

Moving on, you'll discover tips and tricks to solve any problems faced while building various computer vision applications. Finally, you'll delve into more advanced topics such as Generative Adversarial Networks (GANs), video processing, and AutoML, concluding with a section focused on techniques to help you boost the performance of your networks. By the end of this TensorFlow book, you'll be able to confidently tackle a wide range of computer vision problems using TensorFlow 2.x. What you will learn

Understand how to detect objects using state-of-the-art models such as YOLOv3

Use AutoML to predict gender and age from images

Segment images using different approaches such as FCNs and generative models

Learn how to improve your network's performance using rank-N accuracy, label smoothing, and test time augmentation

Enable machines to recognize people's emotions in videos and real-time streams

Access and reuse advanced TensorFlow Hub models to perform image classification and object detection

Generate captions for images using CNNs and RNNs

Who this book is for

This book is for computer vision developers and engineers, as well as deep learning practitioners looking for go-to solutions to various problems that commonly arise in computer vision. You will discover how to employ modern machine learning (ML) techniques and deep learning architectures to perform a plethora of computer vision tasks. Basic knowledge of Python programming and computer vision is required.

Expand your knowledge of computer vision by building amazing projects with OpenCV 3

About This Book

Build computer vision projects to capture high-quality image data, detect and track objects, process the actions of humans or animals, and much more

Discover practical and interesting innovations in computer vision while building atop a mature open-source library, OpenCV 3

Familiarize yourself with multiple approaches and theories wherever critical decisions

need to be made Who This Book Is For This book is ideal for you if you aspire to build computer vision systems that are smarter, faster, more complex, and more practical than the competition. This is an advanced book intended for those who already have some experience in setting up an OpenCV development environment and building applications with OpenCV. You should be comfortable with computer vision concepts, object-oriented programming, graphics programming, IDEs, and the command line. What You Will Learn Select and configure camera systems to see invisible light, fast motion, and distant objects Build a “camera trap”, as used by nature photographers, and process photos to create beautiful effects Develop a facial expression recognition system with various feature extraction techniques and machine learning methods Build a panorama Android application using the OpenCV stitching module in C++ with NDK support Optimize your object detection model, make it rotation invariant, and apply scene-specific constraints to make it faster and more robust Create a person identification and registration system based on biometric properties of that person, such as their fingerprint, iris, and face Fuse data from videos and gyroscopes to stabilize videos shot from your mobile phone and create hyperlapse style videos In Detail Computer vision is becoming accessible to a large audience of software developers who can leverage mature libraries such as OpenCV. However, as they move beyond their first experiments in computer vision, developers may struggle to ensure that their solutions are sufficiently well optimized, well trained, robust, and adaptive in real-world conditions. With sufficient knowledge of OpenCV, these developers will have enough confidence to go about creating projects in the field of computer vision. This book will help you tackle increasingly challenging computer vision problems that you may face in your careers. It makes use of OpenCV 3 to work around some interesting projects. Inside these pages, you will find

practical and innovative approaches that are battle-tested in the authors' industry experience and research. Each chapter covers the theory and practice of multiple complementary approaches so that you will be able to choose wisely in your future projects. You will also gain insights into the architecture and algorithms that underpin OpenCV's functionality. We begin by taking a critical look at inputs in order to decide which kinds of light, cameras, lenses, and image formats are best suited to a given purpose. We proceed to consider the finer aspects of computational photography as we build an automated camera to assist nature photographers. You will gain a deep understanding of some of the most widely applicable and reliable techniques in object detection, feature selection, tracking, and even biometric recognition. We will also build Android projects in which we explore the complexities of camera motion: first in panoramic image stitching and then in video stabilization. By the end of the book, you will have a much richer understanding of imaging, motion, machine learning, and the architecture of computer vision libraries and applications! Style and approach This book covers a combination of theory and practice. We examine blueprints for specific projects and discuss the principles behind these blueprints, in detail.

Python for the Lab is the first book covering how to develop instrumentation software. It is ideal for researchers willing to automatize their setups and bring their experiments to the next level. The book is the product of countless workshops at different universities, and a carefully design pedagogical strategy. With an easy to follow and task-oriented design, the book uncovers all the best practices in the field. It also shows how to design code for long-term maintainability, opening the doors of fruitful collaboration among researchers from different labs.

Python for the Lab

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Computer Vision in C++ with the OpenCV Library

Select Proceedings of ETAEERE 2020

OpenCV 4 with Python Blueprints

Practical Computer Vision

Real-World Python

Work on practical computer vision projects covering advanced object detector techniques and modern deep learning and machine learning algorithms **Key Features** Learn about the new features that help unlock the full potential of OpenCV 4 **Build face detection applications with a cascade classifier using face landmarks** **Create an optical character recognition (OCR) model using deep learning and convolutional neural networks** **Book Description** Mastering OpenCV, now in its third edition, targets computer vision engineers taking their first steps toward mastering OpenCV. Keeping the mathematical formulations to a solid but bare minimum, the book delivers complete projects from ideation to running code, targeting current hot topics in computer vision such as face recognition, landmark detection

and pose estimation, and number recognition with deep convolutional networks. You'll learn from experienced OpenCV experts how to implement computer vision products and projects both in academia and industry in a comfortable package. You'll get acquainted with API functionality and gain insights into design choices in a complete computer vision project. You'll also go beyond the basics of computer vision to implement solutions for complex image processing projects. By the end of the book, you will have created various working prototypes with the help of projects in the book and be well versed with the new features of OpenCV4. What you will learn

