Zipeg For Windows

Joseph Howse,Joe Minichino

Hands-On Penetration Testing on Windows Phil Bramwell,2018-07-30 Master the art of identifying vulnerabilities within the Windows OS and develop the desired solutions for it using Kali Linux. Key Features Identify the vulnerabilities in your system using Kali Linux 2018.02 Discover the art of exploiting Windows kernel drivers Get to know several bypassing techniques to gain control of your Windows environment Book Description Windows has always been the go-to platform for users around the globe to perform administration and ad hoc tasks, in settings that range from small offices to global enterprises, and this massive footprint makes securing Windows a unique challenge. This book will enable you to distinguish yourself to your clients. In this book, you'll learn advanced techniques to attack Windows environments from the indispensable toolkit that is Kali Linux. We'll work through core network hacking concepts and advanced Windows exploitation techniques, such as stack and heap overflows, precision heap spraying, and kernel exploitation, using coding principles that allow you to leverage powerful Python scripts and shellcode. We'll wrap up with post-exploitation strategies that enable you to go deeper and keep your access. Finally, we'll introduce kernel hacking fundamentals and fuzzing testing, so you can discover vulnerabilities and write custom exploits. By the end of this book, you'll be well-versed in identifying vulnerabilities within the Windows OS and developing the desired solutions for them. What you will learn Get to know advanced pen testing techniques with Kali Linux Gain an understanding of Kali Linux tools and methods from behind the scenes See how to use Kali Linux at an advanced level Understand the exploitation of Windows kernel drivers Understand advanced Windows concepts and protections, and how to bypass them

using Kali Linux Discover Windows exploitation techniques, such as stack and heap overflows and kernel exploitation, through coding principles Who this book is for This book is for penetration testers, ethical hackers, and individuals breaking into the pentesting role after demonstrating an advanced skill in boot camps. Prior experience with Windows exploitation, Kali Linux, and some Windows debugging tools is necessary

Hands-On Kubernetes on Windows Piotr Tylenda,2020-03-31 Build and deploy scalable cloud applications using Windows containers and Kubernetes Key FeaturesRun, deploy, and orchestrate containers on the Windows platform with this Kubernetes bookUse Microsoft SQL Server 2019 as a data store to deploy Kubernetes applications written in .NET FrameworkSet up a Kubernetes development environment and deploy clusters with Windows Server 2019 nodesBook Description With the adoption of Windows containers in Kubernetes, you can now fully leverage the flexibility and robustness of the Kubernetes container orchestration system in the Windows ecosystem. This support will enable you to create new Windows applications and migrate existing ones to the cloud-native stack with the same ease as for Linux-oriented cloud applications. This practical guide takes you through the key concepts involved in packaging Windows-distributed applications into containers and orchestrating these using Kubernetes. You'll also understand the current limitations of Windows support in Kubernetes. As you advance, you'll gain hands-on experience deploying a fully functional hybrid Linux/Windows Kubernetes cluster for development, and explore production scenarios in on-premises and cloud environments, such as Microsoft Azure Kubernetes Service. By the end of this book, you'll be well-versed with containerization, microservices architecture, and the critical considerations for running

Kubernetes in production environments successfully. What you will learnUnderstand containerization as a packaging format for applicationsCreate a development environment for Kubernetes on WindowsGrasp the key architectural concepts in KubernetesDiscover the current limitations of Kubernetes on the Windows platformProvision and interact with a Kubernetes cluster from a Windows machineCreate hybrid Windows Kubernetes clusters in on-premises and cloud environmentsWho this book is for This book is for software developers, system administrators, DevOps engineers, and architects working with Kubernetes on Windows, Windows Server 2019, and Windows containers. Knowledge of Kubernetes as well as the Linux environment will help you get the most out of this book.

