

PRACTICAL PYTHON AND OPENCV LEARN COMPUTER VISION IN A

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COMPUTER VISION: THEORY AND INDUSTRIAL APPLICATIONS
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THE BOOK PRESENTS A COLLECTION OF PRACTICAL APPLICATIONS OF IMAGE PROCESSING AND
ANALYSIS DIFFERENT VISION SYSTEMS ARE MORE OFTEN USED AMONG OTHERS IN THE AUTOMOTIVE
INDUSTRY PHARMACY MILITARY AND POLICE EQUIPMENT AUTOMATED PRODUCTION AND MEASUREMENT
SYSTEMS IN EACH OF THESE FIELDS OF TECHNOLOGY DIGITAL IMAGE PROCESSING AND ANALYSIS
MODULE IS A CRITICAL PART OF THE PROCESS OF BUILDING THIS TYPE OF SYSTEM THE MAJORITY
OF BOOKS IN THE MARKET DEAL WITH THEORETICAL ISSUES HOWEVER THIS UNIQUE PUBLICATION
SPECIALLY HIGHLIGHTS INDUSTRIAL APPLICATIONS ESPECIALLY INDUSTRIAL MEASUREMENT
APPLICATIONS ALONG WITH ITS WIDE SPECTRUM OF IMAGE PROCESSING AND ANALYSIS
APPLICATIONS THIS BOOK IS AN INTERESTING REFERENCE FOR BOTH STUDENTS AND PROFESSIONALS

THIS BOOK IS THE FRUIT OF A VERY LONG AND ELABORATE PROCESS IT WAS CONCEIVED AS A
COMPREHENSIVE SOLUTION TO SEVERAL DEFICIENCIES ENCOUNTERED WHILE TRYING TO TEACH THE
ESSENTIALS OF COMPUTER VISION IN DIFFERENT CONTEXTS TO TECHNICIANS FROM INDUSTRY
LOOKING FOR TECHNOLOGICAL SOLUTIONS TO SOME OF THEIR PROBLEMS TO STUDENTS IN SEARCH
OF A GOOD SUBJECT FOR A PHD THESIS AND TO RESEARCHERS IN OTHER FIELDS WHO BELIEVE
THAT COMPUTER VISION TECHNIQUES MAY HELP THEM TO ANALYSE THEIR RESULTS THE BOOK WAS
CAREFULLY PLANNED WITH ALL THESE PEOPLE IN MIND THUS IT COVERS THE FUNDAMENTALS OF
BOTH 2D AND 3D COMPUTER VISION AND THEIR MOST WIDESPREAD INDUSTRIAL APPLICATIONS
SUCH AS AUTOMATED INSPECTION ROBOT GUIDANCE AND WORKPIECE ACQUISITION THE LEVEL OF
EXPLANATION IS THAT OF AN EXPANDED INTRODUCTORY TEXT IN THE SENSE THAT BESIDES THE
BASIC MATERIAL SOME SPECIAL ADVANCED TOPICS ARE INCLUDED IN EACH CHAPTER TOGETHER

WITH AN EXTENSIVE BIBLIOGRAPHY FOR EXPERTS TO FOLLOW UP WELL KNOWN RESEARCHERS ON EACH OF THE TOPICS WERE APPOINTED TO WRITE A CHAPTER FOLLOWING SEVERAL GUIDELINES TO ENSURE A CONSISTENT PRESENTATION THROUGHOUT I WOULD LIKE TO THANK THE AUTHORS FOR THEIR PATIENCE BECAUSE SOME OF THEM HAD TO GO THROUGH SEVERAL REVISIONS OF THEIR CHAPTERS IN ORDER TO AVOID REPETITION AND TO IMPROVE THE HOMOGENEITY AND COHERENCE OF THE BOOK I HOPE THEY WILL FIND THAT THE FINAL RESULT HAS BEEN WORTH THEIR EFFORTS

THIS BOOK PRESENTS A COLLECTION OF HIGH QUALITY RESEARCH BY LEADING EXPERTS IN COMPUTER VISION AND ITS APPLICATIONS EACH OF THE 16 CHAPTERS CAN BE READ INDEPENDENTLY AND DISCUSSES THE PRINCIPLES OF A SPECIFIC TOPIC REVIEWS UP TO DATE TECHNIQUES PRESENTS OUTCOMES AND HIGHLIGHTS THE CHALLENGES AND FUTURE DIRECTIONS AS SUCH THE BOOK EXPLORES THE LATEST TRENDS IN FASHION CREATIVE PROCESSES FACIAL FEATURES DETECTION VISUAL ODOMETRY TRANSFER LEARNING FACE RECOGNITION FEATURE DESCRIPTION PLANKTON AND SCENE CLASSIFICATION VIDEO FACE ALIGNMENT VIDEO SEARCHING AND OBJECT SEGMENTATION IT IS INTENDED FOR POSTGRADUATE STUDENTS RESEARCHERS SCHOLARS AND DEVELOPERS WHO ARE INTERESTED IN COMPUTER VISION AND CONNECTED RESEARCH DISCIPLINES AND IS ALSO SUITABLE FOR SENIOR UNDERGRADUATE STUDENTS WHO ARE TAKING ADVANCED COURSES IN RELATED TOPICS HOWEVER IT IS ALSO PROVIDES A VALUABLE REFERENCE RESOURCE FOR PRACTITIONERS FROM INDUSTRY WHO WANT TO KEEP ABREAST OF RECENT DEVELOPMENTS IN THIS DYNAMIC EXCITING AND PROFITABLE RESEARCH FIELD

