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Learning OpenCV 3 Computer Vision with Python

Second Edition

Unleash the power of computer vision with Python using OpenCV

Joe Minichino
Joseph Howse

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Learning Opencv 3 Computer Vision With Python Second Edition

Dr. Menua Gevorgyan,Arsen Mamikonyan,Michael Beyeler

Learning Opencv 3 Computer Vision With Python Second Edition:

    Learning OpenCV 3 Computer Vision with Python Joe Minichino,2015 Unleash the power of computer vision with Python using OpenCVAbout 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 guideWho This Book Is ForIntended 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 applicationIn DetailOpenCV 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 approachThis book is a comprehensive guide to the brand new OpenCV 3 with Python to develop real life computer vision applications   **Learning OpenCV 3 Computer Vision with Python** Joe Minichino,Joseph Howse,2015-09-29 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   *OpenCV 3 Blueprints* Joseph Howse,Steven Puttemans,Quan Hua,Utkarsh Sinha,2015-11-10 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 **Machine Learning Methods in Systems** Radek Silhavy,Petr Silhavy,2024-10-23 This book requires an in depth exploration of machine learning and its integration into system engineering This book presents contemporary research methodologies with a strong focus on the innovative application of machine learning techniques in developing and optimizing systems It includes the meticulously reviewed proceedings from the Machine Learning Methods in Systems session of the 13th Computer Science Online Conference 2024 CSOC 2024 held virtually in April 2024 **Learning OpenCV 3** Adrian Kaehler,Gary Bradski,2016-12-14 Get started in the rapidly expanding field of computer vision with this practical guide Written by Adrian Kaehler and Gary Bradski creator of the open source OpenCV library this book provides a thorough introduction for developers academics roboticists and hobbyists You ll learn what it takes to build applications that enable computers to see and make decisions based on that data With over 500 functions that span many areas in vision OpenCV is used for commercial applications such as security medical imaging pattern and face recognition robotics and factory product inspection This book gives you a firm grounding in computer vision and OpenCV for building simple or sophisticated vision applications Hands on exercises in each chapter help you apply what

you ve learned This volume covers the entire library in its modern C implementation including machine learning tools for computer vision Learn OpenCV data types array types and array operations Capture and store still and video images with HighGUI Transform images to stretch shrink warp remap and repair Explore pattern recognition including face detection Track objects and motion through the visual field Reconstruct 3D images from stereo vision Discover basic and advanced machine learning techniques in OpenCV **OpenCV 4 for Secret Agents** Joseph Howse,2019-04-30 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 learnDetect motion and recognize gestures to control a smartphone gameDetect car headlights and estimate their distanceDetect and recognize human and cat faces to trigger an alarmAmplify motion in a real time video to show heartbeats and breathsMake a physics simulation that detects shapes in a real world drawingBuild OpenCV 4 projects in Python 3 for desktops and Raspberry PiDevelop OpenCV 4 Android applications in Android Studio and UnityWho this book is for If you are an experienced software developer who is new to computer vision or machine learning and wants to study these topics through creative projects then this book is for you The book will also help existing OpenCV users who want upgrade their projects to OpenCV 4 and new versions of other libraries languages tools and operating systems General familiarity with object oriented programming application development and usage of operating systems OS developer tools and the command line is required *OpenCV 3.x with Python By Example* Gabriel Garrido Calvo,Prateek Joshi,2018-01-17 Learn the techniques for object recognition 3D reconstruction stereo imaging and other computer vision applications using examples on different functions of OpenCV Key Features Learn how to apply complex visual effects to images with OpenCV 3 x and Python Extract features from an image