  Microsoft Exam MD-100 Windows 10 Certification Guide Jeroen Burgerhout,2020-05-22 An administrator's guide to deploying, configuring, securing, managing, and monitoring devices and client applications in an enterprise environment and passing Exam MD-100: Windows 10 easily Key FeaturesEquip yourself to earn the Microsoft 365 Certified: Modern Desktop Administrator Associate certificationDevelop the skills needed to pass the Exam MD-100 and advance in your organizationLearn to install Windows 10 operating systems and deploy and manage modern desktops and devicesBook Description Microsoft Exam MD-100 Windows 10 Certification Guide offers complete, up-to-date coverage of the MD-100 exam, helping you take the exam with confidence, fully equipped to pass on the first attempt. Complete with a clear, succinct explanation of key concepts, self-assessment questions, tips, and mock exams with detailed answers, this MD-100 study guide covers different facets of upgrading and deploying Windows 10. You'll learn how to manage devices and data, configure connectivity, troubleshoot OS and app

problems, and secure and maintain Windows 10 with updates and recovery. You'll also explore different Windows 10 editions and learn how to choose the best fit for your organization. This book will guide you in installing and configuring Windows 10 using different approaches. As you advance, you'll get to grips with managing local users and groups in Windows 10 and learn how to establish connections via different networks, such as a LAN and WLAN/Wi-Fi. By the end of this book, you'll have covered everything you need to pass the MD-100 certification exam and become a Microsoft 365 Certified: Modern Desktop Administrator Associate. What you will learnDeploy Windows 10 in a variety of waysManage local users, groups, and devicesConfigure networking and remote connectivityGain insights into Windows 10 maintenanceCustomize different Windows 10 featuresBecome an expert at troubleshooting and recoveryGet to grips with managing log filesMonitor and manage Windows securityWho this book is for This book is for both experienced and novice IT administrators who work with deploying, configuring, securing, and monitoring devices. Anyone with a working knowledge of managing identity, access, policies, updates, and apps can take this exam. Although not necessary, experience with Microsoft 365 workloads, Windows 10 devices, and non-Windows devices will be helpful.

  Learn Microsoft Office 2019 Linda Foulkes,2020-05-29 Publisher's note: This edition is based on MS Office 2019 and does not make use of the most recent features in MS Office 2021. A new second edition, updated for MS Office 2021 including new topics and the latest productivity feature enhancements for Office web and desktop has now been published. Key FeaturesExplore MS Office to enhance productivity and boost your professional developmentGet up and running with the new and improved features in Microsoft Office 2019Discover

how to overcome common challenges when working with Office 2019 applicationsBook Description Learn Microsoft Office 2019 provides a comprehensive introduction to the latest versions of Microsoft Word, Excel, PowerPoint, Access, and Outlook. With the help of illustrated explanations, this Microsoft Office book will take you through the updated Office 2019 applications and guide you through implementing them using practical examples. You'll start by exploring the Word 2019 interface and creating professional Word documents using elements such as citations and cover pages, tracking changes, and performing mail merge. You'll then learn how to create impressive PowerPoint presentations and advance to performing calculations and setting up workbooks in Excel 2019, along with discovering its data analysis features. Later chapters will focus on Access 2019, assisting you in everything from organizing a database to constructing advanced queries. You'll then get up to speed with Outlook, covering how to create and manage tasks, as well as how to handle your mail and contacts effortlessly. Finally, you'll find solutions to commonly encountered issues and best practices for streamlining various workplace tasks. By the end of this book, you'll have learned the essentials of Office business apps and be ready to work with them to boost your productivity. What you will learnUse PowerPoint 2019 effectively to create engaging presentationsGain working knowledge of Excel formulas and functionsCollaborate using Word 2019 tools, and create and format tables and professional documentsOrganize emails, calendars, meetings, contacts, and tasks with Outlook 2019Store information for reference, reporting, and analysis using Access 2019Discover new functionalities such as Translator, Read Aloud, Scalable Vector Graphics (SVG), and data analysis tools that are useful for working professionalsWho this book is for Whether

you're just getting started or have used Microsoft Office before and are looking to develop your MS Office skills further, this book will help you to make the most of the different Office applications. Familiarity with the Office 2019 suite will be useful, but not mandatory.

