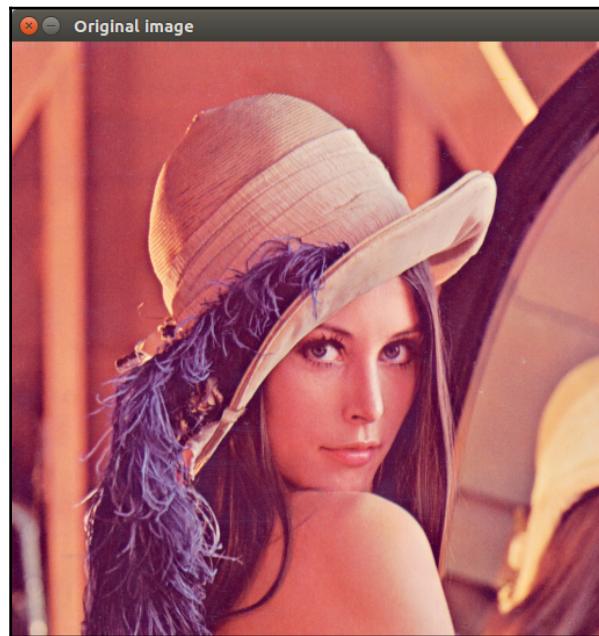
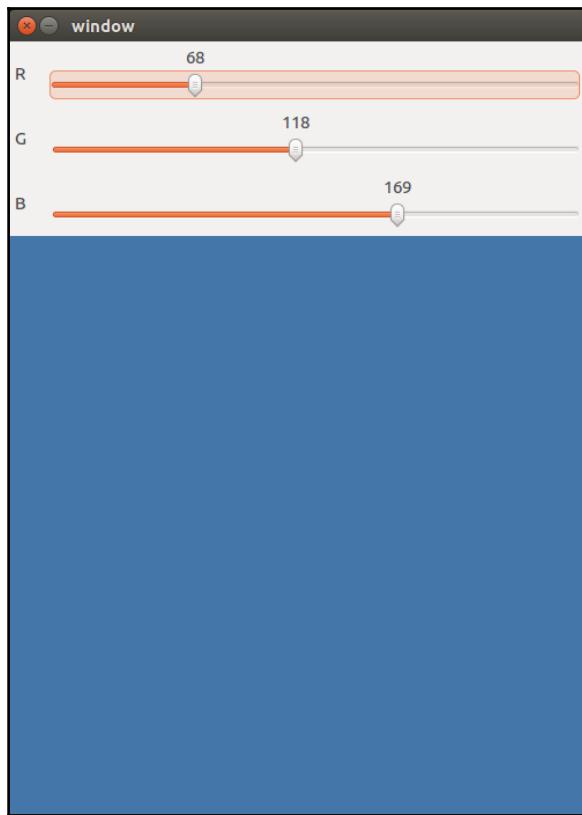
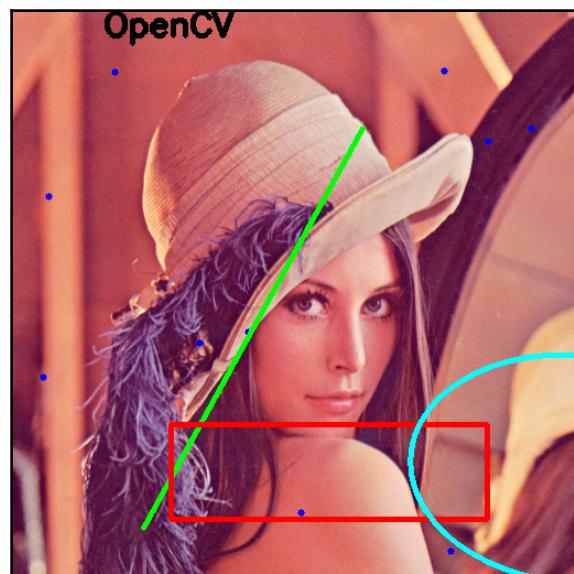