ENERGY EFFICIENCY IS CRITICAL FOR RUNNING COMPUTER VISION ON BATTERY POWERED SYSTEMS SUCH AS MOBILE PHONES OR UAVS UNMANNED AERIAL VEHICLES OR DRONES THIS BOOK COLLECTS THE METHODS THAT HAVE WON THE ANNUAL IEEE LOW POWER COMPUTER VISION CHALLENGES SINCE 2015 THE WINNERS SHARE THEIR SOLUTIONS AND PROVIDE INSIGHT ON HOW TO IMPROVE THE EFFICIENCY OF MACHINE LEARNING SYSTEMS

THIS CUTTING EDGE VOLUME FOCUSES ON HOW ARTIFICIAL INTELLIGENCE CAN BE USED TO GIVE COMPUTERS THE ABILITY TO IMITATE HUMAN SIGHT WITH CONTRIBUTIONS FROM RESEARCHERS IN DIVERSE COUNTRIES INCLUDING THAILAND SPAIN JAPAN TURKEY AUSTRALIA AND INDIA THE BOOK EXPLAINS THE ESSENTIAL MODULES THAT ARE NECESSARY FOR COMPREHENDING ARTIFICIAL

INTELLIGENCE EXPERIENCES TO PROVIDE MACHINES WITH THE POWER OF VISION THE VOLUME ALSO PRESENTS INNOVATIVE RESEARCH DEVELOPMENTS APPLICATIONS AND CURRENT TRENDS IN THE FIELD THE CHAPTERS COVER SUCH TOPICS AS VISUAL QUALITY IMPROVEMENT PARKINSON S DISEASE DIAGNOSIS HYPERTENSIVE RETINOPATHY DETECTION THROUGH RETINAL FUNDUS BIG IMAGE DATA PROCESSING N GRAMS FOR IMAGE CLASSIFICATION MEDICAL BRAIN IMAGES CHATBOT APPLICATIONS CREDIT SCORE IMPROVISATION VISION BASED VEHICLE LANE DETECTION DAMAGED VEHICLE PARTS RECOGNITION PARTIAL IMAGE ENCRYPTION OF MEDICAL IMAGES AND IMAGE SYNTHESIS THE CHAPTER AUTHORS SHOW DIFFERENT APPROACHES TO COMPUTER VISION IMAGE PROCESSING AND FRAMEWORKS FOR MACHINE LEARNING TO BUILD AUTOMATED AND STABLE APPLICATIONS DEEP LEARNING IS INCLUDED FOR MAKING IMMERSIVE APPLICATION BASED SYSTEMS PATTERN RECOGNITION AND BIOMETRIC SYSTEMS THE BOOK ALSO CONSIDERS EFFICIENCY AND COMPARISON AT VARIOUS LEVELS OF USING ALGORITHMS FOR REAL TIME APPLICATIONS PROCESSES AND ANALYSIS

THE RESEARCH BOOK IS A CONTINUATION OF THE AUTHORS PREVIOUS WORKS WHICH ARE FOCUSED ON RECENT ADVANCES IN COMPUTER VISION METHODOLOGIES AND TECHNICAL SOLUTIONS USING CONVENTIONAL AND INTELLIGENT PARADIGMS THE BOOK GATHERS SELECTED CONTRIBUTIONS ADDRESSING A NUMBER OF REAL LIFE APPLICATIONS INCLUDING THE IDENTIFICATION OF HANDWRITTEN TEXTS WATERMARKING TECHNIQUES SIMULTANEOUS LOCALIZATION AND MAPPING FOR MOBILE ROBOTS MOTION CONTROL SYSTEMS FOR MOBILE ROBOTS ANALYSIS OF INDOOR HUMAN ACTIVITY FACIAL IMAGE QUALITY ASSESSMENT ANDROID DEVICE CONTROLLING PROCESSING MEDICAL IMAGES CLINICAL DECISION MAKING AND FOOT PROGRESSION ANGLE DETECTION GIVEN THE TREMENDOUS INTEREST AMONG RESEARCHERS IN THE DEVELOPMENT AND APPLICATIONS OF COMPUTER VISION PARADIGMS IN THE FIELD OF BUSINESS ENGINEERING MEDICINE SECURITY AND AVIATION THE BOOK OFFERS A TIMELY GUIDE FOR ALL PHD STUDENTS PROFESSORS RESEARCHERS AND SOFTWARE DEVELOPERS WORKING IN THE AREAS OF DIGITAL VIDEO PROCESSING AND COMPUTER VISION TECHNOLOGIES