Computer Vision with OpenCV 3 and Qt5 Amin Ahmadi Tazehkandi,2018-01-02 Blend the power of Qt with OpenCV to build cross-platform computer vision applications Key Features ● Start creating robust applications with the power of OpenCV and Qt combined ● Learn from scratch how to develop cross-platform computer vision applications ● Accentuate your OpenCV applications by developing them with Qt Book Description Developers have been using OpenCV library to develop computer vision applications for a long time. However, they now need a more effective tool to get the job done and in a much better and modern way. Qt is one of the major frameworks available for this task at the moment. This book will teach you to develop applications with the combination of OpenCV 3 and Qt5, and how to create cross-platform computer vision applications. We'll begin by introducing Qt, its IDE, and its SDK. Next you'll learn how to use the OpenCV API to integrate both tools, and see how to configure Qt to use OpenCV. You'll go on to build a full-fledged computer vision application throughout the book. Later, you'll create a stunning UI application using the Qt widgets technology, where you'll display the images after they are processed in an efficient way. At the end of the book, you'll learn how to convert OpenCV Mat to Qt QImage. You'll also see how to efficiently process images to filter them, transform them, detect or track objects as well as analyze video. You'll become better at developing OpenCV applications. What you will learn ● Get an introduction to Qt IDE and SDK ● Be introduced to OpenCV and see how to communicate between OpenCV and

Qt ● Understand how to create UI using Qt Widgets ● Learn to develop cross-platform applications using OpenCV 3 and Qt 5 ● Explore the multithreaded application development features of Qt5 ● Improve OpenCV 3 application development using Qt5 ● Build, test, and deploy Qt and OpenCV apps, either dynamically or statically ● See Computer Vision technologies such as filtering and transformation of images, detecting and matching objects, template matching, object tracking, video and motion analysis, and much more ● Be introduced to QML and Qt Quick for iOS and Android application development Who this book is for This book is for readers interested in building computer vision applications. Intermediate knowledge of C++ programming is expected. Even though no knowledge of Qt5 and OpenCV 3 is assumed, if you're familiar with these frameworks, you'll benefit.

  Hands-On Microsoft Teams João Ferreira,2020-04-30 (A new edition with enhanced coverage is now available) A complete guide on Teams filled with real-world scenarios and best practices to increase productivity and engagement Key Features Interactive approach to learn the key concepts of Teams and its implementation in modern workplace Discover tips and techniques for extending Teams to meet your business requirements Integrate Teams with various Microsoft services such as PowerShell, SharePoint, PowerApps, and Power Automate Book DescriptionMicrosoft Teams is a platform for unified communication in modern workplaces. It not only enables effective communication, but also helps you manage your resources through its integration with various Microsoft Office 365 services. This book offers a comprehensive introduction to the platform, getting you up to speed in no time. Complete with hands-on tutorials, and projects, this easy-to-follow guide will teach you how to use Teams in the best possible way. Starting with

the basic concepts that will help you collaborate on Teams, this book takes you through expert techniques for creating and managing teams. A dedicated section also features industry practices to help enhance collaboration in modern workplaces. In later chapters, you'll explore Microsoft services such as SharePoint, PowerApps, Power Automate, and learn how they interact with Microsoft Teams. You'll also get to grips with dealing with permissions and security issues in managing private and public teams and channels. Along the way, you'll discover practical scenarios that will help you improve the collaboration in your organization and increase productivity by using Teams features. By the end of this book, you'll have hands-on experience of using Microsoft Teams, along with the skills you need to improve the way people collaborate in your organization.What you will learn Create teams, channels, and tabs in Microsoft Teams Explore the Teams architecture and various Office 365 components included in Teams Perform scheduling, and managing meetings and live events in Teams Configure and manage apps in Teams Design automated scripts for managing a Teams environment using PowerShell Build your own Microsoft Teams app without writing code Who this book is for This Microsoft Teams book is for power users and business professionals looking to use Teams for improving collaboration in an enterprise environment. The book will also be useful for Office 365 administrators interested in implementing Microsoft Teams effectively by learning about and exploring expert tips and best practices to ensure good governance.

  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.

  Practical Computer Vision Abhinav Dadhich,2018-02-05 A practical guide designed to get you from basics to current state of art in computer vision systems. Key Features Master the different tasks associated with Computer Vision and develop your own Computer Vision applications with ease Leverage the power of Python, Tensorflow, Keras, and OpenCV to perform image processing, object detection, feature detection and more With real-world datasets and fully functional code, this book is your one-stop guide to understanding Computer Vision Book Description In this book, you will find several recently proposed methods in various domains of computer vision. You will start by setting up the proper Python environment to work on practical applications. This includes setting up libraries such as OpenCV, TensorFlow, and Keras using Anaconda. Using these libraries, you'll start to understand the concepts of image transformation and filtering. You will find a detailed explanation of feature detectors such as FAST and ORB; you'll use them to find similar-looking objects. With an introduction to convolutional neural

