer Interaction using Real Time 3D Hand Tracking. In *Proceedings of the 21st Symposium on Information Theory in the Benelux*, Wassenaar, pp. 71-75, 2000.

(Persa y Jonker, 2000b)

S. Persa y P. Jonker. Evaluation of Two Real Time Image Processing Architectures. In *Proceedings of the 6th Annual Conference of the Advanced School for Computing and Imaging*, Lommel, 2000.

(Prasanna et al., 1993)

V.K. Prasanna, C.-L. Wang y A.A. Khokhar. Low Level Vision Processing on Connection Machine CM-5. In *Proceedings of the International Workshop on Computer Architectures for Machine Perception*, pp. 117-126, New Orleans, 1993.

(Pratt, 1990)

W.K. Pratt. Correlation techniques of image registration. *Selected Papers on Digital Image Processing*, MS-17:243-248, 1990.

(Pretlove y Parker, 1993)

J.R.G. Pretlove y G.A. Parker. The Surrey Attentive Robot Vision System. *International Journal of Computer Vision*, 7(1):89-107, 1993.

(Prewer, 1995)

D. Prewer. *Connectionist Pyramid Powered Perceptual Organization: Visual Grouping with Hierarchical Structures of Neural Network*. Honours Report, Dept. of Computer Science, The Univ. of Melbourne, 1995.

(Quek, 1994)

F. Quek. Toward a vision-based hand gesture interface. In *Proceedings of the ACM Symposium on Virtual Reality Software and Technology*, pp. 17-31, 1994.

(Quénot y Zavidovique, 1992)

The etca massively parallel data-flow functional computer for real-time image processing. In *IEEE International Conference on Computer Design*, Cambridge, pp. 492-495, 1992.

(Rajkumar et al., 1997)

R. Rajkumar, C. Lee, J.P. Lehozky y D.P. Siewiorek. *A resource Allocation Model for QoS Management*. In *Proceedings of the 18th IEEE Real-Time Systems Symposium*, 1997.

(Ramamritham et al., 1990)

K. Ramamritham, J.A. Stankovic y P.F. Shiah. Efficient Scheduling Algorithms for Real-Time Multiprocessor Systems. *IEEE Transactions on Parallel and Distributed Systems*, 1(2), 1990.

(Ratha y Jain, 1997)

N.K. Ratha y A.K. Jain. FPGA-based Computing in Computer Vision. In *Proceedings of the 1997 Computer Architectures for Machine Perception CAMP'97*, pp. 128-137, 1997.

(Ratha y Jain, 1999)

N.K. Ratha y A.K. Jain. Computer Vision Algorithms on Reconfigurable Logic Arrays. *IEEE Transactions on Parallel and Distributed Systems*, 10(1):29-43, 1999.

(Ready, 1986)

J. Ready. Vrtx: A real-time operating system for embedded microprocessor applications. *IEEE Micro*, 1986.

(Rehfuss y Hammerstrom, 1997)

S. Rehfuss y D. Hammerstrom. Comparing SFMD and SPMD computation for on-chip multiprocessing of intermediate level image understanding algorithms. In *Proceedings of the 1997 Computer Architectures for Machine Perception CAMP'97*, Cambridge, pp. 2-11, 1997.

(Rehg y Kanade, 1993)

J.M. Rehg y T. Kanade. DigitEyes: Vision-Based Human Hand Tracking. Technical Report CMU-CS-93-220, School of Computer Science, Carnegie Mellon University, 1993.

(Rougeaux y Kuniyoshi, 1997)

S. Rougeaux e Y. Kuniyoshi. Robust Real-Time Tracking on an Active Vision Head. In *Proceedings of the International Conference on Computer Vision and Pattern Recognition*, pp. 1-6, 1997.

(Röwekamp et al., 1997)

T. Röwekamp, M. Platzner y L. Peters. Specialized Architectures for Optical Flow Computation: A performance Comparison of ASIC, DSP, and Multi-DSP. In *Proceedings of the 8th International Conference on Signal Processing Applications & Technology*, San Diego, 1997.

(Rygol et al., 1992)

M. Rygol, S. Pollard, C. Brown y J. Mayhew. A Parallel 3D Vision System. In *Active Vision*, A. Blake y A. Yuille (eds.), The MIT Press, 1992.

(Schaefer et al., 1987)

D.H. Schaefer, P. Ho, J. Boyd y C. Vallejos. The GAM Pyramid. In *Parallel Computer Vision*, L. Uhr (ed.), pp. 15-42, Academic Press, 1987.

(Sethi y Jain, 1987)

I.K. Sethi y R. Jain. Finding trajectories of feature points in a monocular image sequence. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 9(1):56-73, 1987.

