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Computer Vision in C++ with the OpenCV Library Packt Publishing Ltd

Python

SAFECOMP 2018 Workshops, ASSURE, DECSoS, SASSUR, STRIVE, and WAISE, Västerås, Sweden, September 18, 2018, Proceedings Courier Corporation

Design and develop advanced computer vision projects using OpenCV with Python
 About This Book Program advanced computer vision applications in Python using different features of the OpenCV library Practical end-to-end project covering an important computer vision problem All projects in the book include a step-by-step guide to create computer

vision applications Who This Book Is For This book is for intermediate users of OpenCV who aim to master their skills by developing advanced practical applications. Readers are expected to be familiar with OpenCV's concepts and Python libraries. Basic knowledge of Python programming is expected and assumed. What You Will Learn Generate real-time visual effects using different 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 for tracking arbitrary objects of interest Reconstruct a 3D real-world scene from 2D camera motion and common camera reprojection techniques Track visually salient objects by searching for and focusing on important regions of an image

Detect faces using a cascade classifier and recognize emotional expressions in human faces using multi-layer perceptrons (MLPs) Recognize street signs using a multi-class adaptation of support vector machines (SVMs) Strengthen your OpenCV2 skills and learn how to use new OpenCV3 features In Detail 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. OpenCV has C++/C, Python, and Java interfaces with support for Windows, Linux, Mac, iOS, and Android. Developers using OpenCV build applications to process visual data; this can include live streaming data from a device like a camera, such as photographs or videos. OpenCV offers extensive libraries with over 500 functions This book demonstrates how to develop a series of intermediate to advanced projects using

OpenCV and Python, rather than teaching the core concepts of OpenCV in theoretical lessons. Instead, the working projects developed in this book teach the reader how to apply their theoretical knowledge to topics such as image manipulation, augmented reality, object tracking, 3D scene reconstruction, statistical learning, and object categorization. By the end of this book, readers will be OpenCV experts whose newly gained experience allows them to develop their own advanced computer vision applications. Style and approach This book covers independent hands-on projects that teach important computer vision concepts like image processing and machine learning for OpenCV with multiple examples.

Python Springer Nature

Become a master of Python programming using the small yet powerful Raspberry Pi Zero About This Book This is the first book on the market that teaches Python programming with Raspberry Pi Zero Develop exciting applications such as a mobile robot and home automation controller using Python This step-by-step guide helps you make the most out of Raspberry Pi Zero using Python programming Who This Book Is For This book is aimed at hobbyists and programmers who want to learn Python programming and develop applications using the Pi Zero. They should have basic familiarity with electronics. What You Will Learn Configure Raspberry Pi using Python Control loops to blink an LED using simple arithmetic operations Understand how interface sensors, actuators, and LED displays work Get to grips with every aspect of Python programming using practical examples Explore machine vision, data visualization, and scientific computations Build a mobile robot using the Raspberry Pi as the controller Build a voice-activated home automation controller In Detail Raspberry Pi Zero is a super-small and super-affordable product from Raspberry Pi that is packed with a plethora of features and has grabbed the notice of programmers, especially those who use Python. This step-by-step guide will get you developing practical applications in Python using a Raspberry Pi Zero. It will become a valuable resource as you learn the essential details of interfacing sensors and actuators to a Raspberry Pi, as well as acquiring and displaying data. You will get started by writing a Python program that blinks an LED at 1-second intervals. Then you will learn to write simple logic to execute tasks based upon sensor data (for example, to control a motor) and retrieve data from

the web (such as to check e-mails to provide a visual alert). Finally, you will learn to build a home automation system with Python where different appliances are controlled using the Raspberry Pi. The examples discussed in each chapter of this book culminate in a project that help improve the quality of people's lives. Style and approach This will be a learning, step-by-step guide to teach Python programming using the famous Raspberry Pi Zero. The book is packed with practical examples at every step along with tips and tricks for the Raspberry Pi fans

Analyzing Text with the Natural Language Toolkit

No Starch Press
The most cited, most controversial, and most modern book on warfare. The author examines moral and psychological aspects of war: courage, audacity, self-sacrifice, the importance of morale and public opinion, more. /div
[Proceedings of AMLTA 2020](#) No Starch Press

If you are an engineer, a researcher, or a hobbyist, and you are interested in robotics and want to build your own robot, this book is for you. Readers are assumed to be new to robotics but should have experience with Python.

Modelling in Engineering 2020: Applied Mechanics

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Learn how to get started with robotics programming using Robot Operation System (ROS). Targeted for absolute beginners in ROS, Linux, and Python, this short guide shows you how to build your own robotics projects. ROS is an open-source and flexible framework for writing robotics software. With a hands-on approach and sample projects, Robot Operating System for Absolute Beginners will enable you to begin your first robot project. You will learn the basic concepts of working with ROS and begin coding with ROS APIs in both C++ and Python. What You'll Learn Install ROS Review fundamental ROS concepts Work with frequently used commands in ROS Build a mobile robot from scratch using ROS Who This Book Is For Absolute beginners with little to no programming experience looking to learn robotics programming.