nets, you will learn how to build a deep neural net using Keras and how to use it to classify the Fashion-MNIST dataset. With regard to object detection, you will learn the implementation of a simple face detector as well as the workings of complex deep-learning-based object detectors such as Faster R-CNN and SSD using TensorFlow. You'll get started with semantic segmentation using FCN models and track objects with Deep SORT. Not only this, you will also use Visual SLAM techniques such as ORB-SLAM on a standard dataset. By the end of this book, you will have a firm understanding of the different computer vision techniques and how to apply them in your applications. What you will learn Learn the basics of image manipulation with OpenCV Implement and visualize image filters such as smoothing, dilation, histogram equalization, and more Set up various libraries and platforms, such as OpenCV, Keras, and Tensorflow, in order to start using computer vision, along with appropriate datasets for each chapter, such as MSCOCO, MOT, and Fashion-MNIST Understand image transformation and downsampling with practical implementations. Explore neural networks for computer vision and convolutional neural networks using Keras Understand working on deep-learning-based object detection such as Faster-R-CNN, SSD, and more Explore deep-learning-based object tracking in action Understand Visual SLAM techniques such as ORB-SLAM Who this book is for This book is for machine learning practitioners and deep learning enthusiasts who want to understand and implement various tasks associated with Computer Vision and image processing in the most practical manner possible. Some programming experience would be beneficial while knowing Python would be an added bonus.
  OpenCV 4 Computer Vision Application Programming Cookbook David Millán Escrivá,Robert Laganiere,2019-05-03 Discover interesting recipes to help you

understand the concepts of object detection, image processing, and facial detection Key FeaturesExplore the latest features and APIs in OpenCV 4 and build computer vision algorithmsDevelop effective, robust, and fail-safe vision for your applicationsBuild computer vision algorithms with machine learning capabilitiesBook Description OpenCV is an image and video processing library used for all types of image and video analysis. Throughout the book, you'll work through recipes that implement a variety of tasks, such as facial recognition and detection. With 70 self-contained tutorials, this book examines common pain points and best practices for computer vision (CV) developers. Each recipe addresses a specific problem and offers a proven, best-practice solution with insights into how it works, so that you can copy the code and configuration files and modify them to suit your needs. This book begins by setting up OpenCV, and explains how to manipulate pixels. You'll understand how you can process images with classes and count pixels with histograms. You'll also learn detecting, describing, and matching interest points. As you advance through the chapters, you'll get to grips with estimating projective relations in images, reconstructing 3D scenes, processing video sequences, and tracking visual motion. In the final chapters, you'll cover deep learning concepts such as face and object detection. By the end of the book, you'll be able to confidently implement a range to computer vision algorithms to meet the technical requirements of your complex CV projects What you will learnInstall and create a program using the OpenCV librarySegment images into homogenous regions and extract meaningful objectsApply image filters to enhance image contentExploit image geometry to relay different views of a pictured sceneCalibrate the camera from different image observationsDetect people and objects in images using

machine learning techniquesReconstruct a 3D scene from imagesExplore face detection using deep learningWho this book is for If you're a CV developer or professional who already uses or would like to use OpenCV for building computer vision software, this book is for you. You'll also find this book useful if you're a C++ programmer looking to extend your computer vision skillset by learning OpenCV.

   Building Computer Vision Projects with OpenCV 4 and C++ David Millán Escrivá,Prateek Joshi,Vinícius G. Mendonça,Roy Shilkrot,2019-03-26 Delve into practical computer vision and image processing projects and get up to speed with advanced object detection techniques and machine learning algorithms Key FeaturesDiscover best practices for engineering and maintaining OpenCV projectsExplore important deep learning tools for image classificationUnderstand basic image matrix formats and filtersBook 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 EscriváLearn OpenCV 4 By Building Projects - Second Edition by David Millán Escrivá, Vinícius G. Mendonça, and Prateek JoshiWhat you will learnStay up-to-date with algorithmic design approaches for complex computer vision tasksWork with OpenCV's most up-to-date API through various projectsUnderstand 3D scene reconstruction and Structure from Motion (SfM)Study camera calibration and overlay augmented reality (AR) using the ArUco moduleCreate CMake scripts to compile your C++ applicationExplore segmentation and feature extraction techniquesRemove backgrounds from static scenes to identify moving objects for surveillanceWork with new OpenCV functions to detect and recognize text with TesseractWho 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.

