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Dynamic Object Detection and Evaluation Patterns using OpenCV

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Abstract

There are several uses for computer vision and digital photography, such as face recognition and biometric validation as well as the Internet of Things (IoT). Toll plazas, for example, utilize Smart Tags to track the movement of vehicles. In order to capture multimodal impressions for analysis and prediction in real-time, these programmes use picture and real-time video processing. A human-computer interface (HCI), a facial recognition system (FRS), a segmentation recognition algorithm (SRA), and a motion comprehension algorithm (MCA) are just a few of the cutting-edge technologies that have emerged in recent years. In addition to stereopsis, Computer Vision may be used for a wide range of purposes. Stereo vision and motion tracking, pattern detection, augmented reality, scene reconstruction, and human-machine interaction are all included in this category of technology.

Keywords : Computer Vision, Dynamic Object Analytics, Object Detection

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Introduction

The development and assessment of a broad variety of algorithms, methodologies, and tools are all part of computer vision research. [1] Experts in computer vision and image analytics are currently looking at a wide range of topics.

Deep neural networks, facial sentiment analysis, visual representation learning, face smile detection, vein investigations, multi-resolution approaches and radiomics analytics for medical data sets are just a few of the methods that can be used to detect digital image forged documents, as well as forging detection using deep neural networks.

The following technologies have a wide range of implementations: More than a dozen image processing and visualisation techniques are covered in this book, including content-based image retrieval, automatic image enhancement, real-time object classification, defect prediction in manufacturing lines based on live machine images, industrial robots with real-time vision for disaster management, and more..

Detection of Objects in Motion

Any picture or video may be searched for and traced by the system. Here's a strategy for improving computer vision. detection of a certain target For the first time, object detectors can identify the sort of item in a given picture and where it is located in relation to the rest of the image. Drawing a box around an item makes it simple to determine its location. This means that there is no way to verify that the bounding box truly represents the object's location. Object detection accuracy is used to evaluate the algorithm's overall performance. A face detection approach is only one of several ways to find things. [2]

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Pre-trained or custom-developed object identification algorithms may be used in this application. In many cases, pre-trained weights derived from previously trained models are a good starting point since they may be tailored to meet our specific requirements.

You may learn more about object detection methods in this area. Detecting things may be done in two ways:

• Detection requires two shots.

• Detection of one specific event.

Begin by learning the two-shot technique of detection. By its name, it's clear that this method is divided into two stages: the first and the second. Classifying and fine-tuning location forecasts are the focus of stages two through four. These stages are based on the areas that have been provided.

Faster RCNNs than those employed in two-shot models are the most frequent. At this stage of the region proposal, we use a network like ResNet50 as a feature extractor. Using the remaining layers to retrieve image features, we strip away the network's last few nodes. To acquire better outcomes, you should pick a method that has been practised before. A compact fully connected network slides over the feature layer and is based on a grid of anchors in space, size, and aspect ratio [3] to predict class-independent box recommendations.

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It is used in the second phase to cut off features from the intermediate feature map that was already calculated in the first stage using these box recommendations On top of the feature extractor, which feeds the proposed boxes, sit extraction heads for prediction and regression. Finally, as a result of this technique, we acquire the class and class-specific box refinement for each box suggested.

As an alternative, single-shot detection skips the area proposal phase entirely and offers complete localization and content prediction in one fell swoop.

Single-shot detection is more suitable for tasks like real-time object recognition or tracking, in which the speed of prediction is more important, than two-shot detection models.

YOLO Based Analytics

In May of that year, Joseph Redmon coined the phrase "You only look once," which he dubbed YOLO. Even while the name of the method may seem unusual, it accurately describes its ability to foresee classes and bounding boxes for the whole image in a single run.

When compared to other single-shot detectors at the time, YOLO's speed and accuracy were excellent. It's not the greatest for object recognition, but it makes up for that with its incredible speed and so delivers a good balance of speed and accuracy [4].

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The YOLO network is responsible for dividing an image into SS cells. There must be a cell in which an item's centre falls in order for it to be identified.

