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# Learning OpenCV

COMPUTER VISION IN C++ WITH OPENCV LIBRARY

Adrian Kaehler & Gary Bradski

# Learning Opencv 2e Adrian Kaehler

**Adrian Kaehler, Gary Bradski**



## **Learning OpenCV 2e Adrian Kaehler:**

*Learning OpenCV 3* Adrian Kaehler, Gary Bradski, 2016-12-14 This book provides a working guide to the C Open Source Computer Vision Library OpenCV version 3 x and gives a general background on the field of computer vision sufficient to help readers use OpenCV effectively Preface

**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

**Frontier of Nanoscience and Technology II** Jimmy Chih Ming Kao, Meng Hou, Ran Chen, 2012-06-04 Selected peer reviewed papers from the 2012 International Conference on Frontiers of Nanoscience and Technology ICFNST 2012 July 26 27 2012 HongKong

**A Computational Introduction to Digital Image Processing** Alasdair McAndrew, 2015-10-28 Highly Regarded Accessible Approach to Image Processing Using Open Source and Commercial Software A Computational Introduction to Digital Image Processing Second Edition explores the nature and use of digital images and shows how they can be obtained stored and displayed Taking a strictly elementary perspective the book only covers topics that

*Learning OpenCV* Gary Bradski, Adrian Kaehler, 2008-10-02 This library is useful for practitioners and is an excellent tool for those entering the field it is a set of computer vision algorithms that work as advertised William T Freeman Computer Science and Artificial Intelligence Laboratory Massachusetts Institute of Technology Learning OpenCV puts you in the middle of the rapidly expanding field of computer vision Written by the creators of the free open source OpenCV library this book introduces you to computer vision and demonstrates how you can quickly build applications that enable computers to see and make decisions based on that data Computer vision is everywhere in security systems manufacturing inspection systems medical image analysis Unmanned Aerial Vehicles and more It stitches Google maps and Google Earth together checks the pixels on LCD screens and makes sure the stitches in your shirt are sewn properly OpenCV provides an easy to use computer vision framework and a comprehensive library with more than 500 functions that can run vision code in real time Learning OpenCV will teach any developer or hobbyist to use the framework

quickly with the help of hands on exercises in each chapter This book includes A thorough introduction to OpenCV Getting input from cameras Transforming images Segmenting images and shape matching Pattern recognition including face detection Tracking and motion in 2 and 3 dimensions 3D reconstruction from stereo vision Machine learning algorithms Getting machines to see is a challenging but entertaining goal Whether you want to build simple or sophisticated vision applications Learning OpenCV is the book you need to get started **Learning OpenCV, 2nd Edition** Adrian Kaehler, Gary Bradski, 2014 Learning OpenCV puts you in the middle of the rapidly expanding field of computer vision Written by the creators of the free open source OpenCV library this book introduces you to computer vision and demonstrates how you can quickly build applications that enable computers to see and make decisions based on that data The second edition is updated to cover new features and changes in OpenCV 2.0 especially the C interface **Project DeSparsha - A Report** Avinash Krishnan R., Ajay Hanayalu C., Manish C., Adarsh J., Desarrollo de Videojuegos: Un Enfoque Práctico. Vol 4: Desarrollo de Componentes Varios, 2016-06-01 El objetivo de este cuarto volumen es profundizar en técnicas específicas vinculadas al desarrollo de videojuegos como por ejemplo el uso de técnicas de Inteligencia Artificial o la programación multijugador en red Para ello una de las principales metas es la de complementar la visión general de la arquitectura de un motor de juegos con cuestiones específicas que resultan fundamentales para su desarrollo Dentro del contexto de la Inteligencia Artificial en este módulo se estudian técnicas fundamentales como la Lógica Difusa o los algoritmos genéticos entre otras Asimismo se realiza una discusión del diseño orientado a agentes como pilar esencial en el desarrollo del componente inteligente de un videojuego En la parte relativa al juego multijugador se exploran las posibilidades que ofrecen los sockets y posteriormente se discute cómo el uso de herramientas de más alto nivel como los middlewares de comunicaciones pueden contribuir a facilitar el desarrollo del módulo de networking Finalmente este módulo también contempla aspectos relativos a la edición de audio la gestión de video y la importancia de la integración de nuevos dispositivos de interacción En el contexto del desarrollo de videojuegos técnicas como la visión por computador o la realidad aumentada pueden contribuir a mejorar la experiencia del jugador Initiation au traitement d'images - Contours, couleurs, mouvements - Cours, exercices et TP corrigés Franck Luthon, 2021-09-14 Le livre comporte une première partie de cours sur les images statiques traitement spatial détection de contours couleur forme et sur les séquences vidéo dimension temporelle mouvement suivie d'une deuxième partie applicative avec soixante exercices corrigés et des sujets de travaux pratiques de programmation d'algorithmes simples Il s'adresse aux étudiants de master sciences et technologie ou ingénieurs de toute discipline ainsi qu'à tout enseignant demandeur d'un manuel de cours contenant des sujets d'exercices et de programmation proposer ses étudiants **Learning OpenCV 3** Adrian Kaehler. Gary Bradski, 2016 *Learning OpenCV* Gary Bradski, Adrian Kaehler, 2012 Providing an introduction to computer vision the technology that enables computers to see and make decisions based on the data this book explains how developers students and hobbyists can add vision to their projects using OpenCV the widely used free open source computer

