

tld::DetectorCascade
::initWindowsAndScales



```
graph LR; A[tld::DetectorCascade::initWindowsAndScales] --> B[cv::gpu::pow]
```

A diagram showing a call from the function `tld::DetectorCascade::initWindowsAndScales` to the function `cv::gpu::pow`. The first function is in a grey box on the left, and the second is in a white box on the right. A blue arrow points from the first box to the second.

cv::gpu::pow