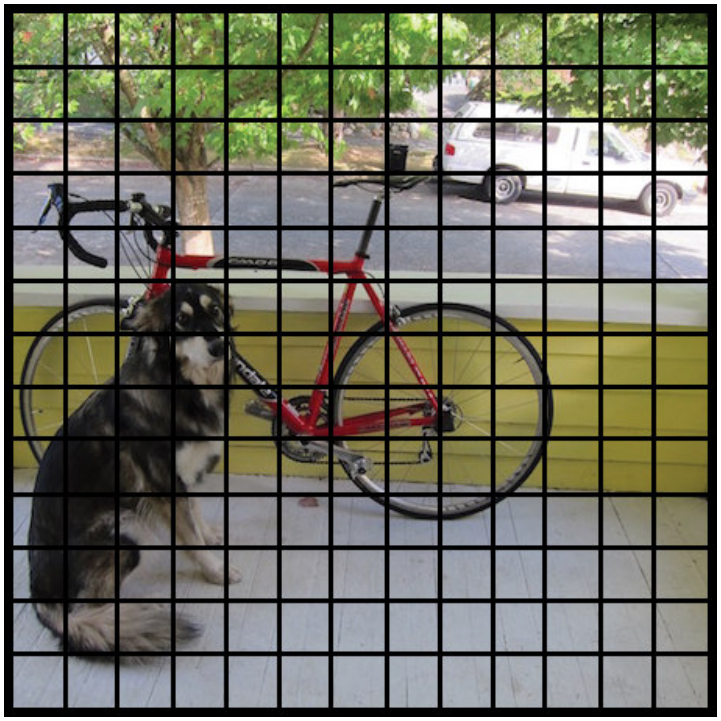

Figure 1 : YOLO Object Analytics

According to YOLO, four coordinates are predicted in reference to a certain grid cell for each box. These are the x and y coordinates of the item in the centre of this grid. The width-to-height ratio of the enclosing box is the value of bw for each grid cell.

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Shows the likelihood that the cell contains an object (P0). The objectness score is transformed into a probability that ranges from 0 to 1 using a sigmoid function [5].

An object that falls inside the bounding box is predicted to belong to one of K different classes via a neural network. There are a total of K courses included in this edition of the magazine.

It's important to know that previous to version 3, class scores were determined using the softmax function In the third iteration of the software, it was decided to use sigmoid instead. The fundamental reason for this is because Softmax expects that every box has exactly one class, which is not always the case. Only objects that already belong to a class may be added to another class. While certain datasets may support this premise, it may not hold true for classes like Women and Person. With a multilabel technique, it is feasible to model the data more accurately. Softmax activation has so been avoided by publications [6].

Software for Computer Vision and Image Analysis

You may use any of a number of tools and frameworks for computer vision implementations. The following are some of the most popular computer vision and image analysis tools and libraries.

Usage Patterns of OpenCV

URL : http://opencv.org

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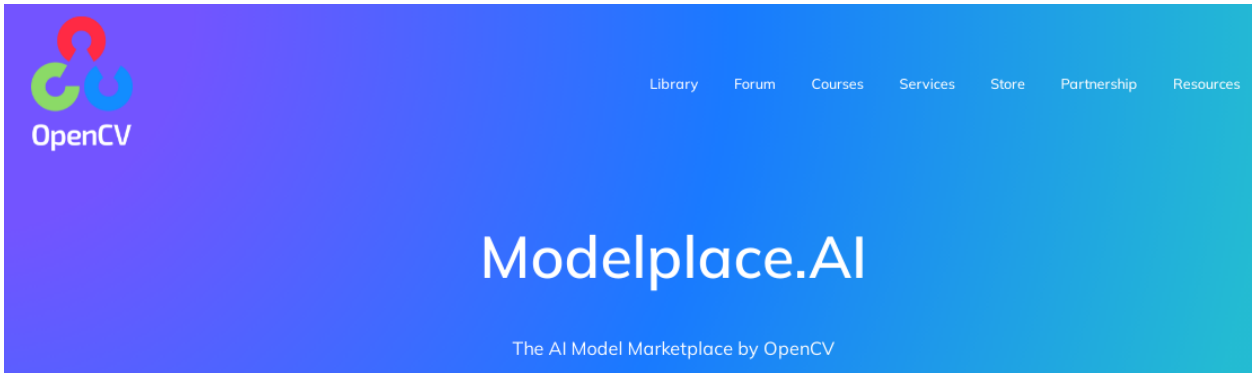

Figure 2 : Official Portal of OpenCV

OpenCV is a high-performance open-source framework for digital image processing and machine vision. Many different functions and algorithms help computer vision and predictive mining. We Garage and Itseez now maintain OpenCV, which was initially developed by Intel. " There are a broad variety of real-time picture analysis and recognition tasks that OpenCV can help with [7].