and use them to develop advanced applications Build algorithms to help you understand image content and perform visual searches Get to grips with advanced techniques in OpenCV such as machine learning artificial neural network 3D reconstruction and augmented reality Book Description Computer vision is found everywhere in modern technology OpenCV for Python enables us to run computer vision algorithms in real time With the advent of powerful machines we have more processing power to work with Using this technology we can seamlessly integrate our computer vision applications into the cloud Focusing on OpenCV 3 x and Python 3 6 this book will walk you through all the building blocks needed to build amazing computer vision applications with ease We start off by manipulating images using simple filtering and geometric transformations We then discuss affine and projective transformations and see how we can use them to apply cool advanced manipulations to your photos like resizing them while keeping the content intact or smoothly removing undesired elements We will then cover techniques of object tracking body part recognition and object recognition using advanced techniques of machine learning such as artificial neural network 3D reconstruction and augmented reality techniques are also included The book covers popular OpenCV libraries with the help of examples This book is a practical tutorial that covers various examples at different levels teaching you about the different functions of OpenCV and their actual implementation By the end of this book you will have acquired the skills to use OpenCV and Python to develop real world computer vision applications What you will learn Detect shapes and edges from images and videos How to apply filters on images and videos Use different techniques to manipulate and improve images Extract and manipulate particular parts of images and videos Track objects or colors from videos Recognize specific object or faces from images and videos How to create Augmented Reality applications Apply artificial neural networks and machine learning to improve object recognition Who this book is for This book is intended for Python developers who are new to OpenCV and want to develop computer vision applications with OpenCV and Python This book is also useful for generic software developers who want to deploy computer vision applications on the cloud It would be helpful to have some familiarity with basic mathematical concepts such as vectors matrices and so on

OpenCV 3 Computer Vision with Python Cookbook Aleksei Spizhevoi,Aleksandr Rybnikov,2018-03-23 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   OpenCV 3.x with Python By Example - Second Edition Gabriel Garrido,Prateek Joshi,2018 Learn the techniques for object recognition 3D reconstruction stereo imaging and other computer vision applications using examples on different functions of OpenCV About This Book Learn how to apply complex visual effects to images with OpenCV 3 x and Python Extract features from an image and use them to develop advanced applications Build algorithms to help you understand image content and perform visual searches Get to grips with advanced techniques in OpenCV such as machine learning artificial neural network 3D reconstruction and

augmented reality Who This Book Is For This book is intended for Python developers who are new to OpenCV and want to develop computer vision applications with OpenCV and Python This book is also useful for generic software developers who want to deploy computer vision applications on the cloud It would be helpful to have some familiarity with basic mathematical concepts such as vectors matrices and so on What You Will Learn Detect shapes and edges from images and videos How to apply filters on images and videos Use different techniques to manipulate and improve images Extract and manipulate particular parts of images and videos Track objects or colors from videos Recognize specific object or faces from images and videos How to create Augmented Reality applications Apply artificial neural networks and machine learning to improve object recognition In Detail Computer vision is found everywhere in modern technology OpenCV for Python enables us to run computer vision algorithms in real time With the advent of powerful machines we have more processing power to work with Using this technology we can seamlessly integrate our computer vision applications into the cloud Focusing on OpenCV 3 x and Python 3 6 this book will walk you through all the building blocks needed to build amazing computer vision applications with ease We start off by manipulating images using simple filtering and geometric transformations We then discuss affine and projective transformations and see how we can use them to apply cool advanced manipulations to your photos like resizing them while keeping the content intact or smoothly removing undesired elements We will then cover techniques of object tracking body part recognition and object recognition using advanced techniques of machine learning such as artificial neural network 3D reconstruction and augmented reality techniques are also included The book covers popular Ope   Learning OpenCV 4 Computer Vision with Python Joseph Howse,Joe Minichino,2020-02-20 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 want to stay up to date with OpenCV 4 and Python 3 Although no prior knowledge of image processing computer vision or machine learning is required familiarity with basic Python programming is a must

