

Face Recognition Using Opencv And Python A Beginners

Proceedings of the Second International Conference on Innovative Computing and Cutting-edge Technologies (ICICCT 2020)
 Intelligent Computing Paradigm and Cutting-edge Technologies
 OpenCV 4 Computer Vision Application Programming Cookbook
 Real-World Python
 Advances in Energy Technology
 Proceedings of CICT 2021
 Video Analytics. Face and Facial Expression Recognition and Audience Measurement
 Intelligent Data Communication Technologies and Internet of Things
 Mastering OpenCV 3 - Second Edition
 Implement complex computer vision algorithms and explore deep learning and face detection
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 Third International Conference, ML4CS 2020, Guangzhou, China, October 8–10, 2020, Proceedings, Part III
 With Deep Learning CNNs and RNNs
 Techno-Societal 2020
 Mastering OpenCV 3
 Mastering OpenCV 4 with Python
 Illumination of Artificial Intelligence in Cybersecurity and Forensics
 Proceedings of Second Doctoral Symposium on Computational Intelligence
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 Smart Trends in Information Technology and Computer Communications
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 Frontiers in Intelligent Computing: Theory and Applications (FICTA 2020), Volume 2
 Advances in Computational Intelligence and Communication Technology
 Mastering OpenCV 4
 Practical Machine Learning and Image Processing
 Proceedings of the 3rd International Conference on Advanced Technologies for Societal Applications—Volume 1
 Intelligent Computing and Optimization
 First International Conference, SmartCom 2016, Jaipur, India, August 6–7, 2016, Revised Selected Papers
 The ultimate guide to using Python to explore the true power of neural networks through six projects
 Proceedings of the Third International Conference on Smart Computing and Informatics, Volume 2
 Select Proceedings of ETAEERE 2020
 DoSCI 2021
 Image Classification, Object Detection, and Face Recognition in Python
 A comprehensive guide to building computer vision and image processing applications with C++, 3rd Edition
 Smart Intelligent Computing and Applications

Face Recognition Using Opencv And Python A Beginners

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HARRISON MADELYNN

Proceedings of the Second International Conference on Innovative Computing and Cutting-edge Technologies (ICICCT 2020) Apress

Each chapter in the book is an individual project and each project is constructed with step-by-step instructions, clearly explained code, and includes the necessary screenshots. You should have basic OpenCV and C/C++ programming experience before reading this book, as it is aimed at Computer Science graduates, researchers, and computer vision experts widening their expertise.

Intelligent Computing Paradigm and Cutting-edge Technologies Springer Nature

This book solicits the innovative research ideas and solutions for almost all the intelligent data intensive theories and application domains. The proliferation of various mobile and wireless communication networks has paved way to foster a high demand for intelligent data processing and communication technologies. The potential of data in wireless mobile networks is enormous, and it constitutes to improve the communication capabilities profoundly. As the networking and communication applications are becoming more intensive, the management of data resources and its flow between various storage and computing resources are posing significant research challenges to both ICT and data science community. The general scope of this book covers the design, architecture, modeling, software, infrastructure and applications of intelligent communication architectures and systems for big data or data-intensive applications. In particular, this book reports the novel and recent research works on big data, mobile and wireless networks, artificial intelligence, machine learning, social network mining, intelligent computing technologies, image analysis, robotics and autonomous systems, data security and privacy.

OpenCV 4 Computer Vision Application Programming Cookbook Packt Publishing Ltd

This book, divided in two volumes, originates from Techno-Societal 2020: the 3rd International Conference on Advanced Technologies for Societal Applications, Maharashtra, India, that brings together faculty members of various engineering colleges to solve Indian regional relevant problems under the guidance of eminent researchers from various reputed organizations. The focus of this volume is on technologies that help develop and improve society, in particular on issues such as sensor and ICT based technologies for the betterment of people, Technologies for agriculture and healthcare, micro and nano technological applications. This conference aims to help innovators to share their best practices or products developed to solve specific local problems which in turn may help the other researchers to take inspiration to solve problems in their region. On the other hand, technologies proposed by expert researchers may find applications in different regions. This offers a multidisciplinary platform for researchers from a broad range of disciplines of Science, Engineering and Technology for reporting innovations at different levels.

Real-World Python Springer Nature

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!

Advances in Energy Technology Packt Publishing Ltd

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.