Enormous Plugins and Libraries in OpenCV

- Expectation-maximization algorithm
- Decision tree learning
- Boosting (meta-algorithm)
- Naive Bayes classifier
- Gradient boosting trees
- k-nearest neighbor algorithm
- Random forest

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- Deep Neural Networks (DNN)
- Artificial neural networks
- Convolutional Neural Networks (CNN)
- Support vector machine (SVM)

Python, Java, C++, and other programming languages may all use OpenCV since it is cross-platform. Confidence in computer vision algorithms may be bolstered by OpenCV's openness and interoperability. A wide range of operating systems may be used to run OpenCV. These include Android and Windows as well as Linux, BlackBerry OpenBSD, iOS, Maemo, and OS X

Forgery detection in the new document when the signatures are duplicated from another source is shown in the following illustration.

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```
import cv
from matplotlib import pyplot as myplot
MIN_COUNT = 10
myimg1 = cv.imread('"ChequewithCopiedSignature.png',0)
myimg2 = cv.imread('OriginalCheque.png',0)
sift = cv.xfeatures2d.SIFT_create()
# find the keypoints and descriptors with SIFT
k1, im1 = sift.detectAndCompute(myimg1,None)
k2, im2 = sift.detectAndCompute(myimg2,None)
FLANN_INDEX_KDTREE = 0
index_params = dict(algorithm = FLANN_INDEX_KDTREE, trees = 5)
search_params = dict(checks = 50)
flann = cv.FlannBasedMatcher(index_params, search_params)
matches = flann.knnMatch(im1,im2,k=2)
# store all the good matches as per Lowe's ratio test.
good = []
for m,n in matches:
    if m.distance < 0.7*n.distance:
        good.append(m)
if len(good)>MIN_COUNT:
    src_pts = mynp.float32([ k1[m.queryIdx].pt for m in good ]).reshape(-1,1,2)
    dst_pts = mynp.float32([ k2[m.trainIdx].pt for m in good ]).reshape(-1,1,2)
    M, mask = cv.findHomography(src_pts, dst_pts, cv.RANSAC,5.0)
    matchesMask = mask.ravel().tolist()
    h,w = myimg1.shape
    pts = mynp.float32([ [0,0],[0,h-1],[w-1,h-1],[w-1,0] ]).reshape(-1,1,2)
    dst = cv.perspectiveTransform(pts,M)
myimg2 = cv.polylines(myimg2,[mynp.int32(dst)],True,255,3, cv.LINE_AA)
```

Using analytics, it's been determined that the cloned signature has been recognised in the new image. Machine learning and this approach may be used to identify pixel values using OpenCV's in-built effective prediction capabilities. Despite the fact that an image

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editor is used, it is still possible to identify the pixels from which the picture segment was extracted.

In recent years, automation and simulation technologies have grown in prominence as a way of tackling research challenges. Algorithms or simulating techniques are increasingly being developed in multiple languages so that accurate and specific results can be achieved in a variety of fields, such as network applications; cyber-security; digital image processing; and cloud computing.

Programming languages like C, C++, Java, MATLAB, SciLab, and a slew of others are traditionally used to automate paradigm algorithms. If you're working in a field that requires a lot of time-consuming core programming, it's still difficult to acquire exact and accurate outcomes [11].

From a basic approach, many algorithms in computer vision are both time-consuming and difficult to implement. Cognition is a branch of computer vision that focuses on the estimation of egomotion, face recognition, gesture recognition, and human–computer interactions. (HCI). Among the many strategies being utilised to enhance depth perception and decision-making are dual camera depth perception, Structure from Motion (SFM), motion tracking, and Augmented Reality.