Build real-world computer vision problems with working OpenCV code samples

Uncover best practices in engineering and maintaining OpenCV projects

Explore algorithmic design approaches for complex computer vision tasks

Work with OpenCV's most updated API (v4.0.0) through projects

Understand 3D scene reconstruction and Structure from Motion (SfM)

Study camera calibration and overlay AR using the ArUco Module

Who this book is for This book is for

those who have a basic knowledge of OpenCV and are competent C++ programmers. You need to have an understanding of some of the more theoretical/mathematical concepts, as we move quite quickly throughout the book. Practical, hands-on solutions in Python to overcome any problem in Machine Learning Key Features Master the advanced concepts, methodologies, and use cases of machine learning Build ML applications for analytics, NLP and computer vision domains Solve the most common problems in building machine learning models Book Description Machine learning (ML) helps you find hidden insights from your data without the need for explicit programming. This book is your key to solving any kind of ML problem you might come across in your job. You'll encounter a set of simple to complex problems while building ML models, and you'll not only resolve these problems, but you'll also learn how to build projects based on each problem, with a practical approach and easy-to-follow examples. The book includes a wide range of applications: from analytics and NLP, to computer vision domains. Some of the

applications you will be working on include stock price prediction, a recommendation engine, building a chat-bot, a facial expression recognition system, and many more. The problem examples we cover include identifying the right algorithm for your dataset and use cases, creating and labeling datasets, getting enough clean data to carry out processing, identifying outliers, overfitting datasets, hyperparameter tuning, and more. Here, you'll also learn to make more timely and accurate predictions. In addition, you'll deal with more advanced use cases, such as building a gaming bot, building an extractive summarization tool for medical documents, and you'll also tackle the problems faced while building an ML model. By the end of this book, you'll be able to fine-tune your models as per your needs to deliver maximum productivity. What you will learn

- Select the right algorithm to derive the best solution in ML domains**
- Perform predictive analysis efficiently using ML algorithms**
- Predict stock prices using the stock index value**
- Perform customer analytics for an e-commerce platform**
- Build recommendation engines for various**

domains Build NLP applications for the health domain Build language generation applications using different NLP techniques Build computer vision applications such as facial emotion recognition Who this book is for This book is for the intermediate users such as machine learning engineers, data engineers, data scientists, and more, who want to solve simple to complex machine learning problems in their day-to-day work and build powerful and efficient machine learning models. A basic understanding of the machine learning concepts and some experience with Python programming is all you need to get started with this book.

Explore the mathematical computations and algorithms for image processing using popular Python tools and frameworks. Key Features Practical coverage of every image processing task with popular Python libraries Includes topics such as pseudo-coloring, noise smoothing, computing image descriptors Covers popular machine learning and deep learning techniques for complex image processing tasks Book Description Image processing plays an important role in our daily lives with

various applications such as in social media (face detection), medical imaging (X-ray, CT-scan), security (fingerprint recognition) to robotics & space. This book will touch the core of image processing, from concepts to code using Python. The book will start from the classical image processing techniques and explore the evolution of image processing algorithms up to the recent advances in image processing or computer vision with deep learning. We will learn how to use image processing libraries such as PIL, scikit-mage, and scipy ndimage in Python. This book will enable us to write code snippets in Python 3 and quickly implement complex image processing algorithms such as image enhancement, filtering, segmentation, object detection, and classification. We will be able to use machine learning models using the scikit-learn library and later explore deep CNN, such as VGG-19 with Keras, and we will also use an end-to-end deep learning model called YOLO for object detection. We will also cover a few advanced problems, such as image inpainting, gradient blending, variational denoising, seam carving, quilting, and morphing. By the end of this book,

we will have learned to implement various algorithms for efficient image processing. What you will learn
Perform basic data pre-processing tasks such as image denoising and spatial filtering in Python
Implement Fast Fourier Transform (FFT) and Frequency domain filters (e.g., Weiner) in Python
Do morphological image processing and segment images with different algorithms
Learn techniques to extract features from images and match images
Write Python code to implement supervised / unsupervised machine learning algorithms for image processing
Use deep learning models for image classification, segmentation, object detection and style transfer
Who this book is for This book is for **Computer Vision Engineers, and machine learning developers who are good with Python programming and want to explore details and complexities of image processing. No prior knowledge of the image processing techniques is expected.**

***Python 3.x 4B OpenCV 4.x**
***LCD LED MQTT**
Python Raspberry Pi

Proceedings of AMLTA 2020

Turn futuristic ideas about computer vision and machine learning into demonstrations that are both functional and entertaining Key FeaturesBuild OpenCV 4 apps with Python 2 and 3 on desktops and Raspberry Pi, Java on Android, and C# in UnityDetect, classify, recognize, and measure real-world objects in real-timeWork with images from diverse sources, including the web, research datasets, and various camerasBook Description OpenCV 4 is a collection of image processing functions and computer vision algorithms. It is open source, supports many programming languages and

platforms, and is fast enough for many real-time applications. With this handy library, you'll be able to build a variety of impressive gadgets. OpenCV 4 for Secret Agents features a broad selection of projects based on computer vision, machine learning, and several application frameworks. To enable you to build apps for diverse desktop systems and Raspberry Pi, the book supports multiple Python versions, from 2.7 to 3.7. For Android app development, the book also supports Java in Android Studio, and C# in the Unity game engine. Taking inspiration from the world of James Bond, this book will add a touch of adventure and computer vision to your daily routine. You'll be able to protect your home and car with intelligent camera systems that analyze obstacles, people, and even cats. In addition to this, you'll also learn how to train a search engine to praise or criticize the images that it finds, and build a mobile app that speaks to you and responds to your body language. By the end of this book, you will be equipped with the knowledge you need to advance your skills as an app developer and a computer vision specialist. What you will learn