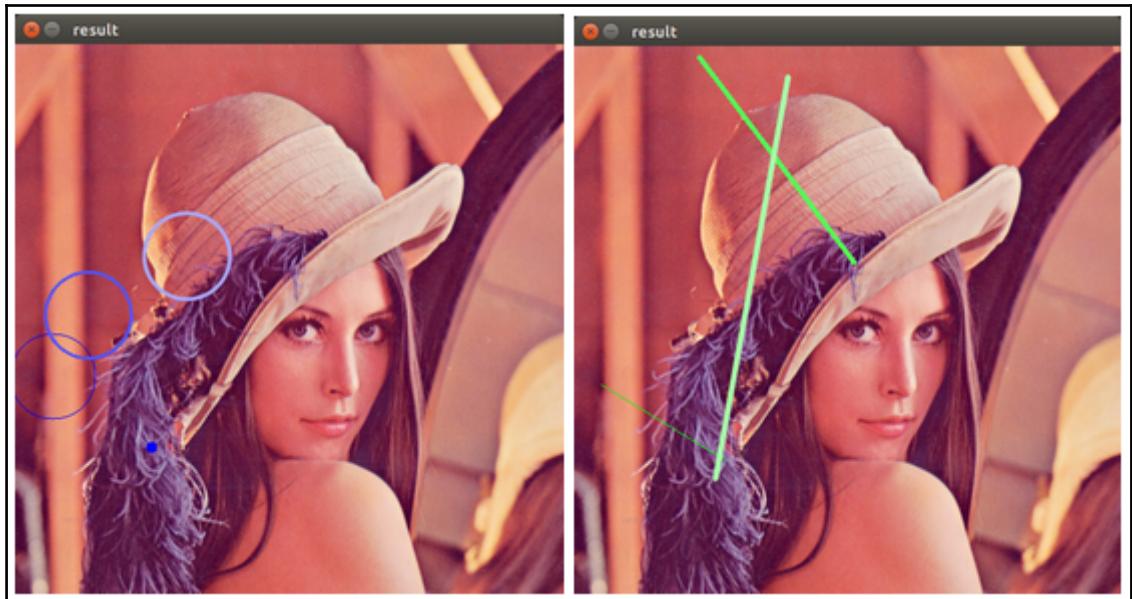
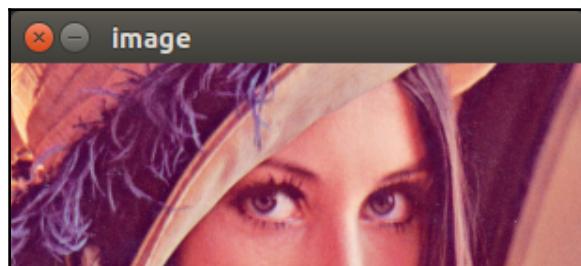
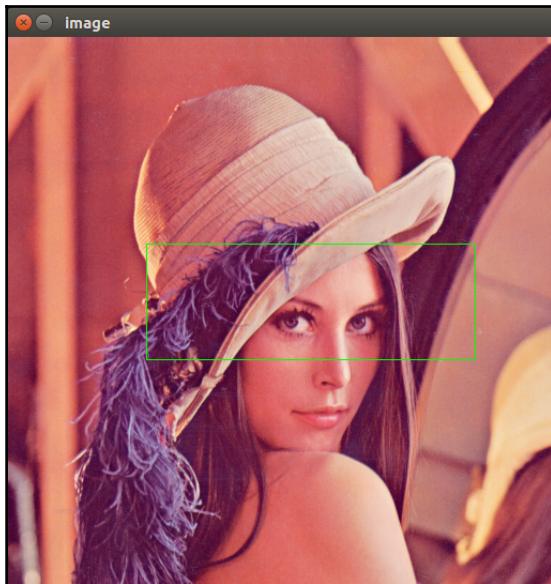