  Hands-On Computer Vision with TensorFlow 2 Benjamin Planche,Eliot Andres,2019-05-30 A practical guide to building high performance systems for object detection, segmentation, video processing, smartphone applications, and more Key FeaturesDiscover how to build, train, and serve your own deep neural networks with TensorFlow 2 and KerasApply modern solutions to a wide range of applications such as object detection and video analysisLearn how to run your models on mobile devices and web pages and improve their performanceBook Description Computer vision solutions are becoming increasingly common, making their way into fields such as health, automobile, social media, and robotics. This book will help you explore TensorFlow 2, the

brand new version of Google's open source framework for machine learning. You will understand how to benefit from using convolutional neural networks (CNNs) for visual tasks. Hands-On Computer Vision with TensorFlow 2 starts with the fundamentals of computer vision and deep learning, teaching you how to build a neural network from scratch. You will discover the features that have made TensorFlow the most widely used AI library, along with its intuitive Keras interface. You'll then move on to building, training, and deploying CNNs efficiently. Complete with concrete code examples, the book demonstrates how to classify images with modern solutions, such as Inception and ResNet, and extract specific content using You Only Look Once (YOLO), Mask R-CNN, and U-Net. You will also build generative adversarial networks (GANs) and variational autoencoders (VAEs) to create and edit images, and long short-term memory networks (LSTMs) to analyze videos. In the process, you will acquire advanced insights into transfer learning, data augmentation, domain adaptation, and mobile and web deployment, among other key concepts. By the end of the book, you will have both the theoretical understanding and practical skills to solve advanced computer vision problems with TensorFlow 2.0. What you will learnCreate your own neural networks from scratchClassify images with modern architectures including Inception and ResNetDetect and segment objects in images with YOLO, Mask R-CNN, and U-NetTackle problems faced when developing self-driving cars and facial emotion recognition systemsBoost your application's performance with transfer learning, GANs, and domain adaptationUse recurrent neural networks (RNNs) for video analysisOptimize and deploy your networks on mobile devices and in the browserWho this book is for If you're new to deep learning and have some background in Python programming and image processing, like reading/writing

image files and editing pixels, this book is for you. Even if you're an expert curious about the new TensorFlow 2 features, you'll find this book useful. While some theoretical concepts require knowledge of algebra and calculus, the book covers concrete examples focused on practical applications such as visual recognition for self-driving cars and smartphone apps.

  Mastering Computer Vision with TensorFlow 2.x Krishnendu Kar,2020-05-15 Apply neural network architectures to build state-of-the-art computer vision applications using the Python programming language Key FeaturesGain a fundamental understanding of advanced computer vision and neural network models in use todayCover tasks such as low-level vision, image classification, and object detectionDevelop deep learning models on cloud platforms and optimize them using TensorFlow Lite and the OpenVINO toolkitBook 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 learnExplore 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.

  OpenCV 3 Computer Vision with Python Cookbook Aleksei Spizhevoi,Aleksandr Rybnikov,2018-03-23 OpenCV 3 is a native cross-platform library for computer vision, machine learning, and image processing. OpenCV's convenient high-level APIs hide very powerful internals designed for computational efficiency that can take advantage of multicore and GPU processing. This book will help you tackle increasingly challenging computer vision problems ...

  Qt 5 and OpenCV 4 Computer Vision Projects Zhuo Qingliang,2019-06-21 Create image processing, object detection and face recognition apps by leveraging the power of machine learning and deep learning with OpenCV 4 and Qt 5 Key