If we don't have a specialised tool for this purpose, it will be impossible to construct computer vision algorithms using MATLAB and SciLab. OpenCV, a free and open-source computer vision tool, will be used in this course (Open Source Computer Vision Library).

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As a consequence of its clear and efficient findings, OPENCV is frequently employed in academic and industrial research labs [10].

With its emphasis on real-time computer vision algorithms, OpenCV [http://opensource.org] is a publicly accessible collection of functions. More than 40,500 downloads are made each week on SourceForge.net. OpenCV, which was created by Intel and sponsored by Willow Garage, now has two backers. As long as it is licenced under the BSD licence, it may be used freely, openly, and cross-platform. The software library focuses on real-time image processing and computer vision methods and methodologies.

It is estimated that over 6 million users have used OpenCV. The community has a total population of almost 47 thousand people. This graph shows how widely used OpenCV is. In both Applied Minds and VideoSurf, well-known small businesses and start-ups, OpenCV is used in their products. Over the years, OpenCV has been used for a wide range of applications, from stitching together streetview images in New York City to detecting intrusions in Israeli surveillance video to monitoring Chinese mine equipment to aiding Willow Garage robot navigation and object pickup to detecting European swimming pool drowning accidents to checking Turkish runways for debris.

At http://groups.yahoo.com/group/OpenCV, more than 20,000 users have joined the Yahoo Groups forum for OpenCV discussion and help.

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Besides Windows, Android, Maemo and FreeBSD or OpenBSD, OpenCV also works well on iPhone/iPad/BlackBerry, Linux and Mac OS X. From the project's SourceForge site, you may get official OpenCV versions.

Numerous decision-making techniques are at your disposal. Some of them include the expectation-maximization algorithm, the k-nearest neighbour algorithm, the naive bayes classifier, and many more (SVM)

The majority of OpenCV is written in C++. C++ is the primary programming language for OpenCV. Each and every one of the software's users now has access to the Python, Java, and MATLAB/OCTAVE APIs. OpenCV was built with speed and real-time functionality in mind. When it comes to computer vision, one of the key goals of OpenCV is to provide a foundation on which developers may easily create sophisticated vision applications. The OpenCV library's more than 500 functions span a wide range of computer vision applications, including medical imaging, security, camera calibration, and stereo vision.

OpenCV's guide to the software Out of current and missing in additional information as compared to the OpenCV Wiki, the HTML documentation is The wiki's address is http://opencvlibrary.SourceForge.net/wiki/. The steps for building OpenCV using the Eclipse IDE are provided...

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Hidden Markov models, stereo morphing, view-point morphing, OpenCV face recognition, Eigen object (PCA) object identification, and links to user groups in Chinese and Korean are all part of this package's features (HMMs)

Architecture and Content of OpenCV