THE SECOND EDITION OF THIS ACCEPTED REFERENCE WORK HAS BEEN UPDATED TO REFLECT THE RAPID DEVELOPMENTS IN THE FIELD AND NOW COVERS BOTH 2D AND 3D IMAGING WRITTEN BY EXPERT PRACTITIONERS FROM LEADING COMPANIES OPERATING IN MACHINE VISION THIS ONE STOP HANDBOOK GUIDES READERS THROUGH ALL ASPECTS OF IMAGE ACQUISITION AND IMAGE PROCESSING

INCLUDING OPTICS ELECTRONICS AND SOFTWARE THE AUTHORS APPROACH THE SUBJECT IN TERMS OF INDUSTRIAL APPLICATIONS ELUCIDATING SUCH TOPICS AS ILLUMINATION AND CAMERA CALIBRATION INITIAL CHAPTERS CONCENTRATE ON THE LATEST HARDWARE ASPECTS RANGING FROM LENSES AND CAMERA SYSTEMS TO CAMERA COMPUTER INTERFACES WITH THE SOFTWARE NECESSARY DISCUSSED TO AN EQUAL DEPTH IN LATER SECTIONS THESE INCLUDE DIGITAL IMAGE BASICS AS WELL AS IMAGE ANALYSIS AND IMAGE PROCESSING THE BOOK CONCLUDES WITH EXTENDED COVERAGE OF INDUSTRIAL APPLICATIONS IN OPTICS AND ELECTRONICS BACKED BY CASE STUDIES AND DESIGN STRATEGIES FOR THE CONCEPTION OF COMPLETE MACHINE VISION SYSTEMS AS A RESULT READERS ARE NOT ONLY ABLE TO UNDERSTAND THE LATEST SYSTEMS BUT ALSO TO PLAN AND EVALUATE THIS TECHNOLOGY WITH MORE THAN 500 IMAGES AND TABLES TO ILLUSTRATE RELEVANT PRINCIPLES AND STEPS

GET SAVVY WITH OPENCV AND ACTUALIZE COOL COMPUTER VISION APPLICATIONS ABOUT THIS BOOK USE OPENCV S PYTHON BINDINGS TO CAPTURE VIDEO MANIPULATE IMAGES AND TRACK OBJECTS LEARN ABOUT THE DIFFERENT FUNCTIONS OF OPENCV AND THEIR ACTUAL IMPLEMENTATIONS DEVELOP A SERIES OF INTERMEDIATE TO ADVANCED PROJECTS USING OPENCV AND PYTHON WHO THIS BOOK IS FOR THIS LEARNING PATH IS FOR SOMEONE WHO HAS A WORKING KNOWLEDGE OF PYTHON AND WANTS TO TRY OUT OPENCV THIS LEARNING PATH WILL TAKE YOU FROM A BEGINNER TO AN EXPERT IN COMPUTER VISION APPLICATIONS USING OPENCV OPENCV S APPLICATION ARE HUMONGOUS AND THIS LEARNING PATH IS THE BEST RESOURCE TO GET YOURSELF ACQUAINTED THOROUGHLY WITH OPENCV WHAT YOU WILL LEARN INSTALL OPENCV AND RELATED SOFTWARE SUCH AS PYTHON NUMPY SCIPY OPENNI AND SENSORKINECT ALL ON WINDOWS MAC OR UBUNTU APPLY CURVES AND OTHER COLOR TRANSFORMATIONS TO SIMULATE THE LOOK OF OLD PHOTOS MOVIES OR VIDEO GAMES APPLY GEOMETRIC TRANSFORMATIONS TO IMAGES PERFORM IMAGE FILTERING AND CONVERT AN IMAGE INTO A CARTOON LIKE IMAGE RECOGNIZE HAND GESTURES IN REAL TIME AND PERFORM HAND SHAPE ANALYSIS BASED ON THE OUTPUT OF A MICROSOFT KINECT SENSOR RECONSTRUCT A 3D REAL WORLD SCENE FROM 2D CAMERA MOTION AND COMMON CAMERA REPROJECTION TECHNIQUES DETECT AND RECOGNIZE STREET SIGNS USING A CASCADE CLASSIFIER AND SUPPORT VECTOR MACHINES SVMs IDENTIFY EMOTIONAL EXPRESSIONS IN HUMAN FACES USING CONVOLUTIONAL NEURAL NETWORKS CNNs AND SVMs STRENGTHEN YOUR