Proceedings of ICACTCE'23 — The International Conference on Advances in Communication Technology and Computer Engineering Celestine Iwendi,Zakaria Boulouard,Natalia Kryvinska,2023-09-23 Today communication technology and computer engineering are intertwined with advances in one field driving advances in the other leading to the development of outstanding technologies This book delves into the latest trends and breakthroughs in the areas of communication Internet of things cloud computing big data artificial intelligence and machine learning This book discusses challenges and opportunities that arise with the integration of communication technology and computer engineering In addition the book examines the ethical and social implications including issues related to privacy security and digital divide and law We have explored the future direction of these fields and the potential for further breakthroughs and innovations The book is intended for a broad audience of undergraduate and graduate students practicing engineers and readers without a technical background who have an interest in learning about communication technology and computer engineering *Mastering OpenCV 3* Daniel Lelis Baggio,Shervin Emami,David Millan Escriva,Khvedchenia Ievgen,Jason Saragih,Roy Shilkrot,2017-04-28 Practical Computer Vision Projects About This Book Updated for OpenCV 3 this book covers new features that will help you unlock the full potential of OpenCV 3 Written by a team of 7 experts each chapter explores a new aspect of OpenCV to help you make amazing computer vision aware applications Project based approach with each chapter being a complete tutorial showing you how to apply OpenCV to solve complete problems 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 What You Will Learn Execute basic image processing operations and cartoonify an image Build an OpenCV project natively with Raspberry Pi and cross compile it for Raspberry Pi text Extend the natural feature tracking algorithm to support the tracking of multiple image targets on a video Use OpenCV 3

s new 3D visualization framework to illustrate the 3D scene geometry Create an application for Automatic Number Plate Recognition ANPR using a support vector machine and Artificial Neural Networks Train and predict pattern recognition algorithms to decide whether an image is a number plate Use POSIT for the six degrees of freedom head pose Train a face recognition database using deep learning and recognize faces from that database In Detail As we become more capable of handling data in every kind we are becoming more reliant on visual input and what we can do with those self driving cars face recognition and even augmented reality applications and games This is all powered by Computer Vision This book will put you straight to work in creating powerful and unique computer vision applications Each chapter is structured around a central project and deep dives into an important aspect of OpenCV such as facial recognition image target tracking making augmented reality applications the 3D visualization framework and machine learning You ll learn how to make AI that can remember and use neural networks to help your applications learn By the end of the book you will have created various working prototypes with the projects in the book and will be well versed with the new features of OpenCV3 Style and approach This book takes a project based approach and helps you learn about the new features by putting them to work by implementing them in your own projects **OpenCV 4 with Python Blueprints** Dr. Menua Gevorgyan,Arsen Mamikonyan,Michael Beyeler,2020-03-20 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 FeaturesUnderstand how to capture high quality image data detect and track objects and process the actions of animals or humansImplement your learning in different areas of computer visionExplore advanced concepts in OpenCV such as machine learning artificial neural network and augmented realityBook 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 learnGenerate real time visual effects using filters and image manipulation techniques such as dodging and burningRecognize hand gestures in real time and perform hand shape analysis