OpenCV may be broken down into five basic sections. Computer vision offers a wide range of statistical classifiers and clustering algorithms when used with machine learning. CXCore provides the I/O methods and utilities, whereas HighGUI has the underlying data structures and content for saving and loading video and photos [12]. The replicated signature has been recognised in the fresh picture, according to analytics. OpenCV's effective prediction skills may be utilised to detect pixel values utilising machine learning using this technique. A photo editor is employed, but you can still identify the pixels from which this picture segment was taken.

Researchers' reliance on automated and computer-simulated methods has expanded in recent years. Multilingual algorithm development is becoming more common in a range of domains, such as network application development, cyber-security development, digital image processing, and cloud computing development, to provide more precise and particular outcomes.

In the past, paradigm algorithms have been automated using a variety of programming languages such as MATLAB, SciLab, and C, C++, and Java. Even if you work in a profession that requires extensive core programming, getting precise and accurate results might be tough [11].

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If we don't have a specialised tool for this purpose, it will be impossible to construct computer vision algorithms using MATLAB and SciLab. OpenCV, a free and open-source computer vision tool, will be used in this course (Open Source Computer Vision Library). As a consequence of its clear and efficient findings, OPENCV is frequently employed in academic and industrial research labs [10].

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Over 20,000 people have signed up for the Yahoo Groups Forum for OpenCV at http://groups.yahoo.com/group/OpenCV.

In addition to Windows, Android, Maemo, and FreeBSD or OpenBSD, as well as iOS, BlackBerry, Linux, and Mac OS X, OpenCV runs well on all of these platforms. It is possible to get official versions of OpenCV from the project's SourceForge website.

There are a variety of decision-making algorithms available, including decision trees, gradient boosting trees, the expectation-maximization algorithm, the k-nearest neighbour algorithm, the naive bayes classifier, and others (SVM)

OpenCV is written mostly in C++. OpenCV is written in C++, which is the major programming language. Access to Python, Java, and MATLAB/OCTAVE interfaces has been made available to all users of the software. Speed and real-time capabilities were two of the primary goals of OpenCV's design. A primary goal of OpenCV is to offer a computer vision infrastructure that allows users to quickly build complex vision applications. Many computer vision applications, including medical imaging and security,

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camera calibration and stereo vision [11], are covered by the OpenCV library's over 500 functions.

The OpenCV documentation When compared to the OpenCV Wiki, the HTML documentation is out-of-date and lacking in further material. http://opencvlibrary.SourceForge.net/wiki/ is the wiki's URL The instructions for creating OpenCV with the Eclipse IDE are supplied..

Included in this package are hidden Markov models, stereo morphing, view-point morphing, face recognition with OpenCV, object detection with Eigen object (PCA) techniques, and connections to user groups in Chinese and Korean (HMMs)

OpenCV Architecture and Content