OPENCV² SKILLS AND LEARN HOW TO USE NEW OPENCV³ FEATURES IN DETAIL. OPENCV IS A STATE OF ART COMPUTER VISION LIBRARY THAT ALLOWS A GREAT VARIETY OF IMAGE AND VIDEO PROCESSING OPERATIONS. OPENCV FOR PYTHON ENABLES US TO RUN COMPUTER VISION ALGORITHMS IN REAL TIME. THIS LEARNING PATH PROPOSES TO TEACH THE FOLLOWING TOPICS. FIRST WE WILL LEARN HOW TO GET STARTED WITH OPENCV AND OPENCV³'S PYTHON API AND DEVELOP A COMPUTER VISION APPLICATION THAT TRACKS BODY PARTS. THEN WE WILL BUILD AMAZING INTERMEDIATE LEVEL COMPUTER VISION APPLICATIONS SUCH AS MAKING AN OBJECT DISAPPEAR FROM AN IMAGE, IDENTIFYING DIFFERENT SHAPES, RECONSTRUCTING A 3D MAP FROM IMAGES AND BUILDING AN AUGMENTED REALITY APPLICATION. FINALLY WE LL MOVE TO MORE ADVANCED PROJECTS SUCH AS HAND GESTURE RECOGNITION, TRACKING VISUALLY SALIENT OBJECTS AS WELL AS RECOGNIZING TRAFFIC SIGNS AND EMOTIONS ON FACES USING SUPPORT VECTOR MACHINES AND MULTI LAYER PERCEPTRONS RESPECTIVELY. THIS LEARNING PATH COMBINES SOME OF THE BEST THAT PACKT HAS TO OFFER IN ONE COMPLETE CURATED PACKAGE. IT INCLUDES CONTENT FROM THE FOLLOWING PACKT PRODUCTS: OPENCV COMPUTER VISION WITH PYTHON BY JOSEPH HOWSE, OPENCV WITH PYTHON BY EXAMPLE BY PRATEEK JOSHI, OPENCV WITH PYTHON BLUEPRINTS BY MICHAEL BEYELER, STYLE AND APPROACH. THIS COURSE AIMS TO CREATE A SMOOTH LEARNING PATH THAT WILL TEACH YOU HOW TO GET STARTED WITH WILL LEARN HOW TO GET STARTED WITH OPENCV AND OPENCV³'S PYTHON API AND DEVELOP SUPERB COMPUTER VISION APPLICATIONS THROUGH THIS COMPREHENSIVE COURSE YOU LL LEARN TO CREATE COMPUTER VISION APPLICATIONS FROM SCRATCH TO FINISH AND MORE.

THE RESEARCH BOOK IS FOCUSED ON THE RECENT ADVANCES IN COMPUTER VISION METHODOLOGIES AND INNOVATIONS IN PRACTICE. THE CONTRIBUTIONS INCLUDE HUMAN ACTION RECOGNITION, CONTOUR BASED AND SILHOUETTE BASED APPROACHES, THE APPLICATION OF MACHINE LEARNING TECHNIQUES TO REAL TIME AUDIENCE ANALYSIS SYSTEM, PANORAMA CONSTRUCTION FROM MULTI VIEW CAMERAS IN OUTDOOR SCENES, A NEW REAL TIME METHOD OF CONTEXTUAL IMAGE DESCRIPTION AND ITS APPLICATION IN ROBOT NAVIGATION AND INTELLIGENT CONTROL, PERCEPTION OF AUDIO VISUAL INFORMATION FOR MOBILE ROBOT MOTION CONTROL SYSTEMS, ADAPTIVE SURVEILLANCE ALGORITHMS BASED ON THE SITUATION ANALYSIS, ENHANCED SYNTHETIC AND COMBINED VISION TECHNOLOGIES FOR CIVIL AVIATION NAVIGATION OF AUTONOMOUS UNDERWATER

VEHICLES USING ACOUSTIC AND VISUAL DATA PROCESSING EFFICIENT DENOISING ALGORITHMS FOR INTELLIGENT RECOGNITION SYSTEMS IMAGE SEGMENTATION BASED ON TWO DIMENSIONAL MARKOV CHAINS THE BOOK IS DIRECTED TO THE PHD STUDENTS PROFESSORS RESEARCHERS AND SOFTWARE DEVELOPERS WORKING IN THE AREAS OF DIGITAL VIDEO PROCESSING AND COMPUTER VISION TECHNOLOGIES