Detect motion and recognize gestures to control a smartphone game
Detect car headlights and estimate their distance
Detect and recognize human and cat faces to trigger an alarm
Amplify motion in a real-time video to show heartbeats and breaths
Make a physics simulation that detects shapes in a real-world

Mastering OpenCV 4

Python+TensorFlow 2.x

Computer Vision for X-Ray Testing

Get to grips with traditional computer vision algorithms and deep learning approaches, and build real-world applications with OpenCV and other machine learning frameworks

Key Features Understand how to capture high-quality image data, detect and track objects, and process the actions of animals or humans

Implement your learning in different areas of computer vision

Explore advanced concepts in OpenCV such as machine learning, artificial neural network, and augmented reality

Book Description OpenCV is a native cross-platform C++ library for computer vision, machine learning, and image processing. It is increasingly being adopted in Python for development. This book will get you hands-on with a wide range of intermediate to advanced projects using the latest version of the framework and language, OpenCV 4 and Python 3.8, instead of only covering the core concepts of OpenCV in theoretical lessons. This updated second edition will guide you through working on independent hands-on projects that focus on essential OpenCV concepts such as image processing, object detection, image manipulation, object tracking, and 3D scene reconstruction, in addition to statistical learning and neural networks. You'll begin with concepts such as image filters, Kinect depth sensor, and feature matching. As you advance, you'll not only get hands-on with reconstructing and

visualizing a scene in 3D but also learn to track visually salient objects. The book will help you further build on your skills by demonstrating how to recognize traffic signs and emotions on faces. Later, you'll understand how to align images, and detect and track objects using neural networks. By the end of this OpenCV Python book, you'll have gained hands-on experience and become proficient at developing advanced computer vision apps according to specific business needs. What you will learn

- Generate real-time visual effects using filters and image manipulation techniques such as dodging and burning
- Recognize hand gestures in real-time and perform hand-shape analysis based on the output of a Microsoft Kinect sensor
- Learn feature extraction and feature matching to track arbitrary objects of interest
- Reconstruct a 3D real-world scene using 2D camera motion and camera reprojection techniques
- Detect faces using a cascade classifier and identify emotions in human faces using multilayer perceptrons
- Classify, localize, and detect objects with deep neural networks

Who this book is for This book is for intermediate-level OpenCV users who are looking to enhance their skills by developing advanced applications. Familiarity with OpenCV concepts and Python libraries, and basic knowledge of the Python programming language are assumed.

OpenCV 4 with Python Blueprints Build creative computer vision projects with the latest version of OpenCV 4 and Python 3, 2nd Edition Packt Publishing Ltd

Create advanced applications with Python and OpenCV, exploring the potential of

facial recognition, machine learning, deep learning, web computing and augmented reality. Key Features Develop your computer vision skills by mastering algorithms in Open Source Computer Vision 4 (OpenCV 4) and Python Apply machine learning and deep learning techniques with TensorFlow and Keras Discover the modern design patterns you should avoid when developing efficient computer vision applications Book Description OpenCV is considered to be one of the best open source computer vision and machine learning software libraries. It helps developers build complete projects in relation to image processing, motion detection, or image segmentation, among many others. OpenCV for Python enables you to run computer vision algorithms smoothly in real time, combining the best of the OpenCV C++ API and the Python language. In this book, you'll get started by setting up OpenCV and delving into the key concepts of computer vision. You'll then proceed to study more advanced concepts and discover the full potential of OpenCV. The book will also introduce you to the creation of advanced applications using Python and OpenCV, enabling you to develop applications that include facial recognition, target tracking, or augmented reality. Next, you'll learn machine learning techniques and concepts, understand how to apply them in real-world examples, and also explore their benefits, including real-time data production and faster data processing. You'll also discover how to translate the functionality provided by OpenCV into optimized application code projects using Python bindings. Toward the concluding chapters,

you'll explore the application of artificial intelligence and deep learning techniques using the popular Python libraries TensorFlow, and Keras. By the end of this book, you'll be able to develop advanced computer vision applications to meet your customers' demands. What you will learn Handle files and images, and explore various image processing techniques Explore image transformations, including translation, resizing, and cropping Gain insights into building histograms Brush up on contour detection, filtering, and drawing Work with Augmented Reality to build marker-based and markerless applications Work with the main machine learning algorithms in OpenCV Explore the deep learning Python libraries and OpenCV deep learning capabilities Create computer vision and deep learning web applications Who this book is for This book is designed for computer vision developers, engineers, and researchers who want to develop modern computer vision applications. Basic experience of OpenCV and Python programming is a must.