Advanced Machine Learning Technologies and Applications

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Get well-versed with FastAPI features and best practices for testing, monitoring, and deployment to run high-quality and robust data science applications Key Features Cover the concepts of the FastAPI framework, including aspects relating to asynchronous programming, type hinting, and dependency injection Develop efficient RESTful APIs for data science with modern Python Build, test, and deploy

high performing data science and machine learning systems with FastAPI Book Description FastAPI is a web framework for building APIs with Python 3.6 and its later versions based on standard Python-type hints. With this book, you'll be able to create fast and reliable data science API backends using practical examples. This book starts with the basics of the FastAPI framework and associated modern Python programming language concepts. You'll be taken through all the aspects of the framework, including its powerful dependency injection system and how you can use it to communicate with databases, implement authentication and integrate machine learning models. Later, you'll cover best practices relating to testing and deployment to run a high-quality and robust application. You'll also be introduced to the extensive ecosystem of Python data science packages. As you progress, you'll learn how to build data science applications in Python using FastAPI. The book also demonstrates how to develop fast and efficient machine learning prediction backends and test them to achieve the best performance. Finally, you'll see how to implement a real-time face detection system using WebSockets and a web browser as a client. By the end of this FastAPI book, you'll have not only learned how to implement Python in data science projects but also how to maintain and design them to meet high programming standards with the help of FastAPI. What you will learn Explore the basics of modern Python and async I/O programming Get to grips with basic and advanced concepts of the FastAPI framework Implement a FastAPI dependency to efficiently run a machine learning model Integrate a simple face detection algorithm in a FastAPI backend Integrate common Python data science libraries in a web backend Deploy a performant and reliable web backend for a data science application Who this book is for This Python data science book is for data scientists and software developers interested in gaining knowledge of FastAPI and its ecosystem to build data science applications. Basic knowledge of data science and machine learning concepts and how to apply them in Python is recommended.

Automate the Boring Stuff with Python, 2nd Edition

Packt Publishing Ltd
Create advanced applications with Python and OpenCV, exploring the potential of facial recognition, machine learning, deep learning, web computing and augmented reality. Key Features Develop your computer vision skills by mastering algorithms in Open Source Computer

Vision 4 (OpenCV 4) and Python Apply machine learning and deep learning techniques with TensorFlow and Keras Discover the modern design patterns you should avoid when developing efficient computer vision applications Book Description OpenCV is considered to be one of the best open source computer vision and machine learning software libraries. It helps developers build complete projects in relation to image processing, motion detection, or image segmentation, among many others. OpenCV for Python enables you to run computer vision algorithms smoothly in real time, combining the best of the OpenCV C++ API and the Python language. In this book, you'll get started by setting up OpenCV and delving into the key concepts of computer vision. You'll then proceed to study more advanced concepts and discover the full potential of OpenCV. The book will also introduce you to the creation of advanced applications using Python and OpenCV, enabling you to develop applications that include facial recognition, target tracking, or augmented reality. Next, you'll learn machine learning techniques and concepts, understand how to apply them in real-world examples, and also explore their benefits, including real-time data production and faster data processing. You'll also discover how to translate the functionality provided by OpenCV into optimized application code projects using Python bindings. Toward the concluding chapters, you'll explore the application of artificial intelligence and deep learning techniques using the popular Python libraries TensorFlow, and Keras. By the end of this book, you'll be able to develop advanced computer vision applications to meet your customers' demands. What you will learn Handle files and images, and explore various image processing techniques Explore image transformations, including translation, resizing, and cropping Gain insights into building histograms Brush up on contour detection, filtering, and drawing Work with Augmented Reality to build marker-based and markerless applications Work with the main machine learning algorithms in OpenCV Explore the deep learning Python libraries and OpenCV deep learning capabilities Create computer vision and deep learning web applications Who this book is for This book is designed for computer vision developers, engineers, and researchers who want to develop modern computer vision applications. Basic experience of OpenCV and Python programming is a must.

Proceedings of the International Conference on Artificial Intelligence

and Applied Mathematics in Engineering (ICAIAME 2019) □□□□ □□□□

The next step in the information age is to gain insights from the deluge of data coming our way. Data mining provides a way of finding this insight, and Python is one of the most popular languages for data mining, providing both power and flexibility in analysis. This book teaches you to design and develop data mining applications using a variety of datasets, starting with basic classification and affinity analysis. Next, we move on to more complex data types including text, images, and graphs. In every chapter, we create models that solve real-world problems. There is a rich and varied set of libraries available in Python for data mining. This book covers a large number, including the IPython Notebook, pandas, scikit-learn and NLTK. Each chapter of this book introduces you to new algorithms and techniques. By the end of the book, you will gain a large insight into using Python for data mining, with a good knowledge and understanding of the algorithms and implementations.