COMPUTER VISION ENCOMPASSES THE CONSTRUCTION OF INTEGRATED VISION SYSTEMS AND THE APPLICATION OF VISION TO PROBLEMS OF REAL WORLD IMPORTANCE THE PROCESS OF CREATING 3D MODELS IS STILL RATHER DIFFICULT REQUIRING MECHANICAL MEASUREMENT OF THE CAMERA POSITIONS OR MANUAL ALIGNMENT OF PARTIAL 3D VIEWS OF A SCENE HOWEVER USING ALGORITHMS IT IS POSSIBLE TO TAKE A COLLECTION OF STEREO PAIR IMAGES OF A SCENE AND THEN AUTOMATICALLY PRODUCE A PHOTO REALISTIC GEOMETRICALLY ACCURATE DIGITAL 3D MODEL THIS BOOK PROVIDES A COMPREHENSIVE INTRODUCTION TO THE METHODS THEORIES AND ALGORITHMS OF 3D COMPUTER VISION ALMOST EVERY THEORETICAL ISSUE IS UNDERPINNED WITH PRACTICAL IMPLEMENTATION OR A WORKING ALGORITHM USING PSEUDO CODE AND COMPLETE CODE WRITTEN IN C AND MATLAB THERE IS THE ADDITIONAL CLARIFICATION OF AN ACCOMPANYING WEBSITE WITH DOWNLOADABLE SOFTWARE CASE STUDIES AND EXERCISES ORGANISED IN THREE PARTS CYGANEK AND SIEBERT GIVE A BRIEF HISTORY OF VISION RESEARCH AND SUBSEQUENTLY PRESENT BASIC LOW LEVEL IMAGE PROCESSING OPERATIONS FOR IMAGE MATCHING INCLUDING A SEPARATE CHAPTER ON IMAGE MATCHING ALGORITHMS EXPLAIN SCALE SPACE VISION AS WELL AS SPACE RECONSTRUCTION AND MULTIVIEW INTEGRATION DEMONSTRATE A VARIETY OF PRACTICAL APPLICATIONS FOR 3D SURFACE IMAGING AND ANALYSIS PROVIDE CONCISE APPENDICES ON TOPICS SUCH AS THE BASICS OF PROJECTIVE GEOMETRY AND TENSOR CALCULUS FOR IMAGE PROCESSING DISTORTION AND NOISE IN IMAGES PLUS IMAGE WARPING PROCEDURES AN INTRODUCTION TO 3D COMPUTER VISION ALGORITHMS AND TECHNIQUES IS A VALUABLE REFERENCE FOR PRACTITIONERS AND PROGRAMMERS WORKING IN 3D COMPUTER VISION IMAGE PROCESSING AND ANALYSIS AS WELL AS COMPUTER VISUALISATION IT WOULD ALSO BE OF INTEREST TO ADVANCED STUDENTS AND RESEARCHERS IN THE FIELDS OF ENGINEERING COMPUTER SCIENCE CLINICAL PHOTOGRAPHY ROBOTICS GRAPHICS AND MATHEMATICS

THIS BOOK GIVES A COMPREHENSIVE OVERVIEW OF THE MOST ADVANCED THEORIES METHODOLOGIES

AND APPLICATIONS IN COMPUTER VISION PARTICULARLY IT GIVES AN EXTENSIVE COVERAGE OF 3D AND ROBOTIC VISION PROBLEMS EXAMPLE CHAPTERS FEATURED ARE FOURIER METHODS FOR 3D SURFACE MODELING AND ANALYSIS USE OF CONSTRAINTS FOR CALIBRATION FREE 3D EUCLIDEAN RECONSTRUCTION NOVEL PHOTOGEOMETRIC METHODS FOR CAPTURING STATIC AND DYNAMIC OBJECTS PERFORMANCE EVALUATION OF ROBOT LOCALIZATION METHODS IN OUTDOOR TERRAINS INTEGRATING 3D VISION WITH FORCE TACTILE SENSORS TRACKING VIA IN FLOOR SENSING SELF CALIBRATION OF CAMERA NETWORKS ETC SOME UNIQUE APPLICATIONS OF COMPUTER VISION IN MARINE FISHERY BIOMEDICAL ISSUES DRIVER ASSISTANCE ARE ALSO HIGHLIGHTED

THE FIELDS OF COMPUTER VISION AND IMAGE PROCESSING ARE CONSTANTLY EVOLVING AS NEW RESEARCH AND APPLICATIONS IN THESE AREAS EMERGE STAYING ABREAST OF THE MOST UP TO DATE DEVELOPMENTS IN THIS FIELD IS NECESSARY IN ORDER TO PROMOTE FURTHER RESEARCH AND APPLY THESE DEVELOPMENTS IN REAL WORLD SETTINGS COMPUTER VISION CONCEPTS METHODOLOGIES TOOLS AND APPLICATIONS IS AN INNOVATIVE REFERENCE SOURCE FOR THE LATEST ACADEMIC MATERIAL ON DEVELOPMENT OF COMPUTERS FOR GAINING UNDERSTANDING ABOUT VIDEOS AND DIGITAL IMAGES HIGHLIGHTING A RANGE OF TOPICS SUCH AS COMPUTATIONAL MODELS MACHINE LEARNING AND IMAGE PROCESSING THIS MULTI VOLUME BOOK IS IDEALLY DESIGNED FOR ACADEMICIANS TECHNOLOGY PROFESSIONALS STUDENTS AND RESEARCHERS INTERESTED IN UNCOVERING THE LATEST INNOVATIONS IN THE FIELD

