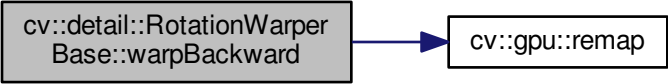


cv::detail::RotationWarper  
Base::warpBackward



```
graph LR; A["cv::detail::RotationWarper  
Base::warpBackward"] --> B["cv::gpu::remap"]
```

cv::gpu::remap