Gain a working knowledge of advanced machine learning and explore Python's powerful tools for extracting data from images and videos Key FeaturesImplement image classification and object detection using machine learning and deep learningPerform image classification, object detection, image segmentation, and other Computer Vision tasksCrisp content with a practical approach to solving real-world problems in Computer VisionBook Description Python is the ideal programming language for rapidly prototyping and developing production-grade codes for image

processing and Computer Vision with its robust syntax and wealth of powerful libraries. This book will help you design and develop production-grade Computer Vision projects tackling real-world problems. With the help of this book, you will learn how to set up Anaconda and Python for the major OSes with cutting-edge third-party libraries for Computer Vision. You'll learn state-of-the-art techniques for classifying images, finding and identifying human postures, and detecting faces within videos. You will use powerful machine learning tools such as OpenCV, Dlib, and TensorFlow to build exciting projects such as classifying handwritten digits, detecting facial features, and much more. The book also covers some advanced projects, such as reading text from license plates from real-world images using Google's Tesseract software, and tracking human body poses using DeeperCut within TensorFlow. By the end of this book, you will have the expertise required to build your own Computer Vision projects using Python and its associated libraries. What you will learn

- Install and run major Computer Vision packages within Python
- Apply powerful support vector machines for simple digit classification
- Understand deep learning with TensorFlow
- Build a deep learning classifier for general images
- Use LSTMs for automated image captioning
- Read text from real-world images
- Extract human pose data from images

Who this book is for Python programmers and machine learning developers who wish to build exciting Computer Vision projects using the power of machine learning and OpenCV will find this book useful. The only prerequisite for this

across a wide variety of industry verticals, and the Internet of Things (IoT) is one of them. Developers are looking for ways to make IoT devices smarter and to make users' lives easier. With this AI cookbook, you'll be able to implement smart analytics using IoT data to gain insights, predict outcomes, and make informed decisions, along with covering advanced AI techniques that facilitate analytics and learning in various IoT applications. Using a recipe-based approach, the book will take you through essential processes such as data collection, data analysis, modeling, statistics and monitoring, and deployment. You'll use real-life datasets from smart homes, industrial IoT, and smart devices to train and evaluate simple to complex models and make predictions using trained models. Later chapters will take you through the key challenges faced while implementing machine learning, deep learning, and other AI techniques, such as natural language processing (NLP), computer vision, and embedded machine learning for building smart IoT systems. In addition to this, you'll learn how to deploy models and improve their performance with ease. By the end of this book, you'll be able to package and deploy end-to-end AI apps and apply best practice solutions to common IoT problems. What you will learn

Explore various AI techniques to build smart IoT solutions from scratch

Use machine learning and deep learning techniques to build smart voice recognition and facial detection systems

Gain insights into IoT data using algorithms and implement them in projects

Perform anomaly detection for time series data and other types of IoT data

Implement embedded systems learning techniques for machine learning on small devices

Apply pre-trained machine learning models to an edge device

Deploy machine learning models to web apps and mobile using

TensorFlow.js and JavaWho this book is for If you're an IoT practitioner looking to incorporate AI techniques to build smart IoT solutions without having to trawl through a lot of AI theory, this AI IoT book is for you. Data scientists and AI developers who want to build IoT-focused AI solutions will also find this book useful. Knowledge of the Python programming language and basic IoT concepts is required to grasp the concepts covered in this artificial intelligence book more effectively.

Buku yang membahas secara gamblang mengenai dasar-dasar visi komputer yang diwujudkan menggunakan Python dan OpenCV. Pembahasan yang dilakukan melalui teori dan praktik membuat materi-materi yang disajikan dapat dipahami dengan mudah oleh siapa saja. Topik-topik menarik dikupas di buku ini. Cara mencocokkan dua bentuk secara otomatis, cara melakukan pencarian citra berdasarkan warna, cara mendeteksi wajah dan juga mengenali wajah, dan bahkan deteksi objek berdasarkan warna kulit diterangkan dengan cara yang mudah untuk dipahami dan dipraktikkan.

Build practical applications of computer vision using the OpenCV library with Python. This book discusses different facets of computer vision such as image and object detection, tracking and motion analysis and their applications with examples. The author starts with an introduction to computer vision followed by setting up OpenCV from scratch using Python. The next section discusses specialized image processing and segmentation and how images are stored and processed by a computer. This involves pattern recognition and image tagging using the OpenCV library. Next, you'll work with object detection, video storage and interpretation, and human detection using OpenCV. Tracking and motion is also discussed in detail. The book also discusses

creating complex deep learning models with CNN and RNN. The author finally concludes with recent applications and trends in computer vision. After reading this book, you will be able to understand and implement computer vision and its applications with OpenCV using Python. You will also be able to create deep learning models with CNN and RNN and understand how these cutting-edge deep learning architectures work. What You Will Learn Understand what computer vision is, and its overall application in intelligent automation systems Discover the deep learning techniques required to build computer vision applications Build complex computer vision applications using the latest techniques in OpenCV, Python, and NumPy Create practical applications and implementations such as face detection and recognition, handwriting recognition, object detection, and tracking and motion analysis Who This Book Is For Those who have a basic understanding of machine learning and Python and are looking to learn computer vision and its applications. Implement complex computer vision algorithms and explore deep learning and face detection Expert techniques to tackle complex machine learning problems using Python Advances in Electronics, Communication and Computing Leverage the power of OpenCV 3 and Python to build computer vision applications Machine Learning for OpenCV 4 OpenCV 3 Blueprints A practical guide covering topics from image processing, augmented reality to deep learning with OpenCV 4 and Python 3.7