Best Practices for Development Packt Publishing Ltd

The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

A Beginner's Guide to Programming Images, Animation, and Interaction "O'Reilly Media, Inc."

One of Mark Cuban's top reads for better understanding A.I. (inc.com, 2021) Your comprehensive entry-level guide to machine learning While machine learning expertise doesn't quite mean you can create your own Turing Test-proof android—as in the movie *Ex Machina*—it is a form of artificial intelligence and one of the most exciting technological means of identifying opportunities and solving problems fast and on a large scale. Anyone who masters the principles of machine learning is mastering a big part of our tech future and opening up incredible new directions in careers that include

fraud detection, optimizing search results, serving real-time ads, credit-scoring, building accurate and sophisticated pricing models—and way, way more. Unlike most machine learning books, the fully updated 2nd Edition of *Machine Learning For Dummies* doesn't assume you have years of experience using programming languages such as Python (R source is also included in a downloadable form with comments and explanations), but lets you in on the ground floor, covering the entry-level materials that will get you up and running building models you need to perform practical tasks. It takes a look at the underlying—and fascinating—math principles that power machine learning but also shows that you don't need to be a math whiz to build fun new tools and apply them to your work and study. Understand the history of AI and machine learning Work with Python 3.8 and TensorFlow 2.x (and R as a download) Build and test your own models Use the latest datasets, rather than the worn out data found in other books Apply machine learning to real problems Whether you want to learn for college or to enhance your business or career performance, this friendly beginner's guide is your best introduction to machine learning, allowing you to become quickly confident using this amazing and fast-developing technology that's impacting lives for the better all over the world.

OpenCV with Python By Example Packt Publishing Ltd

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 OpenCV 3'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!.

Raspberry Pi Computer Vision Programming "O'Reilly Media, Inc."

This book features research papers presented at the International Conference on Emerging Technologies in Data Mining and Information Security (IEMIS 2020) held at the University of Engineering & Management, Kolkata, India, during July 2020. The book is organized in three volumes and includes high-quality research work by academicians and industrial experts in the field of computing and communication, including full-length papers, research-in-progress papers, and

case studies related to all the areas of data mining, machine learning, Internet of things (IoT), and information security.

[Artificial Intelligence with Python](#) Packt Publishing Ltd

Implement state-of-the-art techniques to visualize solutions to challenging problems in scientific computing, with the use of the SciPy stack About This Book Master the theory and algorithms behind numerical recipes and how they can be applied to real-world problems Learn to combine the most appropriate built-in functions from the SciPy stack by understanding the connection between the sources of your problem, volume of data, or computer architecture A comprehensive coverage of all the mathematical techniques needed to solve the presented topics, with a discussion of the relevant algorithms built in the SciPy stack Who This Book Is For If you are a mathematician, engineer, or computer scientist with a proficiency in Python and familiarity with IPython, this is the book for you. Some basic knowledge of numerical methods in scientific computing would be helpful. What You Will Learn Master relevant algorithms used in symbolic or numerical mathematics to address approximation, interpolation, differentiation, integration, root-finding, and optimization of scalar or multi-variate functions Develop different algorithms and strategies to efficiently store and manipulate large matrices of data, in particular to solve systems of linear equations, or compute their eigenvalues/eigenvectors Understand how to model physical problems with systems of differential equations and distinguish the factors that dictate the strategies to solve them Perform statistical analysis, hypothesis test design and resolution, or data mining at a higher level, and apply them to real-life problems in the field of data analysis Gain insights on the power of distances, Delaunay triangulations and Voronoi diagrams for Computational Geometry, and apply them to various engineering problems Familiarize yourself with different techniques in signal/image processing, including filtering audio, images, or video to extract information, features, or remove components In Detail The SciPy stack is a collection of open source libraries of the powerful scripting language Python, together with its interactive shells. This environment offers a cutting-edge platform for numerical computation, programming, visualization and publishing, and is used by some of the world's leading mathematicians, scientists, and engineers. It works on any operating system that supports Python and is very easy to install, and completely free of

charge! It can effectively transform into a data-processing and system-prototyping environment, directly rivalling MATLAB and Octave. This book goes beyond a mere description of the different built-in functions coded in the libraries from the SciPy stack. It presents you with a solid mathematical and computational background to help you identify the right tools for each problem in scientific computing and visualization. You will gain an insight into the best practices with numerical methods depending on the amount or type of data, properties of the mathematical tools employed, or computer architecture, among other factors. The book kicks off with a concise exploration of the basics of numerical linear algebra and graph theory for the treatment of problems that handle large data sets or matrices. In the subsequent chapters, you will delve into the depths of algorithms in symbolic algebra and numerical analysis to address modeling/simulation of various real-world problems with functions (through interpolation, approximation, or creation of systems of differential equations), and extract their representing features (zeros, extrema, integration or differentiation). Lastly, you will move on to advanced concepts of data analysis, image/signal processing, and computational geometry. Style and approach Packed with real-world examples, this book explores the mathematical techniques needed to solve the presented topics, and focuses on the algorithms built in the SciPy stack.