based on the output of a Microsoft Kinect sensorLearn feature extraction and feature matching to track arbitrary objects of interestReconstruct a 3D real world scene using 2D camera motion and camera reprojection techniquesDetect faces using a cascade classifier and identify emotions in human faces using multilayer perceptronsClassify localize and detect objects with deep neural networksWho 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 for Secret Agents* Joseph Howse,2019-04-30 Turn futuristic ideas about computer vision and machine learning into demonstrations that are both functional and entertaining Key Features Build OpenCV 4 apps with Python 2 and 3 on desktops and Raspberry Pi Java on Android and C in Unity Detect classify recognize and measure real world objects in real time Work with images from diverse sources including the web research datasets and various cameras Book 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 drawing Build OpenCV 4 projects in Python 3 for desktops and Raspberry Pi Develop OpenCV 4 Android applications in Android Studio and Unity Who this book is for If you are an experienced software developer who is new to computer vision or machine learning and wants to study these topics through creative projects then this book is for you The book will also help existing OpenCV users who want upgrade their projects to OpenCV 4 and new versions of other libraries languages tools and operating systems General familiarity with object oriented programming application development and usage of operating systems OS developer tools and the command line is required   **Computer Vision Projects with OpenCV and Python 3** Matthew Rever,2018-12-28 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 learnInstall and run major Computer Vision packages within PythonApply powerful support vector machines for simple digit classificationUnderstand deep learning with TensorFlowBuild a deep learning classifier for general imagesUse LSTMs for automated image captioningRead text from real world imagesExtract human pose data from imagesWho 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 book is that you should have a sound knowledge of Python programming **Learning OpenCV 5 Computer Vision with Python** Joseph Howse,Joe Minichino,2023-03 Updated for OpenCV 5 this book covers the latest on depth cameras 3D navigation deep neural networks and Cloud computing helping you solve real world computer vision problems with practical codeKey Features Build powerful computer vision applications in concise code with OpenCV 5 and Python 3 Learn the fundamental concepts of image processing object classification and 2D and 3D tracking Train use and understand machine learning models and deploy them in the CloudBook DescriptionComputer vision is a rapidly evolving science in the field of artificial intelligence encompassing diverse use cases 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 5 and Python 3 You ll start by setting up OpenCV 5 with Python 3 on various platforms Next you ll learn how to perform basic operations such as reading writing manipulating and displaying images videos and camera feeds From taking you through image processing video analysis 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 You ll tackle two popular challenges face detection and face recognition You ll also learn about object classification and machine learning which will enable you to

create and use object detectors and even track moving objects in real time Later you ll develop your skills in augmented reality and real world 3D navigation Finally you ll cover ANNs and DNNs learning how to develop apps for recognizing handwritten digits and classifying a person s gender and age and you ll deploy your solutions to the Cloud 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 5 s Python 3 bindings Understand image processing and video analysis 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 augmented reality applications and navigate the real 3D world Train neural networks and deploy them as Cloud based solutionsWho This Book Is ForThis OpenCV book is a good fit for Python programmers who want to get started with computer vision and machine learning This book will also be useful for Computer vision and AI ML developers who want to expand their OpenCV skills as well as experts who want to stay up to date with OpenCV 5 **OpenCV for Secret Agents** Joseph Howse,2015-01-28 This book is for programmers who want to expand their skills by building fun smart and useful systems with OpenCV The projects are ideal in helping you to think creatively about the uses of computer vision natural user interfaces and ubiquitous computers in your home car and hand **Learning OpenCV 3** Adrian Kaehler. Gary Bradski,2016 **Mastering OpenCV 4 with Python** Alberto Fernández Villán,2019-03-29 Create advanced applications with Python and OpenCV exploring the potential of facial recognition machine learning deep learning web computing and augmented reality Key FeaturesDevelop your computer vision skills by mastering algorithms in Open Source Computer Vision 4 OpenCV 4 and PythonApply machine learning and deep learning techniques with TensorFlow and KerasDiscover the modern design patterns you should avoid when developing efficient computer vision applicationsBook 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 learnHandle files and images and explore various image processing techniquesExplore image transformations including translation resizing and croppingGain insights into building histogramsBrush up on contour detection filtering and drawingWork with Augmented Reality to build marker based and markerless applicationsWork with the main machine learning algorithms in OpenCVExplore the deep learning Python libraries and OpenCV deep learning capabilitiesCreate computer vision and deep learning web applicationsWho 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 **Raspberry Pi Computer Vision Programming** Ashwin Pajankar,2020-06-29 Perform a wide variety of computer vision tasks such as image processing and manipulation feature and object detection and image restoration to build real life computer vision applications Key FeaturesExplore the potential of computer vision with Raspberry Pi and Python programmingPerform computer vision tasks such as image processing and manipulation using OpenCV and Raspberry PiDiscover easy to follow examples and screenshots to implement popular computer vision techniques and applicationsBook Description Raspberry Pi is one of the popular single board computers of our generation All the major image processing and computer vision algorithms and operations can be implemented easily with OpenCV on Raspberry Pi This updated second edition is packed with cutting edge examples and new topics and covers the latest versions of key technologies such as Python 3 Raspberry Pi and OpenCV This book will equip you with the skills required to successfully design and implement your own OpenCV Raspberry Pi and Python based computer vision projects At the start you ll learn the basics of Python 3 and the fundamentals of single board computers and NumPy Next you ll discover how to install OpenCV 4 for Python 3 on Raspberry Pi before covering major techniques and algorithms in image processing manipulation and computer vision By working through the steps in each chapter you ll understand essential OpenCV features Later sections will take you through creating graphical user interface GUI apps with GPIO and OpenCV You ll also learn to use the new computer vision library Mahotas to perform various image processing operations Finally you ll explore the Jupyter Notebook and how to set up a Windows computer and Ubuntu for computer vision By the end of this book you ll be able to confidently build and deploy computer vision apps What you will learnSet up a Raspberry Pi for computer vision applicationsPerform basic image processing with libraries such as NumPy Matplotlib and OpenCVDemonstrate arithmetical logical and other operations on imagesWork with a USB webcam and the Raspberry Pi Camera ModuleImplement low pass and high pass filters and understand their applications in image processingCover advanced techniques such as histogram equalization and morphological transformationsCreate GUI apps with Python 3 and OpenCVPerform machine learning with K means clustering and image quantizationWho this book is for This book is for beginners as well as experienced Raspberry Pi and Python 3 enthusiasts who are looking to explore the amazing world of computer vision Working knowledge of the Python 3 programming language is assumed