Artificial Intelligence for IoT Cookbook

A practical guide to understanding the core machine learning and deep learning algorithms, and implementing them to create intelligent image processing systems using OpenCV 4 Key FeaturesGain insights into machine learning algorithms, and implement them using OpenCV 4 and scikit-learnGet up to speed with Intel OpenVINO and its integration with OpenCV 4Implement high-performance machine learning models with helpful tips and best practicesBook Description OpenCV is an open-source library for building computer vision apps. The latest release, OpenCV 4, offers a plethora of features and platform improvements that are covered comprehensively in this up-to-date second edition. You'll start by understanding the new features and setting up OpenCV 4 to build your computer vision applications. You will explore the fundamentals of machine learning and even learn to design different algorithms that can be used for image processing. Gradually, the book will take you through supervised and unsupervised machine learning. You will gain hands-on experience using scikit-learn in Python for a variety of machine learning applications. Later chapters will focus on different machine learning algorithms, such as a decision tree, support vector machines (SVM), and Bayesian learning, and how they can be used for object detection computer vision operations. You will then delve into deep learning and ensemble learning, and discover their real-world applications, such as handwritten digit classification and gesture recognition. Finally, you ' ll get to grips with the latest Intel OpenVINO for building an image processing system. By the end of this book, you will have developed the skills you need to use machine learning for building intelligent computer vision applications with OpenCV 4. What you will learnUnderstand the core machine learning concepts for

image processingExplore the theory behind machine learning and deep learning algorithm designDiscover effective techniques to train your deep learning modelsEvaluate machine learning models to improve the performance of your modelsIntegrate algorithms such as support vector machines and Bayes classifier in your computer vision applicationsUse OpenVINO with OpenCV 4 to speed up model inferenceWho this book is for This book is for Computer Vision professionals, machine learning developers, or anyone who wants to learn machine learning algorithms and implement them using OpenCV 4. If you want to build real-world Computer Vision and image processing applications powered by machine learning, then this book is for you. Working knowledge of Python programming is required to get the most out of this book.

A practical guide designed to get you from basics to current state of art in computer vision systems. Key Features Master the different tasks associated with Computer Vision and develop your own Computer Vision applications with ease Leverage the power of Python, Tensorflow, Keras, and OpenCV to perform image processing, object detection, feature detection and more With real-world datasets and fully functional code, this book is your one-stop guide to understanding Computer Vision Book Description In this book, you will find several recently proposed methods in various domains of computer vision. You will start by setting up the proper Python environment to work on practical applications. This includes setting up libraries such as OpenCV, TensorFlow, and Keras using Anaconda. Using these libraries, you'll start to understand the concepts of image transformation and filtering. You will find a detailed explanation of feature detectors such as FAST and ORB; you'll use them to find similar-looking objects. With an introduction to convolutional neural nets, you will learn

how to build a deep neural net using Keras and how to use it to classify the Fashion-MNIST dataset. With regard to object detection, you will learn the implementation of a simple face detector as well as the workings of complex deep-learning-based object detectors such as Faster R-CNN and SSD using TensorFlow. You'll get started with semantic segmentation using FCN models and track objects with Deep SORT. Not only this, you will also use Visual SLAM techniques such as ORB-SLAM on a standard dataset. By the end of this book, you will have a firm understanding of the different computer vision techniques and how to apply them in your applications. What you will learn Learn the basics of image manipulation with OpenCV Implement and visualize image filters such as smoothing, dilation, histogram equalization, and more Set up various libraries and platforms, such as OpenCV, Keras, and Tensorflow, in order to start using computer vision, along with appropriate datasets for each chapter, such as MSCOCO, MOT, and Fashion-MNIST Understand image transformation and downsampling with practical implementations. Explore neural networks for computer vision and convolutional neural networks using Keras Understand working on deep-learning-based object detection such as Faster-R-CNN, SSD, and more Explore deep-learning-based object tracking in action Understand Visual SLAM techniques such as ORB-SLAM Who this book is for This book is for machine learning practitioners and deep learning enthusiasts who want to understand and implement various tasks associated with Computer Vision and image processing in the most practical manner possible. Some programming experience would be beneficial while knowing Python would be an added bonus.

A project-based approach to learning Python programming for beginners. Intriguing projects teach you how to tackle challenging problems with code. You've mastered the

basics. Now you're ready to explore some of Python's more powerful tools. Real-World Python will show you how. Through a series of hands-on projects, you'll investigate and solve real-world problems using sophisticated computer vision, machine learning, data analysis, and language processing tools. You'll be introduced to important modules like OpenCV, NumPy, Pandas, NLTK, Bokeh, Beautiful Soup, Requests, HoloViews, Tkinter, turtle, matplotlib, and more. You'll create complete, working programs and think through intriguing projects that show you how to:

- Save shipwrecked sailors with an algorithm designed to prove the existence of God
- Detect asteroids and comets moving against a starfield
- Program a sentry gun to shoot your enemies and spare your friends
- Select landing sites for a Mars probe using real NASA maps
- Send unbreakable messages based on a book code
- Survive a zombie outbreak using data science
- Discover exoplanets and alien megastructures orbiting distant stars
- Test the hypothesis that we're all living in a computer simulation
- And more!

If you're tired of learning the bare essentials of Python Programming with isolated snippets of code, you'll relish the relevant and geeky fun of Real-World Python!