Proceedings of CICT 2021 Machine Learning Mastery

Expand your OpenCV knowledge and master key concepts of machine learning using this practical, hands-on guide. About This Book Load, store, edit, and visualize data using OpenCV and Python Grasp the fundamental concepts of classification, regression, and clustering Understand, perform, and experiment with machine learning techniques using this easy-to-follow guide Evaluate, compare, and choose the right algorithm for any task Who This Book Is For This book targets Python programmers who are already familiar with OpenCV; this book will give you the tools and understanding required to build your own machine learning systems, tailored to practical real-world tasks. What You Will Learn Explore and make effective use of OpenCV's machine learning module Learn deep learning for computer vision with Python Master linear regression and regularization techniques Classify objects such as flower species, handwritten digits, and pedestrians Explore the effective use of support vector machines, boosted decision trees, and random forests Get acquainted with neural networks and Deep Learning to address real-world problems Discover hidden structures in your data using k-means clustering Get to grips with data pre-processing and feature engineering In Detail Machine learning is no longer just a buzzword, it is all around us: from protecting your email, to automatically tagging friends in pictures, to predicting what movies you like. Computer vision is one of today's most exciting application fields of machine learning, with Deep Learning driving innovative systems such as self-driving cars and Google's DeepMind. OpenCV lies at the intersection of these topics, providing a comprehensive open-source library for classic as well as state-of-the-art computer vision and machine learning algorithms. In combination with Python Anaconda, you will have access to all the open-source computing libraries you could possibly ask for. Machine learning for OpenCV begins by introducing you to the essential concepts of statistical learning, such as classification and regression. Once all the basics are covered, you will start exploring various algorithms such as decision trees, support vector machines, and Bayesian

networks, and learn how to combine them with other OpenCV functionality. As the book progresses, so will your machine learning skills, until you are ready to take on today's hottest topic in the field: Deep Learning. By the end of this book, you will be ready to take on your own machine learning problems, either by building on the existing source code or developing your own algorithm from scratch! Style and approach OpenCV machine learning connects the fundamental theoretical principles behind machine learning to their practical applications in a way that focuses on asking and answering the right questions. This book walks you through the key elements of OpenCV and its powerful machine learning classes, while demonstrating how to get to grips with a range of models.

Video Analytics. Face and Facial Expression Recognition and Audience Measurement No Starch Press

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.

Intelligent Data Communication Technologies and Internet of Things Springer Nature
Third edition of International Conference on Intelligent Computing and Optimization and as a premium fruit, this book, pursue to gather research leaders, experts and scientists on Intelligent Computing and Optimization to share knowledge, experience and current research achievements. Conference and book provide a unique opportunity for the global community to interact and share novel research results, explorations and innovations among colleagues and friends. This book is published by SPRINGER, Advances in Intelligent Systems and Computing. Ca. 100 authors submitted full papers to ICO'2020. That global representation demonstrates the growing interest of the research community here. The book covers innovative and creative research on sustainability, smart cities, meta-heuristics optimization, cyber-security, block chain, big data analytics, IoTs, renewable energy, artificial intelligence, Industry 4.0, modeling and simulation. We editors thank all authors and reviewers for their important service. Best high-quality papers have been selected by the International PC for our premium series with SPRINGER.

Mastering OpenCV 3 - Second Edition Packt Publishing Ltd

Build a variety of awesome robots that can see, sense, move, and do a lot more using the powerful Robot Operating System About This Book Create and program cool robotic projects using powerful ROS libraries Work through concrete examples that will help you build your own robotic systems of varying complexity levels This book provides relevant and fun-filled examples so you can make your own robots that can run and work Who This Book Is For This book is for robotic enthusiasts and researchers who would like to build robot applications using ROS. If you are looking to explore advanced ROS features in your projects, then this book is for you. Basic knowledge of ROS, GNU/Linux, and programming concepts is assumed. What You Will Learn Create your own self-driving car using ROS Build an intelligent robotic application using deep learning and ROS Master 3D object recognition Control a robot using virtual reality and ROS Build your own AI chatter-bot using ROS Get to know all about the autonomous navigation of robots using ROS Understand face detection and tracking using ROS Get to grips with teleoperating robots using hand gestures Build ROS-based applications using Matlab and Android Build interactive applications using TurtleBot In Detail Robot Operating System is one of the most widely used software frameworks for robotic research and for companies to model, simulate, and prototype robots. Applying your knowledge of ROS to actual robotics is much more difficult than people realize, but this title will give you what you need to create your own robotics in no time! This book is packed with over 14 ROS robotics projects that can be prototyped without requiring a lot of hardware. The book starts with an introduction of ROS and its installation procedure. After discussing the basics, you'll be taken through great projects, such as building a self-driving car, an autonomous mobile robot, and image recognition using deep learning and ROS. You can find ROS robotics applications for beginner, intermediate, and expert levels inside! This book will be the perfect companion for a robotics enthusiast who really wants to do something big in the field. Style and approach This book is packed with fun-filled, end-to-end projects on mobile, armed, and flying robots, and describes the ROS implementation and execution of these models.

Implement complex computer vision algorithms and explore deep learning and face detection Springer Nature

This book comprises select proceedings of the international conference ETAERE 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.

