PROC. OF KAPOORLABS

Title of the document

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Writing Equations

This is how we can type labelled equations

$$\hat{H}\psi(\mathbf{r}) = E\psi(\mathbf{r}) \tag{1}$$

For writing simple math stuff without numbering we can use $GT = \{gt\}, SEG = \{seg\}$ are two sets of segmented objects.

Writing Code

For writing code we can do it like this

```
def WatershedwithMask3D(Image, Label, mask, gr: 10³
  properties = measure.regionprops(Label, Image,
  binaryproperties =
  measure.regionprops(label(mask), Image)
  BinaryCoordinates = [prop.centroid for
  prop in binaryproperties]
  Binarybbox =
  [prop.bbox for prop in binaryproperties]
  Coordinates = sorted(Coordinates ,
  key=lambda k: [k[0], k[1], k[2]])
  if len(Binarybbox) > 0:
       for i in range(0, len(Binarybbox)):
```

box = Binarybbox[i]

inside = [iou3D(box, star)]for star in Coordinates]

if not any(inside) :

THE ELECTROMAGNETIC SPECTRUM

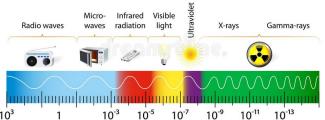


Fig. 1: Schematic representation showing the radiation spectrum with decreasing wavelength (in meters) from left to right, radio waves have Coordinates = [prop.centroid for prop in propugations of kilometers (that is what it needs to be in our houses from a transmitter tower), microwaves of about 5 cm (easy guess as the size of the box itself is about 15 cm or so) while the visible radiation is 400-800 nano meter.

radiation

```
watershedImage = watershed(-Image, markers,
mask = mask.copy())
return watershedImage, markers
```

Putting a figure

For adding a figure it is like

Then we can refer to the figure by saying is shown in the Figure radiation

Citing People

Coordinates.append(BinaryCoord[SWBM[8]][WSH+20][BM18][RFB15][WCV+20][ESC+18]

REFERENCES

Coordinates.append((0,0,0)) [BM18] Coordinates = np.asarray(Coordinates) $\label{eq:coordinates_int} \mbox{coordinates} = \mbox{np.round(Coordinates).astype(int)} \\ \mbox{[ESC$^{+}$18]}$ markers_raw = np.zeros_like(Image) markers_raw[tuple(coordinates_int.T)] = 1 + np.arange(len(Coordinates)) [RFB15] markers = morphology.dilation(markers_raw.astype('uint16'), morphology.ball(2))

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