It is possible to break OpenCV down into five main parts. When used with machine learning, computer vision provides a broad variety of statistical classifiers and clustering techniques. When it comes to storing and loading video and images, CXCore has the I/O methods and utilities, while HighGUI has the underlying data structures and content [12].

After the OpenCV library has been installed, we will begin by running some simple algorithms. Setting up a programming environment is necessary for this. It is necessary to establish a project and arrange the setup such that (a) the highgui.lib, cxcore.lib, and ml.lib libraries are linked; (b) the preprocessor searches the OpenCV.../opencv/*/include directories for header files.

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C:/programfiles/OpenCVP/cv/include,.../OpenCVP/cxcore/include,.../OpenCVP/ml/include, and.../OpenCVP/otherlibs/highgui are some examples of "include" folders that you'll see in the course of using OpenCVP.

After that, we'll create a new C file to hold the code for our first programme.

Load a digital image from the disc and display it

Using OpenCV's tools, you may retrieve images from a variety of sources, including video and camera feeds. HighGUI, a toolkit included in the OpenCV package, has such functions.

A basic programme that opens an image and shows it on the screen will be created using some of these utilities.

It's possible to include "highgui.h" in the int main() function. "Example1", CV WINDOW AUTOSIZE"; "Example1", img); "Example1", cvShowImage("Example1", img); cvWaitKey(0); cvReleaseImage(&img); cvDestroyWindow("Example1"); IplImage* img;

The picture is loaded into memory and displayed on the screen when this code is run from the command line with just one parameter. It then waits for the user to enter a key before closing the window and exiting.

A video file may be read or played using OpenCV in the same way as showing a single image.

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It's possible to include "highgui.h" in the int main() function. In this example, cvNamedWindow("Example2"), cvCapture* capture, and cvCreateFileCapture(argv [1]) are used to create a file capture of the IplImage* frame (1) If c is more than or equal to 27, break; cvReleaseCapture(&capture); cvDestroyWindow("Example2"); cvReleaseCapture(&capture); cvDestroyWindow("Example2")

OpenCV for Webcam Access

OpenCV makes it easy to use the computer's built-in camera. OpenCV's method for accessing your camera device is open(), which accepts a cv::VideoCapture object as an argument and sets the camera ID number to 0. It is usual practise to enable the user to enter the desired camera number as a command-line option, for example, if they wish to test camera 1, 2, or -1, for example, on a system with many cameras. Cv::VideoCapture::set() may also be used to adjust the camera's resolution to 640 by 480 in order to speed up the video capture process on high-quality cameras

However, depending on your camera's type, driver or operating system, OpenCV may not alter the camera's attributes [13].

Your main desktop.cpp's main() method can incorporate the following code:

as long as cameraNumber is greater than zero, cameraNumber is set to atoi(argv[1]). Get the camera up and running.

cv::VideoCapture camera; if (!camera.isOpened()) camera.open(cameraNumber); There was an error accessing the camera or video: "ERROR: Could not access!" std::endl; exit(1)

/ The camera's resolution could be able to be adjusted.

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Set the camera's frame width and height to 640 and 480, respectively.