Advances in Electronics, Communication and Computing Springer Nature

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. [Proceedings of the 3rd International Conference on Intelligent Computing and Optimization 2020 \(ICO 2020\)](#) Springer Science & Business Media

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.

Handbook of Face Recognition Springer Nature

This book constitutes the refereed proceedings of the First International Conference on Smart Trends in Information Technology and Computer Communications, SmartCom 2016, held in Jaipur, India, in August 2016. The 106 revised papers presented were carefully reviewed and selected from 469 submissions. The papers address issues on smart and secure systems; technologies for digital world; data centric approaches; applications for e-agriculture and e-health; products and IT innovations; research for knowledge computing.

Intelligent Data Engineering and Analytics Springer Nature

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.

Internet of Things with Raspberry Pi and Arduino Packt Publishing Ltd

Delve into practical computer vision and image processing projects and get up to speed with advanced object detection techniques and machine learning algorithms. Key Features: Discover best practices for engineering and maintaining OpenCV projects. Explore important deep learning tools for image classification. Understand 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.

Machine Learning for OpenCV Apress

This book constitutes the proceedings of the Third Workshop on Video Analytics for Audience Measurement, VAAM 2016, and the Second International Workshop on Face and Facial Expression Recognition from Real World Videos, FFER 2016, held at the 23rd International Conference on Pattern Recognition, ICPR 2016, in Cancun, Mexico, in December 2016. The 11 papers presented in this volume were carefully reviewed and selected from 13 submissions. They deal with: re-identification; consumer behavior analysis; utilizing pupillary response for task difficulty measurement; logo detection; saliency prediction; classification of facial expressions; face recognition; face verification; age estimation; super resolution; pose estimation; and pain recognition.

Third International Conference, ML4CS 2020, Guangzhou, China, October 8-10, 2020, Proceedings, Part III Packt Publishing Ltd

This book gathers the proceedings of the 8th International Conference on Frontiers of Intelligent

Computing: Theory and Applications (FICTA 2020), held at NIT Surathkal, Karnataka, India, on 4-5 January 2020. In these proceedings, researchers, scientists, engineers and practitioners share new ideas and lessons learned in the field of intelligent computing theories with prospective applications in various engineering disciplines. The respective papers cover broad areas of the information and decision sciences, and explore both the theoretical and practical aspects of data-intensive computing, data mining, evolutionary computation, knowledge management and networks, sensor networks, signal processing, wireless networks, protocols and architectures. Given its scope, the book offers a valuable resource for graduate students in various engineering disciplines.

With Deep Learning CNNs and RNNs Packt Publishing Ltd

This book presents the refereed proceedings of the 5th International Conference on Advanced Machine Learning Technologies and Applications (AMLTA 2020), held at Manipal University Jaipur, India, on February 13 - 15, 2019, and organized in collaboration with the Scientific Research Group in Egypt (SRGE). The papers cover current research in machine learning, big data, Internet of Things, biomedical engineering, fuzzy logic and security, as well as intelligence swarms and optimization.

Techno-Societal 2020 Packt Publishing Ltd

Gain insights into image-processing methodologies and algorithms, using machine learning and neural networks in Python. This book begins with the environment setup, understanding basic image-processing terminology, and exploring Python concepts that will be useful for implementing the algorithms discussed in the book. You will then cover all the core image processing algorithms in detail before moving onto the biggest computer vision library: OpenCV. You'll see the OpenCV algorithms and how to use them for image processing. The next section looks at advanced machine learning and deep learning methods for image processing and classification. You'll work with concepts such as pulse coupled neural networks, AdaBoost, XG boost, and convolutional neural networks for image-specific applications. Later you'll explore how models are made in real time and then deployed using various DevOps tools. All the concepts in *Practical Machine Learning and Image Processing* are explained using real-life scenarios. After reading this book you will be able to apply image processing techniques and make machine learning models for customized application. What You Will Learn: Discover image-processing algorithms and their applications using Python. Explore image processing using the OpenCV library. Use TensorFlow, scikit-learn, NumPy, and other libraries. Work with machine learning and deep learning algorithms for image processing. Apply image-processing techniques to five real-time projects. Who This Book Is For: Data scientists and software developers interested in image processing and computer vision.

Mastering OpenCV 3 Springer Nature

This book presents high-quality papers from the Third International Conference on Smart Computing and Informatics (SCI 2018-19), organized by the School of Computer Engineering and School of Computer Application, Kalinga Institute of Industrial Technology Deemed to be University, Bhubaneswar, from 21 to 22 December 2018. It includes advanced and multi-disciplinary research on the design of smart computing and informatics, focusing on innovation paradigms in system knowledge, intelligence and sustainability that have the potential to provide realistic solutions to various problems in society, the environment and industry. The papers featured provide a valuable contribution to the deployment of emerging computational and knowledge transfer approaches, optimizing solutions in varied disciplines of science, technology and health care.

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