(Sharkey et al., 1993)

P.M. Sharkey, D.W. Murray, S. Vandevelde, I.D. Reid y P.F. McLauchlan. A Modular Head/Eye Platform for Real-Time Reactive Vision. *Mechatronics*, 3(4):517-535, 1993.

(Sharkey et al., 1995)

P.M. Sharkey, D.W. Murray y P.F. McLauchlan. A mechatronic approach to active vision systems. In *2nd International Conference on Mechatronics and Machine Vision in Practice*, Hong Kong, pp. 127-132, 1995.

(Shende, 1991)

A.M. Shende. *Digital Analog Simulation of Uniform Motion in Representations of Physical n-Space by Lattice-Work MIMD Computer Architectures*. PhD Thesis, State University of New York, 1991.

(Shimada et al., 1998)

N. Shimada, Y. Shirai, Y. Kuno y J. Miura. Hand Gesture Estimation and Model Refinement using Monocular Camera - Ambiguity Limitation by Inequality Constraints. In *IEEE Proc. of the 3rd International Conference on Automatic Face and Gesture Recognition*, Nara, pp. 268-273, 1998.

(Shiohara et al., 1993)

M. Shiohara, H. Egawa, S. Sasaki, M. Nagle, P. Sobey y M.V. Srinivasan. Real-Time Optical Flow Processor ISHTAR. In *Proceedings of the Asian Conference on Computer Vision*, Osaka, pp. 790-793, 1993.

(Siegel et al., 1996)

H.J. Siegel, T.D. Braun, H.G. Dietz, M.B. Bulaczewski, M. Maheswaran, P.H. Pero, J.M. Siegel, J.J.E. So, M. Tan, M.D. Theys y L. Wang. The PASM project: A study of reconfigurable parallel computing. In *Parallel Computing: Paradigms and Applications*, A.Y. Zomaya (ed.), pp. 78-114, International Thomson Computer Press, London, 1996.

(Smith et al., 1999)

P. Smith, T. Drummond y R. Cipolla. Edge tracking for motion segmentation and depth ordering. In *Proceedings of the 10th British Machine Vision Conference*, Nottingham, 2:369-378, 1999.

(Son, 1995)

S.H. Son (ed.). *Advances in Real-Time Systems*. Prentice Hall, 1995.

(Sonka et al., 1998)

M. Sonka, V. Hlavac y R. Boyle. *Image Processing, Analysis, and Machine Vision (2nd edition)*. Brooks/Cole Publishing Company, 1998.

(Stankovic, 1992)

J. Stankovic. *Real-Time Computing*. DCS, University of Massachusetts, 1992.

(Stankovic y Ramamritham, 1990)

J. Stankovic y K. Ramamritham. What is predictability for real-time systems?. *Journal of Real-Time Systems*, 2, 1990.

(Stankovic y Ramamritham, 1991)

J. Stankovic y K. Ramamritham. The Spring kernel: a new paradigm for real-time systems. *IEEE Software*, 1991.

(Starner y Pentland, 1995)

T. Starner y A. Pentland. *Real-Time American Sign Language Recognition from Video Using Hidden Markov Models*. Technical Report No. 375, Media Laboratory Perceptual Computing Section, Massachusetts Institute of Technology, 1995.

(Starner et al., 1998)

T. Starner, J. Weaver y A. Pentland. *A Real-Time American Sign Language Recognition Using Desk and Wearable Computer Based Video*. Technical Report No. 466, Media Laboratory Perceptual Computing Section, Massachusetts Institute of Technology, 1998.

(Stoyenko, 1987)

A.D. Stoyenko. A schedulability analyzer for real-time Euclid. In *Proceedings of the 8th Real-Time Symposium*, San Jose, 1987.

(Strong, 1991)

J.P.Strong. Computations on the Massively Parallel Processor at the Goddard Space Flight Center. *Proceedings of the IEEE*, 79(4):548-558, 1991.

(Sturman, 1991)

D.J. Sturman. *Whole-hand Input*. PhD Thesis, School of Architecture and Planning, Massachusetts Institute of Technology, 1991.

(Sunwoo y Aggarwal, 1991)

M.H. Sunwoo y J.K. Aggarwal. VisTA – An Image Understanding Architecture. *Parallel Architectures and Algorithms for Image understanding*, V.K. Prasanna Kumar (ed.), pp. 121-153, Academic Press, 1991.

(Tanimoto, 1984)

S.L. Tanimoto. A Hierarchical Cellular Logic for Pyramid Computers. *Journal of Parallel and Distributed Computing*, 1:105-132, 1984.

(Terzopoulos y Szelinski, 1992)

D. Terzopoulos y R. Szelinski. Tracking with Kalman Snakes. In *Active Vision*, A. Blake y A. Yuille (eds.), The MIT Press, 1992.

