

# Index

- Adjacency, 36
- Aspect Ratio, 73
  
- Binarization, 15
- Bounding Box, 30
- Bounding Rectangle
  - Minimum(MBR), 30
  
- City-block Distance, 69
- Confusion Set, 76
  - connected, 36
- Connected Component, 36
- Contrast, 13
  
- Digital Image, 4, 5
- Distance Function, 68
- Dynamic Programming, 53
- Dynamic Range, 10
  
- Edit Distance, 92
  
- Feature space, 67
- Feature Vector, 67
- Finite Automaton, 86
  - Deterministic, 86
- Forward Recursion, 58, 59
- Frienge Map, 70
  
- Glyph, 3
- Glyph Cluster, 88
- Glyph:Touching, 62
- Gray Level, 5
- Gray Scale, 6
  
- Histogram, 13
- Histogram Stretching, 13
  
- Horizontal Projection, 30
- Horizontal Touching, 62
  
- Learning, 78
- Levenshtein Distance, 92
- Linear Stretching, 14
  
- Mask, 20
- Mean Filter, 22
- Metric, 68
  
- Nearest Neighbor Classifier, 79
- Neighbors, 10
- Neuron, 77
  
- Path, 36
- Pattern, 78
- Piecewise Stretching, 14
- Pixel, 5
- Principle of Optimality, 58
  - Bellman's, 58
  
- Quantization, 7
  
- Recurrent Network, 78
  
- Sampling, 7
- State Diagram, 88
  
- Test Set, 78
- Thresholding, 15
- Training, 78
- Training Set, 78
- Transfer Function, 77
  
- Vertical Projection, 30
- Vertical Touching, 62