FeaturesGain practical insights into code for all projects covered in this bookUnderstand modern computer vision concepts such as character recognition, image processing and modificationLearn to use a graphics processing unit (GPU) and its parallel processing power for filtering images quicklyBook Description OpenCV and Qt have proven to be a winning combination for developing cross-platform computer vision applications. By leveraging their power, you can create robust applications with both an intuitive graphical user interface (GUI) and high-performance capabilities. This book will help you learn through a variety of real-world projects on image processing, face and text recognition, object detection, and high-performance computing. You'll be able to progressively build on your skills by working on projects of increasing complexity. You'll begin by creating an image viewer application, building a user interface from scratch by adding menus, performing actions based on key-presses, and applying other functions. As you progress, the book will guide you through using OpenCV image processing and modification functions to edit an image with filters and transformation features. In addition to this, you'll explore the complex motion analysis and facial landmark detection algorithms, which you can use to build security and face detection applications. Finally, you'll learn to use pretrained deep learning models in OpenCV and GPUs to filter images quickly. By the end of this book, you will have learned how to effectively develop full-fledged computer vision applications with OpenCV and Qt. What you will learnCreate an image viewer with all the basic requirementsConstruct an image editor to filter or transform imagesDevelop a security app to detect movement and secure homesBuild an app to detect facial landmarks and apply masks to facesCreate an app to extract text from scanned documents and photosTrain and

use cascade classifiers and DL models for object detectionBuild an app to measure the distance between detected objectsImplement high-speed image filters on GPU with Open Graphics Library (OpenGL)Who this book is for This book is for engineers and developers who are familiar with both Qt and OpenCV frameworks and are capable of creating simple projects using them, but want to build their skills to create professional-level projects using them. Familiarity with the C++ language is a must to follow the example source codes in this book.

Hands-On Java Deep Learning for Computer Vision Klevis Ramo,2019-02-21 Leverage the power of Java and deep learning to build production-grade Computer Vision applications Key FeaturesBuild real-world Computer Vision applications using the power of neural networks Implement image classification, object detection, and face recognitionKnow best practices on effectively building and deploying deep learning models in JavaBook Description Although machine learning is an exciting world to explore, you may feel confused by all of its theoretical aspects. As a Java developer, you will be used to telling the computer exactly what to do, instead of being shown how data is generated; this causes many developers to struggle to adapt to machine learning. The goal of this book is to walk you through the process of efficiently training machine learning and deep learning models for Computer Vision using the most up-to-date techniques. The book is designed to familiarize you with neural networks, enabling you to train them efficiently, customize existing state-of-the-art architectures, build real-world Java applications, and get great results in a short space of time. You will build real-world Computer Vision applications, ranging from a simple Java handwritten digit recognition model to real-time Java autonomous car driving

systems and face recognition models. By the end of this book, you will have mastered the best practices and modern techniques needed to build advanced Computer Vision Java applications and achieve production-grade accuracy. What you will learnDiscover neural networks and their applications in Computer VisionExplore the popular Java frameworks and libraries for deep learningBuild deep neural networks in Java Implement an end-to-end image classification application in JavaPerform real-time video object detection using deep learningEnhance performance and deploy applications for productionWho this book is for This book is for data scientists, machine learning developers and deep learning practitioners with Java knowledge who want to implement machine learning and deep neural networks in the computer vision domain. You will need to have a basic knowledge of Java programming.

  <u>Deep Learning for Computer Vision</u> Rajalingappaa Shanmugamani,2018-01-23 Learn how to model and train advanced neural networks to implement a variety of Computer Vision tasks Key Features Train different kinds of deep learning model from scratch to solve specific problems in Computer Vision Combine the power of Python, Keras, and TensorFlow to build deep learning models for object detection, image classification, similarity learning, image captioning, and more Includes tips on optimizing and improving the performance of your models under various constraints Book Description Deep learning has shown its power in several application areas of Artificial Intelligence, especially in Computer Vision. Computer Vision is the science of understanding and manipulating images, and finds enormous applications in the areas of robotics, automation, and so on. This book will also show you, with practical examples, how to develop Computer Vision applications by leveraging the power of deep learning. In this book, you will learn different

techniques related to object classification, object detection, image segmentation, captioning, image generation, face analysis, and more. You will also explore their applications using popular Python libraries such as TensorFlow and Keras. This book will help you master state-of-the-art, deep learning algorithms and their implementation. What you will learn Set up an environment for deep learning with Python, TensorFlow, and Keras Define and train a model for image and video classification Use features from a pre-trained Convolutional Neural Network model for image retrieval Understand and implement object detection using the real-world Pedestrian Detection scenario Learn about various problems in image captioning and how to overcome them by training images and text together Implement similarity matching and train a model for face recognition Understand the concept of generative models and use them for image generation Deploy your deep learning models and optimize them for high performance Who this book is for This book is targeted at data scientists and Computer Vision practitioners who wish to apply the concepts of Deep Learning to overcome any problem related to Computer Vision. A basic knowledge of programming in Python—and some understanding of machine learning concepts—is required to get the best out of this book.