WRITTEN BY LEADING RESEARCHERS THE 2ND EDITION OF THE DICTIONARY OF COMPUTER VISION IMAGE PROCESSING IS A COMPREHENSIVE AND RELIABLE RESOURCE WHICH NOW PROVIDES EXPLANATIONS OF OVER 3500 OF THE MOST COMMONLY USED TERMS ACROSS IMAGE PROCESSING COMPUTER VISION AND RELATED FIELDS INCLUDING MACHINE VISION IT OFFERS CLEAR AND CONCISE DEFINITIONS WITH SHORT EXAMPLES OR MATHEMATICAL PRECISION WHERE NECESSARY FOR CLARITY THAT ULTIMATELY MAKES IT A VERY USABLE REFERENCE FOR NEW ENTRANTS TO THESE FIELDS AT SENIOR UNDERGRADUATE AND GRADUATE LEVEL THROUGH TO EARLY CAREER RESEARCHERS TO HELP BUILD UP KNOWLEDGE OF KEY CONCEPTS AS THE BOOK IS A USEFUL SOURCE FOR RECENT TERMINOLOGY AND CONCEPTS EXPERIENCED PROFESSIONALS WILL ALSO FIND IT A VALUABLE RESOURCE FOR KEEPING UP TO DATE WITH THE LATEST ADVANCES NEW FEATURES OF THE 2ND EDITION CONTAINS MORE THAN 1000 NEW TERMS NOTABLY AN INCREASED FOCUS ON IMAGE

PROCESSING AND MACHINE VISION TERMS INCLUDES THE ADDITION OF REFERENCE LINKS ACROSS THE MAJORITY OF TERMS POINTING READERS TO FURTHER INFORMATION ABOUT THE CONCEPT UNDER DISCUSSION SO THAT THEY CAN CONTINUE TO EXPAND THEIR UNDERSTANDING NOW AVAILABLE AS AN EBOOK WITH ENHANCED CONTENT APPROXIMATELY 50 VIDEOS TO FURTHER ILLUSTRATE SPECIFIC TERMS ACTIVE CROSS LINKING BETWEEN TERMS SO THAT READERS CAN EASILY NAVIGATE FROM ONE RELATED TERM TO ANOTHER AND BUILD UP A FULL PICTURE OF THE TOPIC IN QUESTION AND HYPERLINKED REFERENCES TO FULLY EMBED THE TEXT IN THE CURRENT LITERATURE

THIS BOOK ATTEMPTS TO IMPROVE ALGORITHMS BY NOVEL THEORIES AND COMPLEX DATA ANALYSIS IN DIFFERENT SCOPES INCLUDING OBJECT DETECTION REMOTE SENSING DATA TRANSMISSION DATA FUSION GESTURE RECOGNITION AND MEDICAL IMAGE PROCESSING AND ANALYSIS THE BOOK IS DIRECTED TO THE PH D STUDENTS PROFESSORS RESEARCHERS AND SOFTWARE DEVELOPERS WORKING IN THE AREAS OF DIGITAL VIDEO PROCESSING AND COMPUTER VISION TECHNOLOGIES

STRUCTURED COMPUTER VISION

THIS PRACTICAL AND AUTHORITATIVE TEXT REFERENCE PRESENTS A BROAD INTRODUCTION TO THE OPTIMIZATION METHODS USED SPECIFICALLY IN COMPUTER VISION IN ORDER TO FACILITATE UNDERSTANDING THE PRESENTATION OF THE METHODS IS SUPPLEMENTED BY SIMPLE FLOW CHARTS FOLLOWED BY PSEUDOCODE IMPLEMENTATIONS THAT REVEAL DEEPER INSIGHTS INTO THEIR MODE OF OPERATION THESE DISCUSSIONS ARE FURTHER SUPPORTED BY EXAMPLES TAKEN FROM IMPORTANT APPLICATIONS IN COMPUTER VISION TOPICS AND FEATURES PROVIDES A COMPREHENSIVE OVERVIEW OF COMPUTER VISION RELATED OPTIMIZATION COVERS A RANGE OF TECHNIQUES FROM CLASSICAL ITERATIVE MULTIDIMENSIONAL OPTIMIZATION TO CUTTING EDGE TOPICS OF GRAPH CUTS AND GPU SUITED TOTAL VARIATION BASED OPTIMIZATION DESCRIBES IN DETAIL THE OPTIMIZATION METHODS EMPLOYED IN COMPUTER VISION APPLICATIONS ILLUMINATES KEY CONCEPTS WITH CLEARLY WRITTEN AND STEP BY STEP EXPLANATIONS PRESENTS DETAILED INFORMATION ON IMPLEMENTATION INCLUDING PSEUDOCODE FOR MOST METHODS

COMPUTER VISION AND OBJECT RECOGNITION ARE TWO TECHNOLOGICAL METHODS THAT ARE FREQUENTLY USED IN VARIOUS PROFESSIONAL DISCIPLINES IN ORDER TO MAINTAIN HIGH LEVELS OF QUALITY AND ACCURACY OF SERVICES IN THESE SECTORS CONTINUOUS ENHANCEMENTS AND