(Theys, 1996)

M.D. Theys. *Programming Parallel Machines: An Image Morphology Case Study and a Mixed-Mode Simulator*. MSc Thesis, Purdue Univ., 1996.

(Thomson y Ryan, 1994)

T. Thomson y B. Ryan. PowerPC 620 Soars. *Byte Magazine*, Noviembre, 1994.

(TI, 1991)

Texas Instruments, *TMS320C4x User's Guide*, 1991.

(TMC, 1987)

Thinking Machines Corporation. Connection Machine Model CM-2 Technical Summary. Technical Report HA87-4, 1987.

(Tokhi, 1998)

M.O. Tokhi. High performance Real-Time Computing Methods. *Shock and Vibration Digest*, 30(5), 1998.

(Tokhi, 1999)

M.O. Tokhi. Special Issue on High performance Real-Time Computing. *Microprocessors and Microsystems*, 23(6), 1999.

(Trautmann y Denoeux, 1995)

T. Trautmann y T. Denoeux. Comparison of dynamic feature map models for environmental monitoring, In *Proceedings of the International Conference on Artificial Neural Networks*, pp. 73-78, 1995.

(Triesch y von der Malsburg, 1996)

J. Triesch y C. von der Malsburg. Robust Classification of Hand Postures against Complex Backgrounds. In *Proceedings of the 2nd International Workshop on Automatic Face-and Gesture Recognition*, Killington, pp. 170-175, 1996.

(Tucakov et al., 1996)

V. Tucakov, M. Sahota, D. Murray, A. Mackworth, J. Little, S. Kingdon, C. Jennings y R. Barman. Spinoza: A Stereoscopic Visually Guided Mobile Robots. In *Proceedings of the 30th Hawaii International Conference on System Sciences*, 1996.

(Tuck y Kim, 1993)

R. Tuck y W. Kim. MasPar MP-2 PE Chip: A Totally Cool Hot Chip. In *IEEE 1993 Hot Chips Symposium*, 1993.

(Uhlin et al., 1995)

T. Uhlin, P. Nordlund, A. Maki y J.-O. Eklundh. Towards an Active Visual Observer. In *Proceedings of the International Conference. on Computer Vision*, Cambridge pp. 679-686, 1995.

(van der Molen y Jonker, 1998)

M.W. van der Molen y P. Jonker. A Comparison of Linear Processor Arrays for Image Processing. M.Sc. Thesis, Faculty of Applied Sciences, Delft University of Technology, 1998.

(van der Wal et al., 2000)

G. van der Wal, M. Hansen y M. Piacentino. The Acadia Vision Processor. In *IEEE proceedings of the International Workshop on Computer Architecture for Machine Perception*, Padua, 2000.

(Veltkamp y Hagedoorn, 1999)

R.C. Veltkamp y M. Hagedoorn. State-of-the-Art in Shape Matching. Technical Report UU-CS-1999-27, Utrecht University, , 1999.

(Wang et al., 1991)

B. Wang, G. Chen y H. Li. Configurational computation: A new computation method on processor arrays with reconfigurable bus system. In *Proceedings of the 1991 International Conference on Parallel Processing*, III:42-48, CRC Press, 1991.

(Weems, 1993)

C. Weems. The Second Generation Image Understanding Architecture and Beyond. *Workshop on Computer Architectures for Machine Perception*, New Orleans, pp. 276-285, IEEE Computer Society Press, 1993.

(Weems y Dropsho, 1994)

C. Weems y S. Dropsho. Real-Time: Computing: Implications for General Microprocessors. University of Massachusetts, 1994.

(Weems et al., 1989)

C.C. Weems, S.P. Levitan, A.R. Hanson, E.M. Riseman, D.B. Shu y J.G. Nash. The Image Understanding Architecture. *International Journal of Computer Vision*, 2(3):251-282, 1989.

(Woodfill y von Herzen, 1997)

J. Woodfill y B. von Herzen. Real-Time Stereo Vision on the PARTS Reconfigurable Computer. In *Proceedings of the IEEE Symposium on Field-Programmable Custom Computing Machines*, Napa, pp. 242-250, 1997.

(Wu et al., 2000)

Y. Wu, Q. Liu y T.S. Huang. An Adaptive Self-Organizing Color Segmentation Algorithm with Application to Robust Real-time Human Hand Localization. In *Proceedings of the IEEE Asian Conference on Computer Vision*, Taywan, pp. 1106-1111, 2000.

(Yuille y Hallinan, 1992)

A. Yuille y P. Hallinan. Deformable Templates. In *Active Vision*, A. Blake y A. Yuille (eds.), The MIT Press, 1992.

(Zhang, 1993)

Z. Zhang. Le problème de la mise en correspondance: L'état de l'art. Rapport de recherche n° 2146, Institut National de Recherche en Informatique et en Automatique, 1993.