  Hands-On Computer Vision with Julia Dmitrijs Cudihins,2018-06-29 Explore the various packages in Julia that support image processing and build neural networks for video processing and object tracking. Key Features Build a full-fledged image processing application using JuliaImages Perform basic to advanced image and video stream processing with Julia's APIs Understand and optimize various features of OpenCV with easy examples Book Description Hands-On Computer Vision with Julia is a thorough guide for developers who want to get started with building computer vision applications using Julia.

Julia is well suited to image processing because it's easy to use and lets you write easy-to-compile and efficient machine code. . This book begins by introducing you to Julia's image processing libraries such as Images.jl and ImageCore.jl. You'll get to grips with analyzing and transforming images using JuliaImages; some of the techniques discussed include enhancing and adjusting images. As you make your way through the chapters, you'll learn how to classify images, cluster them, and apply neural networks to solve computer vision problems. In the concluding chapters, you will explore OpenCV applications to perform real-time computer vision analysis, for example, face detection and object tracking. You will also understand Julia's interaction with Tesseract to perform optical character recognition and build an application that brings together all the techniques we introduced previously to consolidate the concepts learned. By end of the book, you will have understood how to utilize various Julia packages and a few open source libraries such as Tesseract and OpenCV to solve computer vision problems with ease. What you will learn Analyze image metadata and identify critical data using JuliaImages Apply filters and improve image quality and color schemes Extract 2D features for image comparison using JuliaFeatures Cluster and classify images with KNN/SVM machine learning algorithms Recognize text in an image using the Tesseract library Use OpenCV to recognize specific objects or faces in images and videos Build neural network and classify images with MXNet Who this book is for Hands-On Computer Vision with Julia is for Julia developers who are interested in learning how to perform image processing and want to explore the field of computer vision. Basic knowledge of Julia will help you understand the concepts more effectively.

  OpenCV 3 Computer Vision Application Programming Cookbook Robert

Laganiere,2017-02-09 Recipes to help you build computer vision applications that make the most of the popular C++ library OpenCV 3 About This Book Written to the latest, gold-standard specification of OpenCV 3 Master OpenCV, the open source library of the computer vision community Master fundamental concepts in computer vision and image processing Learn about the important classes and functions of OpenCV with complete working examples applied to real images Who This Book Is For OpenCV 3 Computer Vision Application Programming Cookbook Third Edition is appropriate for novice C++ programmers who want to learn how to use the OpenCV library to build computer vision applications. It is also suitable for professional software developers who wish to be introduced to the concepts of computer vision programming. It can also be used as a companion book for university-level computer vision courses. It constitutes an excellent reference for graduate students and researchers in image processing and computer vision. What You Will Learn Install and create a program using the OpenCV library Process an image by manipulating its pixels Analyze an image using histograms Segment images into homogenous regions and extract meaningful objects Apply image filters to enhance image content Exploit the image geometry in order to relay different views of a pictured scene Calibrate the camera from different image observations Detect people and objects in images using machine learning techniques Reconstruct a 3D scene from images In Detail Making your applications see has never been easier with OpenCV. With it, you can teach your robot how to follow your cat, write a program to correctly identify the members of One Direction, or even help you find the right colors for your redecoration. OpenCV 3 Computer Vision Application Programming Cookbook Third Edition provides a complete introduction to the OpenCV library and explains

how to build your first computer vision program. You will be presented with a variety of computer vision algorithms and exposed to important concepts in image and video analysis that will enable you to build your own computer vision applications. This book helps you to get started with the library, and shows you how to install and deploy the OpenCV library to write effective computer vision applications following good programming practices. You will learn how to read and write images and manipulate their pixels. Different techniques for image enhancement and shape analysis will be presented. You will learn how to detect specific image features such as lines, circles or corners. You will be introduced to the concepts of mathematical morphology and image filtering. The most recent methods for image matching and object recognition are described, and you'll discover how to process video from files or cameras, as well as how to detect and track moving objects. Techniques to achieve camera calibration and perform multiple-view analysis will also be explained. Finally, you'll also get acquainted with recent approaches in machine learning and object classification. Style and approach This book will arm you with the basics you need to start writing world-aware applications right from a pixel level all the way through to processing video sequences.