Recipes to help you build computer vision applications that make the most of the popular C++ library OpenCV 3 About This Book Written to the latest, gold-standard specification of OpenCV 3 Master OpenCV, the open source library of the computer vision community Master fundamental concepts in computer vision and image processing Learn about the important classes and functions of OpenCV with complete working examples applied to real images Who This Book Is For OpenCV 3 Computer Vision Application Programming Cookbook Third Edition is appropriate for novice C++ programmers who want to learn how to use the

OpenCV library to build computer vision applications. It is also suitable for professional software developers who wish to be introduced to the concepts of computer vision programming. It can also be used as a companion book for university-level computer vision courses. It constitutes an excellent reference for graduate students and researchers in image processing and computer vision. What You Will Learn Install and create a program using the OpenCV library Process an image by manipulating its pixels Analyze an image using histograms Segment images into homogenous regions and extract meaningful objects Apply image filters to enhance image content Exploit the image geometry in order to relay different views of a pictured scene Calibrate the camera from different image observations Detect people and objects in images using machine learning techniques Reconstruct a 3D scene from images In Detail Making your applications see has never been easier with OpenCV. With it, you can teach your robot how to follow your cat, write a program to correctly identify the members of One Direction, or even help you find the right colors for your redecoration. OpenCV 3 Computer Vision Application Programming Cookbook Third Edition provides a complete introduction to the OpenCV library and explains how to build your first computer vision program. You will be presented with a variety of computer vision algorithms and exposed to important concepts in image and video analysis that will enable you to build your own computer vision applications. This book helps you to get started with the library, and shows you how to install and deploy the OpenCV library to write effective computer vision applications following good programming practices. You will learn how to read and write images and manipulate their pixels. Different techniques for image enhancement and shape analysis will be presented. You will learn how to detect specific

image features such as lines, circles or corners. You will be introduced to the concepts of mathematical morphology and image filtering. The most recent methods for image matching and object recognition are described, and you'll discover how to process video from files or cameras, as well as how to detect and track moving objects. Techniques to achieve camera calibration and perform multiple-view analysis will also be explained. Finally, you'll also get acquainted with recent approaches in machine learning and object classification. Style and approach This book will arm you with the basics you need to start writing world-aware applications right from a pixel level all the way through to processing video sequences.

Langkah Mudah Pemrograman OpenCV & Python

Learning OpenCV 3 Computer Vision with Python

Mastering OpenCV 4 with Python

医療AIとディープラーニングシリーズ Pythonによる医用画像処理入門

A Hacker's Guide to Solving Problems with Code

Six end-to-end projects built using machine learning with OpenCV, Python, and TensorFlow

Learn Computer Vision Using OpenCV

**Unleash the power of computer vision with Python using OpenCV About This Book
Create impressive applications with OpenCV and Python Familiarize yourself with
advanced machine learning concepts Harness the power of computer vision with this
easy-to-follow guide Who This Book Is For Intended for novices to the world of
OpenCV and computer vision, as well as OpenCV veterans that want to learn about**

what's new in OpenCV 3, this book is useful as a reference for experts and a training manual for beginners, or for anybody who wants to familiarize themselves with the concepts of object classification and detection in simple and understandable terms. Basic knowledge about Python and programming concepts is required, although the book has an easy learning curve both from a theoretical and coding point of view. What You Will Learn Install and familiarize yourself with OpenCV 3's Python API Grasp the basics of image processing and video analysis Identify and recognize objects in images and videos Detect and recognize faces using OpenCV Train and use your own object classifiers Learn about machine learning concepts in a computer vision context Work with artificial neural networks using OpenCV Develop your own computer vision real-life application In Detail OpenCV 3 is a state-of-the-art computer vision library that allows a great variety of image and video processing operations. Some of the more spectacular and futuristic features such as face recognition or object tracking are easily achievable with OpenCV 3. Learning the basic concepts behind computer vision algorithms, models, and OpenCV's API will enable the development of all sorts of real-world applications, including security and surveillance. Starting with basic image processing operations, the book will take you through to advanced computer vision concepts. Computer vision is a rapidly evolving science whose applications in the real world are

exploding, so this book will appeal to computer vision novices as well as experts of the subject wanting to learn the brand new OpenCV 3.0.0. You will build a theoretical foundation of image processing and video analysis, and progress to the concepts of classification through machine learning, acquiring the technical know-how that will allow you to create and use object detectors and classifiers, and even track objects in movies or video camera feeds. Finally, the journey will end in the world of artificial neural networks, along with the development of a hand-written digits recognition application. Style and approach This book is a comprehensive guide to the brand new OpenCV 3 with Python to develop real-life computer vision applications.

This book comprises select proceedings of the international conference ETAEERE 2020, and covers latest research in the areas of electronics, communication and computing. The book includes different approaches and techniques for specific applications using particle swarm optimization, Otsu's function and harmony search optimization algorithm, DNA-NAND gate, triple gate SOI MOSFET, micro-Raman and FTIR analysis, high-k dielectric gate oxide, spectrum sensing in cognitive radio, microstrip antenna, GPR with conducting surfaces, energy efficient packet routing, iBGP route reflectors, circularly polarized antenna, double fork shaped patch radiator, implementation of Doppler radar at 24 GHz, iris image

classification using SVM, digital image forgery detection, secure communication, spoken dialog system, and DFT-DCT spreading strategies. Given the range of topics covered, this book can be useful for both students and researchers working in electronics and communication.