Develop, manage, and deploy efficient machine learning applications with Python Newnes

Raspberry Pi Cookbook for Python

Programmers is written in a Cookbook format, presenting examples in the style of recipes. This allows you to go directly to your topic of interest, or follow topics throughout a chapter to gain a thorough in-depth knowledge. The aim of this book is to bring you a broad range of Python 3 examples and practical ideas which you can develop to suit your own requirements. By modifying and combining the examples to create your own projects you learn far more effectively with a much greater understanding. Each chapter is designed to become a foundation for further experimentation and discovery of the topic, providing you with the tools and information to jump right in. Readers are expected to be familiar with programming concepts and Python (where possible Python 3 is used), although beginners should manage with the help of a good Python reference book and background reading. No prior knowledge

of the Raspberry Pi or electronics is required; however for the hardware sections you will need some basic electronic components/household tools to build some of the projects.

Learning Robotics Using Python Princeton University Press

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.

Make the most of OpenCV and Python to build applications for object recognition and augmented reality, 2nd Edition Packt Publishing Ltd

This book constitutes the refereed proceedings of five workshops co-located with SAFECOMP 2018, the 37th International Conference on Computer Safety, Reliability, and Security, held in Västerås, Sweden, in September 2018. The 28 revised full papers and 21 short papers presented together with 5 introductory papers to each workshop were carefully reviewed and selected from 73 submissions. This year's workshops are: ASSURE 2018 - Assurance Cases for Software-Intensive Systems; DECSoS 2018 - ERCIM/EWICS/ARTEMIS Dependable Smart Embedded and Cyber-Physical Systems and Systems-of-Systems; SASSUR 2018 - Next Generation of System Assurance Approaches for Safety-Critical Systems; STRIVE 2018 - Safety, security, and privacy in automotive systems; and WAISE 2018 - Artificial Intelligence Safety Engineering. The chapter "'Boxing Clever': Practical Techniques for Gaining Insights into Training Data and Monitoring Distribution Shift' is available open access under an Open Government License via link.springer.com.

[Proceedings of IEMIS 2020, Volume 3](#)
Springer Nature

Impractical Python Projects is a collection of fun and educational projects designed to entertain programmers while enhancing their Python skills. It picks up where the complete beginner books leave off, expanding on existing concepts and introducing new tools that you'll use every day. And to keep things interesting, each project includes a zany twist featuring historical incidents, pop culture references, and literary allusions. You'll flex your problem-solving skills and employ Python's many useful libraries to do things like: - Help James Bond crack a high-tech safe with a hill-climbing algorithm - Write haiku poems using Markov Chain Analysis - Use genetic algorithms to breed a race of gigantic rats - Crack the world's most successful military cipher using cryptanalysis - Derive the anagram, "I am Lord Voldemort" using linguistic sieves - Plan your parents' secure retirement with Monte Carlo simulation - Save the sorceress Zatanna from a stabby death using pangrams - Model the Milky Way and calculate our odds of detecting alien civilizations - Help the world's smartest woman win the Monty Hall problem argument - Reveal Jupiter's Great Red Spot using optical stacking - Save the head of Mary, Queen of Scots with steganography - Foil corporate security with invisible electronic ink Simulate volcanoes, map Mars, and more, all while gaining valuable experience using free modules like Tkinter, matplotlib, Cprofile, Pylint, Pygame, Pillow, and Python-Docx. Whether you're looking to pick up some new Python skills or just need a pick-me-up, you'll find endless educational, geeky fun with Impractical Python Projects.

[Learning OpenCV 3](#) Springer Nature
Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the true programming beginner. It teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization.

Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve. A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in interactive media or visual computing, and for self-study. A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages No previous experience required—this book is for the true programming beginner! Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve

Computing Skills for Biologists Packt Publishing Ltd

This book features research presented at the 1st International Conference on Artificial Intelligence and Applied Mathematics in Engineering, held on 20-22 April 2019 at Antalya, Manavgat (Turkey). In today's world, various engineering areas are essential components of technological innovations and effective real-world solutions for a better future. In this context, the book focuses on problems in engineering and discusses research using artificial intelligence and applied mathematics. Intended for scientists, experts, M.Sc. and Ph.D. students, postdocs and anyone interested in the subjects covered, the book can also be used as a reference resource for courses related to artificial intelligence and applied mathematics.

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