Computer Vision Projects with OpenCV and Python 3 Matthew Rever,2018-12-28 Gain a working knowledge of advanced machine learning and explore Python's powerful tools for extracting data from images and videos Key FeaturesImplement image classification and object detection using machine learning and deep learningPerform image classification, object detection, image segmentation, and other Computer Vision tasksCrisp content with a practical approach to solving real-world problems in Computer VisionBook

Description Python is the ideal programming language for rapidly prototyping and developing production-grade codes for image processing and Computer Vision with its robust syntax and wealth of powerful libraries. This book will help you design and develop production-grade Computer Vision projects tackling real-world problems. With the help of this book, you will learn how to set up Anaconda and Python for the major OSes with cutting-edge third-party libraries for Computer Vision. You'll learn state-of-the-art techniques for classifying images, finding and identifying human postures, and detecting faces within videos. You will use powerful machine learning tools such as OpenCV, Dlib, and TensorFlow to build exciting projects such as classifying handwritten digits, detecting facial features,and much more. The book also covers some advanced projects, such as reading text from license plates from real-world images using Google's Tesseract software, and tracking human body poses using DeeperCut within TensorFlow. By the end of this book, you will have the expertise required to build your own Computer Vision projects using Python and its associated libraries. What you will learnInstall and run major Computer Vision packages within PythonApply powerful support vector machines for simple digit classificationUnderstand deep learning with TensorFlowBuild a deep learning classifier for general imagesUse LSTMs for automated image captioningRead text from real-world imagesExtract human pose data from imagesWho this book is for Python programmers and machine learning developers who wish to build exciting Computer Vision projects using the power of machine learning and OpenCV will find this book useful. The only prerequisite for this book is that you should have a sound knowledge of Python programming.

Applied Deep Learning and Computer Vision for Self-Driving Cars Sumit

Ranjan,Dr. S. Senthamilarasu,2020-08-14 Explore self-driving car technology using deep learning and artificial intelligence techniques and libraries such as TensorFlow, Keras, and OpenCV Key FeaturesBuild and train powerful neural network models to build an autonomous carImplement computer vision, deep learning, and AI techniques to create automotive algorithmsOvercome the challenges faced while automating different aspects of driving using modern Python libraries and architecturesBook Description Thanks to a number of recent breakthroughs, self-driving car technology is now an emerging subject in the field of artificial intelligence and has shifted data scientists' focus to building autonomous cars that will transform the automotive industry. This book is a comprehensive guide to use deep learning and computer vision techniques to develop autonomous cars. Starting with the basics of self-driving cars (SDCs), this book will take you through the deep neural network techniques required to get up and running with building your autonomous vehicle. Once you are comfortable with the basics, you'll delve into advanced computer vision techniques and learn how to use deep learning methods to perform a variety of computer vision tasks such as finding lane lines, improving image classification, and so on. You will explore the basic structure and working of a semantic segmentation model and get to grips with detecting cars using semantic segmentation. The book also covers advanced applications such as behavior-cloning and vehicle detection using OpenCV, transfer learning, and deep learning methodologies to train SDCs to mimic human driving. By the end of this book, you'll have learned how to implement a variety of neural networks to develop your own autonomous vehicle using modern Python libraries. What you will learnImplement deep neural network from scratch using the Keras libraryUnderstand the importance of deep

learning in self-driving carsGet to grips with feature extraction techniques in image processing using the OpenCV libraryDesign a software pipeline that detects lane lines in videosImplement a convolutional neural network (CNN) image classifier for traffic signal signsTrain and test neural networks for behavioral-cloning by driving a car in a virtual simulatorDiscover various state-of-the-art semantic segmentation and object detection architecturesWho this book is for If you are a deep learning engineer, AI researcher, or anyone looking to implement deep learning and computer vision techniques to build self-driving blueprint solutions, this book is for you. Anyone who wants to learn how various automotive-related algorithms are built, will also find this book useful. Python programming experience, along with a basic understanding of deep learning, is necessary to get the most of this book.

Decoding **Zipeg For Windows**: Revealing the Captivating Potential of Verbal Expression

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