Delve into practical computer vision and image processing projects and get up to speed with advanced object detection techniques and machine learning algorithms
Key FeaturesDiscover best practices for engineering and maintaining OpenCV projectsExplore important deep learning tools for image classificationUnderstand basic image matrix formats and filters
Book Description OpenCV is one of the best open source libraries available and can help you focus on constructing complete projects on image processing, motion detection, and image segmentation. This Learning Path is your guide to understanding OpenCV concepts and algorithms through real-world examples and activities. Through various projects, you'll also discover how to use complex computer vision and machine learning algorithms and face detection to extract the maximum amount of information from images and videos. In later chapters, you'll learn to enhance your videos and images with optical flow analysis and background subtraction. Sections in the Learning Path will help you get to grips with text segmentation and recognition, in addition to guiding you through the basics of the new and improved deep learning modules. By the end of

this Learning Path, you will have mastered commonly used computer vision techniques to build OpenCV projects from scratch. This Learning Path includes content from the following Packt books: Mastering OpenCV 4 - Third Edition by Roy Shilkrot and David Millán Escrivá Learn OpenCV 4 By Building Projects - Second Edition by David Millán Escrivá, Vinícius G. Mendonça, and Prateek Joshi What you will learn Stay up-to-date with algorithmic design approaches for complex computer vision tasks Work with OpenCV's most up-to-date API through various projects Understand 3D scene reconstruction and Structure from Motion (SfM) Study camera calibration and overlay augmented reality (AR) using the ArUco module Create CMake scripts to compile your C++ application Explore segmentation and feature extraction techniques Remove backgrounds from static scenes to identify moving objects for surveillance Work with new OpenCV functions to detect and recognize text with Tesseract Who this book is for If you are a software developer with a basic understanding of computer vision and image processing and want to develop interesting computer vision applications with OpenCV, this Learning Path is for you. Prior knowledge of C++ and familiarity with mathematical concepts will help you better understand the concepts in this Learning Path.

Recipe-based approach to tackle the most common problems in Computer Vision by

leveraging the functionality of OpenCV using Python APIs Key Features ?Build computer vision applications with OpenCV functionality via Python API ?Get to grips with image processing, multiple view geometry, and machine learning ?Learn to use deep learning models for image classification, object detection, and face recognition Book Description OpenCV 3 is a native cross-platform library for computer vision, machine learning, and image processing. OpenCV's convenient high-level APIs hide very powerful internals designed for computational efficiency that can take advantage of multicore and GPU processing. This book will help you tackle increasingly challenging computer vision problems by providing a number of recipes that you can use to improve your applications. In this book, you will learn how to process an image by manipulating pixels and analyze an image using histograms. Then, we'll show you how to apply image filters to enhance image content and exploit the image geometry in order to relay different views of a pictured scene. We'll explore techniques to achieve camera calibration and perform a multiple-view analysis. Later, you'll work on reconstructing a 3D scene from images, converting low-level pixel information to high-level concepts for applications such as object detection and recognition. You'll also discover how to process video from files or cameras and how to detect and track moving objects. Finally, you'll get acquainted with recent approaches in deep learning and neural networks. By the

end of the book, you'll be able to apply your skills in OpenCV to create computer vision applications in various domains. What you will learn ?Get familiar with low-level image processing methods ?See the common linear algebra tools needed in computer vision ?Work with different camera models and epipolar geometry ?Find out how to detect interesting points in images and compare them ?Binarize images and mask out regions of interest ?Detect objects and track them in videos Who this book is for This book is for developers who have a basic knowledge of Python. If you are aware of the basics of OpenCV and are ready to build computer vision systems that are smarter, faster, more complex, and more practical than the competition, then this book is for you.

The Deadly Secrets of C. Difficile - Insights into Host-Pathogen Interaction, Volume II

Over 70 recipes for building AI solutions for smart homes, industrial IoT, and smart cities

Building Computer Vision Projects with OpenCV 4 and C++

OpenCV 3 Computer Vision Application Programming Cookbook

Machine Learning Solutions

Implement machine learning solutions to overcome various computer vision challenges

sustainability that can be applied to provide feasible solutions to varied problems in society, the environment and industry. It also addresses the deployment of emerging computational and knowledge transfer approaches, optimizing solutions in a variety of disciplines of computer science and electronics engineering. Over 50 problems solved with classical algorithms + ML / DL models

KEY FEATURES ? Problem-driven approach to practice image processing. ? Practical usage of popular Python libraries: Numpy, Scipy, scikit-image, PIL and SimpleITK. ? End-to-end demonstration of popular facial image processing challenges using MTCNN and Microsoft's Cognitive Vision APIs.

DESCRIPTION

This book starts with basic Image Processing and manipulation problems and demonstrates how to solve them with popular Python libraries and modules. It then concentrates on problems based on Geometric image transformations and problems to be solved with Image hashing. Next, the book focuses on solving problems based on Sampling, Convolution, Discrete Fourier transform, Frequency domain filtering and image restoration with deconvolution. It also aims at solving Image enhancement problems using different algorithms such as spatial filters and create a super resolution

image using SRGAN. Finally, it explores popular facial image processing problems and solves them with Machine learning and Deep learning models using popular python ML / DL libraries.