A cv::Mat (OpenCV's container for images) may be used to obtain the current video feed from a webcam. As though you were obtaining input from a terminal, you may use the C++ streaming operator from your cv::VideoCapture object into a cv::Mat object. Using an AVI or MPEG file instead of a camera is a snap with OpenCV. Creating the cv::VideoCapture object with the video filename rather than the camera number, as in camera.open("my video.avi"), is the only change to the code (0). It's possible to utilise the cv::VideoCapture object created by either technique. To summarise, the online documentation for OpenCV's many methods for digital image processing and computer vision is readily available for exploration. You may get extensive documentation for OpenCV in the form of online tutorials as well as books and quick-start guides. In addition, there is a large online community that monitors and fixes flaws and issues. When it comes to real-time operation, OpenCV is a massive free open-source library for computer vision and machine learning, as well as for image processing. Using it, one may recognise objects, faces, and even the handwriting of a human by processing photos and videos..

Detection of Unwanted Entities and Patterns

Computer vision, image processing, and deep learning are all components of Object Detection, which is used to identify things in photos and movies.

Cascades of Haar

In order to detect objects, Haar Cascade classifiers are a good option. When Paul Viola and Michael Jones wrote their work on object detection, they recommended this

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technique. There are many positive and negative pictures used to train the classifier in Haar Cascade, a machine learning-based technique [14].

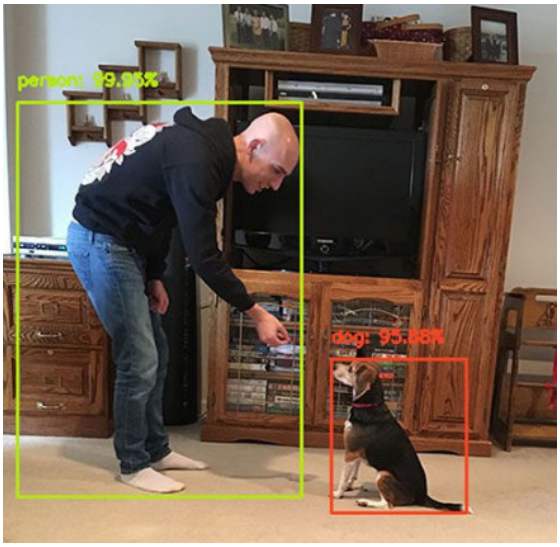

Figure 3 : Object Detection with OpenCV and YOLO

USING YOLO with OpenCV for Dynamic Object Detection

When it comes to deep learning-based object recognition, you'll likely meet three basic methods:

R-CNNs that are faster (Ren et al., 2015)

As the saying goes, "You Only Get One Shot" (YOLO) (Redmon et al., 2015)

Sensors for Single Shot Detection (Liu et al., 2015)

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For object recognition using deep learning, R-CNNs are perhaps the most well-known approach, however they may be difficult to grasp (particularly for novices in deep learning), complicated to install, and demanding to train [15]. Furthermore, even with the "faster" R-CNNs version (where the "R" stands for "Region Proposal"), the technique may be rather sluggish, on the order of 7 frames per second (FPS).

When it comes to raw performance, the YOLO algorithm is our go-to choice because it can handle 40-90 frames per second on a Titan X GPU. YOLO's 155 FPS version is the most powerful version of the game. YOLO's biggest flaw is that it lacks detail-orientedness. The Google-created SSDs are a compromise between the two. Faster R-CNNs have a more complicated algorithm (and a better explanation in the main publication that introduced it). Depending on the network type we utilise, we can also get 22-46 FPS throughput, which is substantially quicker than Ren et al .'s. SSDs are more precise than YOLO, too. Please see Liu et al. for further information about SSDs.

MobileNets: Efficient (deep) neural networks

Existing network architectures like VGG or ResNet are commonly used to develop object detection networks, which is why they're so common. There's an issue, though: these network topologies may be 200-500MB huge.