IMPROVEMENTS ARE NEEDED THE IMPLEMENTATION OF ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING HAS ASSISTED IN THE DEVELOPMENT OF DIGITAL IMAGING YET PROPER RESEARCH ON THE APPLICATIONS OF THESE ADVANCING TECHNOLOGIES IS LACKING APPLICATIONS OF ADVANCED MACHINE INTELLIGENCE IN COMPUTER VISION AND OBJECT RECOGNITION EMERGING RESEARCH AND OPPORTUNITIES EXPLORES THE THEORETICAL AND PRACTICAL ASPECTS OF MODERN ADVANCEMENTS IN DIGITAL IMAGE ANALYSIS AND OBJECT DETECTION AS WELL AS ITS APPLICATIONS WITHIN HEALTHCARE SECURITY AND ENGINEERING FIELDS FEATURING COVERAGE ON A BROAD RANGE OF TOPICS SUCH AS DISEASE DETECTION ADAPTIVE LEARNING AND AUTOMATED IMAGE SEGMENTATION THIS BOOK IS IDEALLY DESIGNED FOR ENGINEERS PHYSICIANS RESEARCHERS ACADEMICIANS PRACTITIONERS SCIENTISTS INDUSTRY PROFESSIONALS SCHOLARS AND STUDENTS SEEKING RESEARCH ON THE CURRENT DEVELOPMENTS IN OBJECT RECOGNITION USING ARTIFICIAL INTELLIGENCE

COMPUTER VISION ALGORITHMS AND APPLICATIONS EXPLORES THE VARIETY OF TECHNIQUES COMMONLY USED TO ANALYZE AND INTERPRET IMAGES IT ALSO DESCRIBES CHALLENGING REAL WORLD APPLICATIONS WHERE VISION IS BEING SUCCESSFULLY USED BOTH FOR SPECIALIZED APPLICATIONS SUCH AS MEDICAL IMAGING AND FOR FUN CONSUMER LEVEL TASKS SUCH AS IMAGE EDITING AND STITCHING WHICH STUDENTS CAN APPLY TO THEIR OWN PERSONAL PHOTOS AND VIDEOS MORE THAN JUST A SOURCE OF RECIPES THIS EXCEPTIONALLY AUTHORITATIVE AND COMPREHENSIVE TEXTBOOK REFERENCE ALSO TAKES A SCIENTIFIC APPROACH TO BASIC VISION PROBLEMS FORMULATING PHYSICAL MODELS OF THE IMAGING PROCESS BEFORE INVERTING THEM TO PRODUCE DESCRIPTIONS OF A SCENE THESE PROBLEMS ARE ALSO ANALYZED USING STATISTICAL MODELS AND SOLVED USING RIGOROUS ENGINEERING TECHNIQUES TOPICS AND FEATURES STRUCTURED TO SUPPORT ACTIVE CURRICULA AND PROJECT ORIENTED COURSES WITH TIPS IN THE INTRODUCTION FOR USING THE BOOK IN A VARIETY OF CUSTOMIZED COURSES PRESENTS EXERCISES AT THE END OF EACH CHAPTER WITH A HEAVY EMPHASIS ON TESTING ALGORITHMS AND CONTAINING NUMEROUS SUGGESTIONS FOR SMALL MID TERM PROJECTS PROVIDES ADDITIONAL MATERIAL AND MORE DETAILED MATHEMATICAL TOPICS IN THE APPENDICES WHICH COVER LINEAR ALGEBRA NUMERICAL TECHNIQUES AND BAYESIAN ESTIMATION THEORY SUGGESTS ADDITIONAL READING AT THE END OF EACH CHAPTER INCLUDING THE LATEST RESEARCH IN EACH SUB FIELD IN ADDITION TO A FULL BIBLIOGRAPHY AT THE END OF THE BOOK SUPPLIES SUPPLEMENTARY COURSE

MATERIAL FOR STUDENTS AT THE ASSOCIATED WEBSITE SZELISKI.ORG BOOK SUITABLE FOR AN UPPER LEVEL UNDERGRADUATE OR GRADUATE LEVEL COURSE IN COMPUTER SCIENCE OR ENGINEERING THIS TEXTBOOK FOCUSES ON BASIC TECHNIQUES THAT WORK UNDER REAL WORLD CONDITIONS AND ENCOURAGES STUDENTS TO PUSH THEIR CREATIVE BOUNDARIES ITS DESIGN AND EXPOSITION ALSO MAKE IT EMINENTLY SUITABLE AS A UNIQUE REFERENCE TO THE FUNDAMENTAL TECHNIQUES AND CURRENT RESEARCH LITERATURE IN COMPUTER VISION