WHAT YOU WILL LEARN ? Develop strong grip on the fundamentals of Image Processing and Image Manipulation. ? Solve popular Image Processing problems using Machine Learning and Deep Learning models. ? Working knowledge on Python libraries including numpy, scipy and scikit-image. ? Use popular Python Machine Learning packages such as scikit-learn, Keras and pytorch. ? Live implementation of Facial Image Processing techniques such as Face Detection / Recognition / Parsing dlib and MTCNN. WHO THIS BOOK IS FOR This book is designed specially for computer vision users, machine learning engineers, image processing experts who are looking for solving modern image processing/computer vision challenges.

TABLE OF CONTENTS

1. Chapter 1: Basic Image & Video Processing
2. Chapter 2: More Image Transformation and Manipulation
3. Chapter 3: Sampling, Convolution and Discrete Fourier Transform
4. Chapter 4: Discrete Cosine / Wavelet Transform and Deconvolution
5. Chapter 5: Image Enhancement
6. Chapter 6: More Image Enhancement
7. Chapter 7: Facial Image

Processing

Image Processing Masterclass with Python

ICDECT 2017

Intelligent algorithms for building image processing apps using

OpenCV 4, Python, and scikit-learn, 2nd Edition

Learning OpenCV 4 Computer Vision with Python 3

OpenCV 3 Computer Vision with Python Cookbook

Extract insightful information from images using TensorFlow,

Keras, and OpenCV

Learning OpenCV 3

Apply computer vision and machine learning concepts in developing business and industrial applications ?using a practical, step-by-step approach. The book comprises four main sections starting with setting up your programming environment and configuring your computer with all the prerequisites to run the code examples. Section 1 covers the basics of image and video processing with code examples of how to manipulate and extract useful information from the images. You will mainly use OpenCV with Python to work with examples in this section. Section 2 describes machine learning and neural network concepts as applied to computer vision. You will learn different algorithms of the neural

network, such as convolutional neural network (CNN), region-based convolutional neural network (R-CNN), and YOLO. In this section, you will also learn how to train, tune, and manage neural networks for computer vision. Section 3 provides step-by-step examples of developing business and industrial applications, such as facial recognition in video surveillance and surface defect detection in manufacturing. The final section is about training neural networks involving a large number of images on cloud infrastructure, such as Amazon AWS, Google Cloud Platform, and Microsoft Azure. It walks you through the process of training distributed neural networks for computer vision on GPU-based cloud infrastructure. By the time you finish reading Building Computer Vision Applications Using Artificial Neural Networks and working through the code examples, you will have developed some real-world use cases of computer vision with deep learning. What You Will Learn · Employ image processing, manipulation, and feature extraction techniques · Work with various deep learning algorithms for computer vision · Train, manage, and tune hyperparameters of CNNs and object detection models, such as R-CNN, SSD, and YOLO · Build neural network models using Keras and TensorFlow · Discover best practices when implementing computer vision applications in business and industry · Train distributed models on GPU-based cloud infrastructure Who This

Book Is For Data scientists, analysts, and machine learning and software engineering professionals with Python programming knowledge.

Updated for OpenCV 4 and Python 3, this book covers the latest on depth cameras, 3D tracking, augmented reality, and deep neural networks, helping you solve real-world computer vision problems with practical code

Key Features

- Build powerful computer vision applications in concise code with OpenCV 4 and Python 3*
- Learn the fundamental concepts of image processing, object classification, and 2D and 3D tracking*
- Train, use, and understand machine learning models such as Support Vector Machines (SVMs) and neural networks*

Book Description

Computer vision is a rapidly evolving science, encompassing diverse applications and techniques. This book will not only help those who are getting started with computer vision but also experts in the domain. You'll be able to put theory into practice by building apps with OpenCV 4 and Python 3. You'll start by understanding OpenCV 4 and how to set it up with Python 3 on various platforms. Next, you'll learn how to perform basic operations such as reading, writing, manipulating, and displaying still images, videos, and camera feeds. From taking you through image processing, video analysis, and depth estimation and segmentation, to helping you gain practice by building a GUI app, this book ensures you'll have opportunities for hands-on activities. Next, you'll

tackle two popular challenges: face detection and face recognition. You'll also learn about object classification and machine learning concepts, which will enable you to create and use object detectors and classifiers, and even track objects in movies or video camera feed. Later, you'll develop your skills in 3D tracking and augmented reality. Finally, you'll cover ANNs and DNNs, learning how to develop apps for recognizing handwritten digits and classifying a person's gender and age. By the end of this book, you'll have the skills you need to execute real-world computer vision projects. What you will learn

Install and familiarize yourself with OpenCV 4's Python 3 bindings

Understand image processing and video analysis basics

Use a depth camera to distinguish foreground and background regions

Detect and identify objects, and track their motion in videos

Train and use your own models to match images and classify objects

Detect and recognize faces, and classify their gender and age

Build an augmented reality application to track an image in 3D

Work with machine learning models, including SVMs, artificial neural networks (ANNs), and deep neural networks (DNNs)

Who this book is for

If you are interested in learning computer vision, machine learning, and OpenCV in the context of practical real-world applications, then this book is for you. This OpenCV book will also be useful for anyone getting started with computer vision as well as experts who

?Python?? ?
?? ?
??Tensorflow.Keras?OpenCV?? ?
????????????VGG16?VGG19?ResNet50?Xception?Inception?DenseNet121?Fast R-
CNN????????????????????????COCO?ImageNet???????????? #????? GOTOP
TensorFlow 2.x????????????????????200+(???)