vision library     Machine Learning in OpenCV Adrian Tam, Stefania Cristina, 2024-01-09 This ebook is written in an engaging and approachable style you're familiar with from the Machine Learning Mastery series. Discover exactly how to get started and use the machine learning capability in OpenCV that many people often overlook     Learn OpenCV 4 by Building Projects David Millán Escrivá, Vinícius G. Mendonça, Prateek Joshi, 2018-11-30 Explore OpenCV 4 to create visually appealing cross-platform computer vision applications. Key Features: Understand basic OpenCV 4 concepts and algorithms; Grasp advanced OpenCV techniques such as 3D reconstruction, machine learning, and artificial neural networks; Work with Tesseract OCR, an open-source library to recognize text in images. 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. Whether you're completely new to computer vision or have a basic understanding of its concepts, Learn OpenCV 4 by Building Projects, Second edition, will be your guide to understanding OpenCV concepts and algorithms through real-world examples and projects. You'll begin with the installation of OpenCV and the basics of image processing. Then you'll cover user interfaces and get deeper into image processing. As you progress through the book, you'll learn complex computer vision algorithms and explore machine learning and face detection. The book then guides you in creating optical flow, video analysis, and background subtraction in complex scenes. In the concluding chapters, you'll also learn about text segmentation and recognition and understand the basics of the new and improved deep learning module. By the end of this book, you'll be familiar with the basics of OpenCV, such as matrix operations, filters, and histograms, and you'll have mastered commonly used computer vision techniques to build OpenCV projects from scratch. What you will learn: Install OpenCV 4 on your operating system; Create CMake scripts to compile your C application; Understand basic image matrix formats and filters; Explore segmentation and feature extraction techniques; Remove backgrounds from static scenes to identify moving objects for surveillance; Employ various techniques to track objects in a live video; Work with new OpenCV functions for text detection and recognition with Tesseract; Get acquainted with important deep learning tools for image classification. 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, Learn OpenCV 4 by Building Projects is for you. Prior knowledge of C will help you understand the concepts covered in this book.     Machine Learning for OpenCV 4 Aditya Sharma, Vishwesh Ravi Shrivastava, Michael Beyeler, 2019-09-06 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 Features: Gain insights into machine learning algorithms and implement them using OpenCV 4 and scikit-learn; Get up to speed with Intel OpenVINO and its integration with OpenCV 4; Implement high-performance machine learning models with helpful tips and best practices. Book 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 learn: Understand the core machine learning concepts for image processing. Explore the theory behind machine learning and deep learning algorithm design. Discover effective techniques to train your deep learning models. Evaluate machine learning models to improve the performance of your models. Integrate algorithms such as support vector machines and Bayes classifier in your computer vision applications. Use OpenVINO with OpenCV 4 to speed up model inference. Who 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.

**Learning OpenCV 4 Computer Vision with Python 3** 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

**Learning OpenCV 3 Computer Vision with Python** Joe Minichino,2015 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

**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 4 with Python Blueprints* Dr. Menum 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 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

**Learning OpenCV 3 Application Development** Samyak Datta, 2016-12-19 Build create and deploy your own computer vision applications with the power of OpenCV

**About This Book** This book provides hands on examples that cover the major features that are part of any important Computer Vision application It explores important algorithms that allow you to recognize faces identify objects extract features from images help your system make meaningful predictions from visual data and much more All the code examples in the book are based on OpenCV 3 1 the latest version

**Who This Book Is For** This is the perfect book for anyone who wants to dive into the exciting world of image processing and computer vision This book is aimed at programmers with a working knowledge of C Prior knowledge of OpenCV or Computer Vision Machine Learning is not required

**What You Will Learn** Explore the steps involved in building a typical computer vision machine learning application Understand the relevance of OpenCV at every stage of building an application Harness the vast amount of information that lies hidden in images into the apps you build Incorporate visual information in your apps to create more appealing software

Get acquainted with how large scale and popular image editing apps such as Instagram work behind the scenes by getting a glimpse of how the image filters in apps can be recreated using simple operations in OpenCV Appreciate how difficult it is for a computer program to perform tasks that are trivial for human beings Get to know how to develop applications that perform face detection gender detection from facial images and handwritten character digit recognition In Detail Computer vision and machine learning concepts are frequently used in practical computer vision based projects If you re a novice this book provides the steps to build and deploy an end to end application in the domain of computer vision using OpenCV C At the outset we explain how to install OpenCV and demonstrate how to run some simple programs You will start with images the building blocks of image processing applications and see how they are stored and processed by OpenCV You ll get comfortable with OpenCV specific jargon Mat Point Scalar and more and get to know how to traverse images and perform basic pixel wise operations Building upon this we introduce slightly more advanced image processing concepts such as filtering thresholding and edge detection In the latter parts the book touches upon more complex and ubiquitous concepts such as face detection using Haar cascade classifiers interest point detection algorithms and feature descriptors You will now begin to appreciate the true power of the library in how it reduces mathematically non trivial algorithms to a single line of code The concluding sections touch upon OpenCV s Machine Learning module You will witness not only how OpenCV helps you pre process and extract features from images that are relevant to the problems you are trying to solve but also how to use Machine Learning algorithms that work on these features to make intelligent predictions from visual data Style and approach This book takes a very hands on approach to developing an end to end application with OpenCV To avoid being too theoretical the description of concepts are accompanied simultaneously by the development of applications Throughout the course of the book the projects and practical real life examples are explained and developed step by step in sync with the theory

**Learning Image Processing with OpenCV** Gloria Bueno Garcia,Deniz Oscar Suarez's,Oscar Deniz Suarez,Jose Luis Espinosa Aranda,Noelia Vázquez Enano,Jesus Salido Tercero,Ismael Serrano Gracia,2015 If you are a competent C programmer and want to learn the tricks of image processing with OpenCV then this book is for you A basic understanding of image processing is required

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