Due to their size and the amount of calculations they need, network topologies such as these are incompatible with resource-constrained devices [16].

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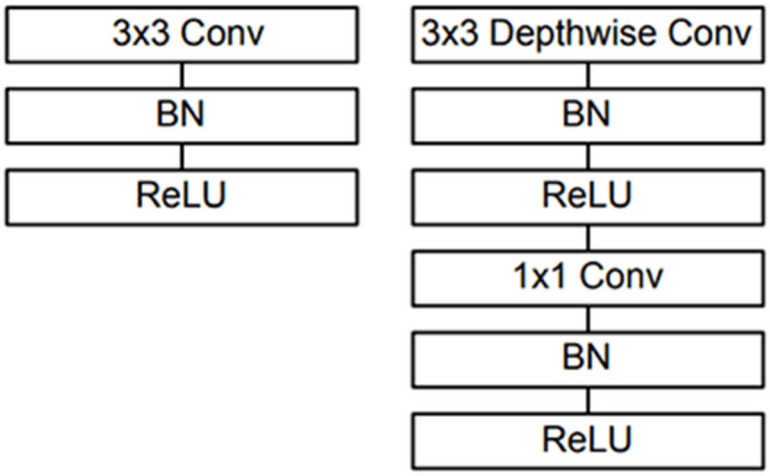

Figure 4 : MobileNet Perspectives

As a substitute, we might make use of another publication by Google researchers, MobileNets (Howard et al., 2017). Because they are optimised for devices with limited resources, such as smartphones, these networks are referred to as "MobileNets." The use of depthwise separable convolution in MobileNets sets them apart from regular CNNs (Figure 2 above).

Depthwise separable convolution is based on the principle of separating the convolution process [17] into two stages:

- A 33 convolution in depth.
- Then an 11 pointwise convolution is used.

This means that we can really lower the amount of parameters in our network.

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When we use MobileNets instead of bigger networks, we have to give up some precision.

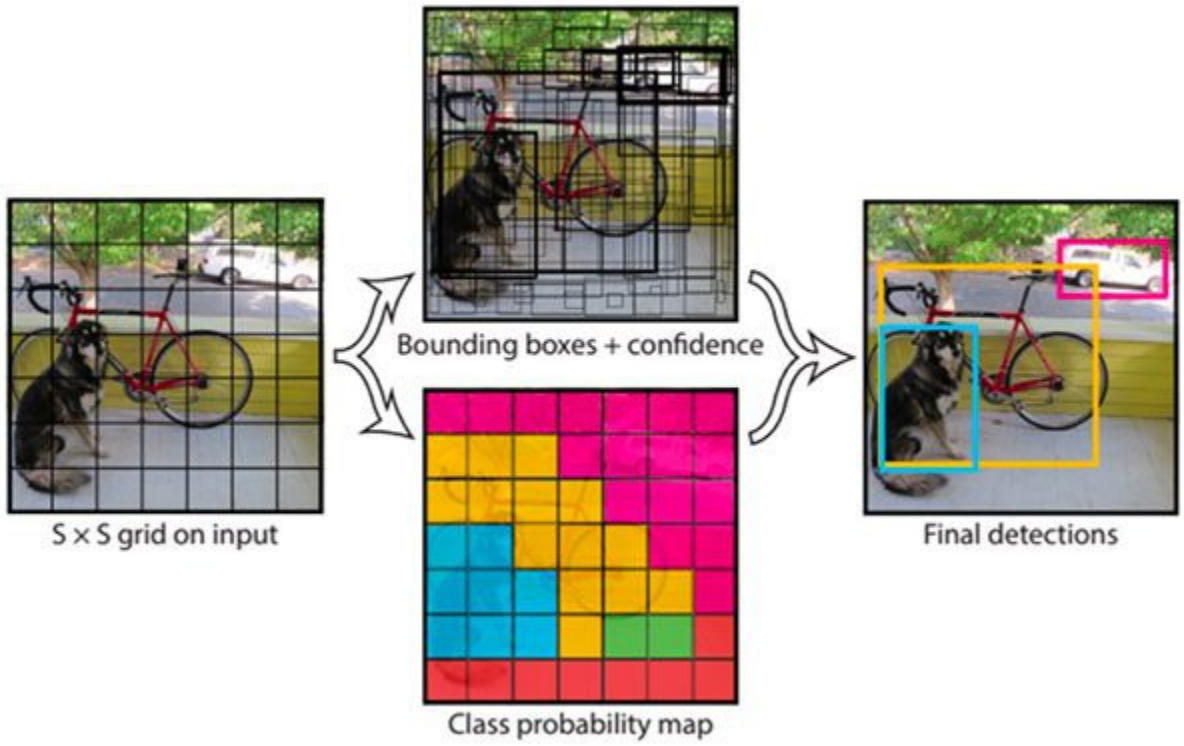

Figure 5 : Object Detection Phases

Using MobileNets with Single Shot Detectors for rapid and efficient object recognition based on deep learning. Deep learning-based object identification may be achieved using the MobileNet architecture and the Single Shot Detector (SSD) framework [18, 19].

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Recognition of objects using OpenCV and deep learning

OpenCV's MobileNet SSD + deep neural network (DNN) module will be used to create an object detector in this segment. The "Downloads" code at the bottom of this blog post contains the source code, a trained network, and a set of test pictures that you can run on your own computer to see how it works.

Let's get started with our OpenCV-based deep learning object detector.

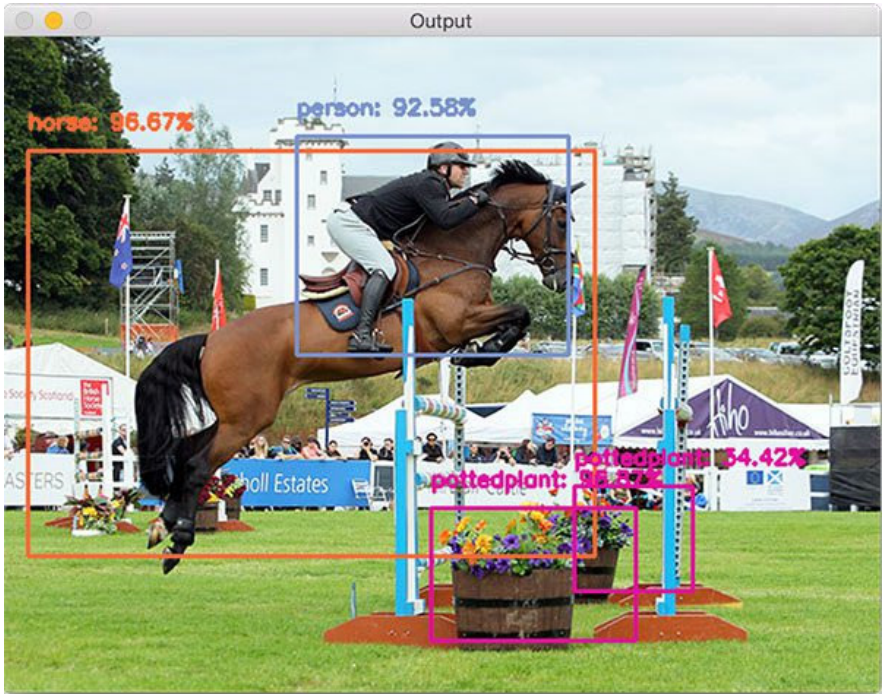

Figure 6 : Dynamic Object Detection with OpenCV

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Figure 7 : Real Time Object Detection

Following training on the COCO dataset (Common Objects in Context), MobileNet SSD was fine-tuned on the PASCAL VOC dataset until it achieved an accuracy of 92.7% in terms of mean absolute precision (mAP) (mean average precision). In total, we can recognise different types of objects in images (plus one for the background class), such as cars, buses, bicycles and birds. We can also recognise chairs and cows. We can recognise dogs and horses. We can recognise people. We can recognise potted plants. Many other objects can be dynamically identified using real time analytics.

Conclusion

The C++ interface of OpenCV, although not as rich as the C++ interface, is nevertheless quite useful. All of the latest developments and algorithms are made available to the user via the C++ interface. The library's interface is implemented differently in each of Python, Java, and MATLAB/OCTAVE. These interfaces may be accessed using a web-based API. In order to make the technology more appealing to a wider audience, wrappers for a number of programming languages were developed. OpenCV.js, a JavaScript binding

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for a subset of OpenCV functions, was provided in the most recent version for web-based applications. The OpenCV cross-platform library may be used to construct computer vision applications. In addition to face and object recognition and other image processing capabilities, the software also allows for video recording and analysis.

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