The Top Books of the Year Learning Opencv 3 Computer Vision With Python Second Edition The year 2023 has witnessed a noteworthy surge in literary brilliance, with numerous captivating novels captivating the hearts of readers worldwide. Lets delve into the realm of popular books, exploring the engaging narratives that have enthralled audiences this year. Learning Opencv 3 Computer Vision With Python Second Edition : Colleen Hoovers "It Ends with Us" This poignant tale of love, loss, and resilience has captivated readers with its raw and emotional exploration of domestic abuse. Hoover masterfully weaves a story of hope and healing, reminding us that even in the darkest of times, the human spirit can succeed. Uncover the Best : Taylor Jenkins Reids "The Seven Husbands of Evelyn Hugo" This captivating historical fiction novel unravels the life of Evelyn Hugo, a Hollywood icon who defies expectations and societal norms to pursue her dreams. Reids compelling storytelling and compelling characters transport readers to a bygone era, immersing them in a world of glamour, ambition, and self-discovery. Discover the Magic : Delia Owens "Where the Crawdads Sing" This mesmerizing coming-of-age story follows Kya Clark, a young woman who grows up alone in the marshes of North Carolina. Owens spins a tale of resilience, survival, and the transformative power of nature, captivating readers with its evocative prose and mesmerizing setting. These popular novels represent just a fraction of the literary treasures that have emerged in 2023. Whether you seek tales of romance, adventure, or personal growth, the world of literature offers an abundance of engaging stories waiting to be discovered. The novel begins with Richard Papen, a bright but troubled young man, arriving at Hampden College. Richard is immediately drawn to the group of students who call themselves the Classics Club. The club is led by Henry Winter, a brilliant and charismatic young man. Henry is obsessed with Greek mythology and philosophy, and he quickly draws Richard into his world. The other members of the Classics Club are equally as fascinating. Bunny Corcoran is a wealthy and spoiled young man who is always looking for a good time. Charles Tavis is a quiet and reserved young man who is deeply in love with Henry. Camilla Macaulay is a beautiful and intelligent young woman who is drawn to the power and danger of the Classics Club. The students are all deeply in love with Morrow, and they are willing to do anything to please him. Morrow is a complex and mysterious figure, and he seems to be manipulating the students for his own purposes. As the students become more involved with Morrow, they begin to commit increasingly dangerous acts. The Secret History is a brilliant and thrilling novel that will keep you speculating until the very end. The novel is a cautionary tale about the dangers of obsession and the power of evil.

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