APPLY NEURAL NETWORK ARCHITECTURES TO BUILD STATE OF THE ART COMPUTER VISION APPLICATIONS USING THE PYTHON PROGRAMMING LANGUAGE KEY FEATURES GAIN A FUNDAMENTAL UNDERSTANDING OF ADVANCED COMPUTER VISION AND NEURAL NETWORK MODELS IN USE TODAY COVER TASKS SUCH AS LOW LEVEL VISION IMAGE CLASSIFICATION AND OBJECT DETECTION DEVELOP DEEP LEARNING MODELS ON CLOUD PLATFORMS AND OPTIMIZE THEM USING TENSORFLOW LITE AND THE OPENVINO TOOLKIT BOOK DESCRIPTION COMPUTER VISION ALLOWS MACHINES TO GAIN HUMAN LEVEL UNDERSTANDING TO VISUALIZE PROCESS AND ANALYZE IMAGES AND VIDEOS THIS BOOK FOCUSES ON USING TENSORFLOW TO HELP YOU LEARN ADVANCED COMPUTER VISION TASKS SUCH AS IMAGE ACQUISITION PROCESSING AND ANALYSIS YOU LL START WITH THE KEY PRINCIPLES OF COMPUTER VISION AND DEEP LEARNING TO BUILD A SOLID FOUNDATION BEFORE COVERING NEURAL NETWORK ARCHITECTURES AND UNDERSTANDING HOW THEY WORK RATHER THAN USING THEM AS A BLACK BOX NEXT YOU LL EXPLORE ARCHITECTURES SUCH AS VGG RESNET INCEPTION R CNN SSD YOLO AND MOBILENET AS YOU ADVANCE YOU LL LEARN TO USE VISUAL SEARCH METHODS USING TRANSFER LEARNING YOU LL ALSO COVER ADVANCED COMPUTER VISION CONCEPTS SUCH AS SEMANTIC SEGMENTATION IMAGE INPAINTING WITH GAN S OBJECT TRACKING VIDEO SEGMENTATION AND ACTION RECOGNITION LATER THE BOOK FOCUSES ON HOW MACHINE LEARNING AND DEEP LEARNING CONCEPTS CAN BE USED TO PERFORM TASKS SUCH AS EDGE DETECTION AND FACE RECOGNITION YOU LL THEN DISCOVER HOW TO DEVELOP POWERFUL NEURAL NETWORK MODELS ON YOUR PC AND ON VARIOUS CLOUD PLATFORMS FINALLY YOU LL LEARN TO PERFORM MODEL OPTIMIZATION METHODS TO DEPLOY MODELS ON EDGE DEVICES FOR REAL TIME INFERENCE BY THE END OF THIS BOOK YOU LL HAVE A SOLID UNDERSTANDING OF COMPUTER VISION AND BE ABLE TO CONFIDENTLY DEVELOP MODELS TO AUTOMATE TASKS WHAT YOU WILL LEARN EXPLORE METHODS OF FEATURE EXTRACTION AND IMAGE RETRIEVAL AND VISUALIZE

DIFFERENT LAYERS OF THE NEURAL NETWORK MODELUSE TENSORFLOW FOR VARIOUS VISUAL SEARCH METHODS FOR REAL WORLD SCENARIOSBUILD NEURAL NETWORKS OR ADJUST PARAMETERS TO OPTIMIZE THE PERFORMANCE OF MODELSUNDERSTAND TENSORFLOW DEEPLAB TO PERFORM SEMANTIC SEGMENTATION ON IMAGES AND DCGAN FOR IMAGE INPAINTINGEVALUATE YOUR MODEL AND OPTIMIZE AND INTEGRATE IT INTO YOUR APPLICATION TO OPERATE AT SCALEGET UP TO SPEED WITH TECHNIQUES FOR PERFORMING MANUAL AND AUTOMATED IMAGE ANNOTATIONWHO THIS BOOK IS FOR THIS BOOK IS FOR COMPUTER VISION PROFESSIONALS IMAGE PROCESSING PROFESSIONALS MACHINE LEARNING ENGINEERS AND AI DEVELOPERS WHO HAVE SOME KNOWLEDGE OF MACHINE LEARNING AND DEEP LEARNING AND WANT TO BUILD EXPERT LEVEL COMPUTER VISION APPLICATIONS IN ADDITION TO FAMILIARITY WITH TENSORFLOW PYTHON KNOWLEDGE WILL BE REQUIRED TO GET STARTED WITH THIS BOOK

THE MAJOR PROGRESS IN COMPUTER VISION ALLOWS US TO MAKE EXTENSIVE USE OF MEDICAL IMAGING DATA TO PROVIDE US BETTER DIAGNOSIS TREATMENT AND PREDICATION OF DISEASES COMPUTER VISION CAN EXPLOIT TEXTURE SHAPE CONTOUR AND PRIOR KNOWLEDGE ALONG WITH CONTEXTUAL INFORMATION FROM IMAGE SEQUENCE AND PROVIDE 3D AND 4D INFORMATION THAT HELPS WITH BETTER HUMAN UNDERSTANDING MANY POWERFUL TOOLS HAVE BEEN AVAILABLE THROUGH IMAGE SEGMENTATION MACHINE LEARNING PATTERN CLASSIFICATION TRACKING RECONSTRUCTION TO BRING MUCH NEEDED QUANTITATIVE INFORMATION NOT EASILY AVAILABLE BY TRAINED HUMAN SPECIALISTS THE AIM OF THE BOOK IS FOR BOTH MEDICAL IMAGING PROFESSIONALS TO ACQUIRE AND INTERPRET THE DATA AND COMPUTER VISION PROFESSIONALS TO PROVIDE ENHANCED MEDICAL INFORMATION BY USING COMPUTER VISION TECHNIQUES THE FINAL OBJECTIVE IS TO BENEFIT THE PATIENTS WITHOUT ADDING TO THE ALREADY HIGH MEDICAL COSTS

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