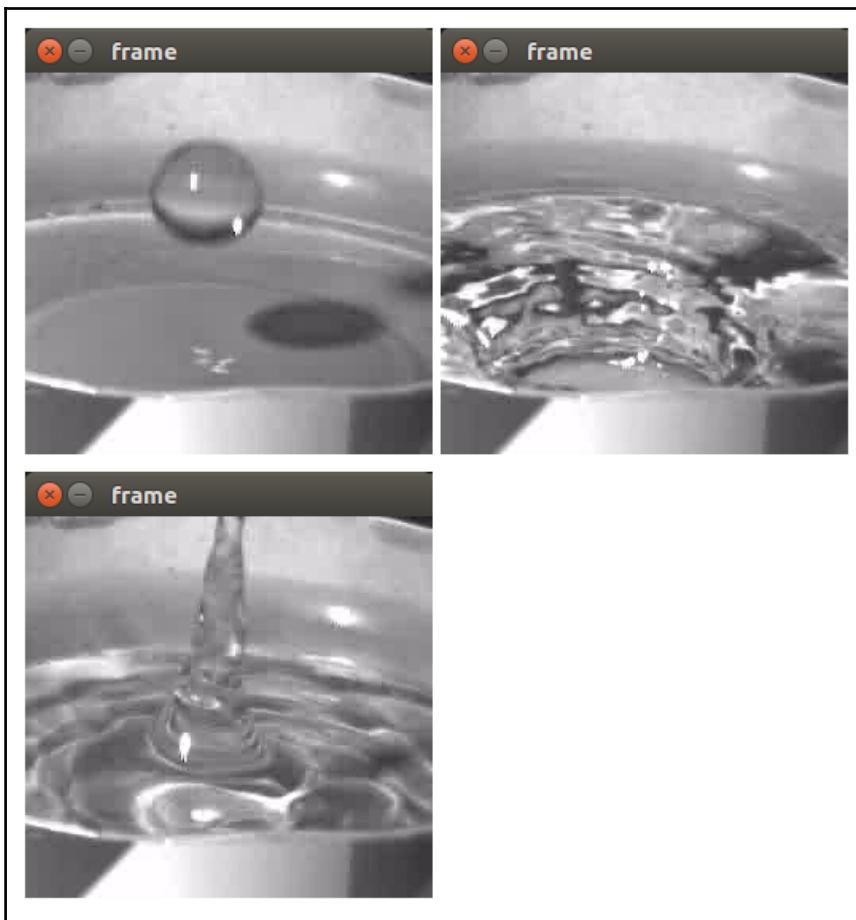
Chapter 1: I/O and GUI

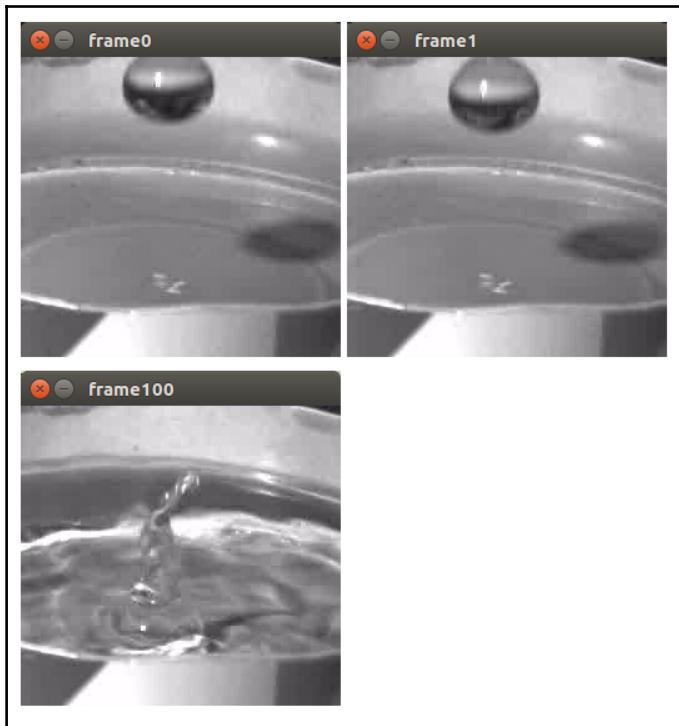




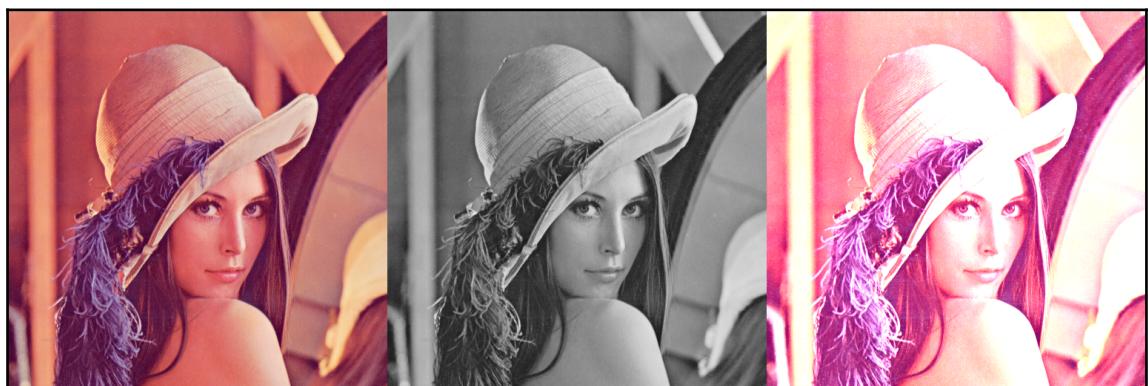


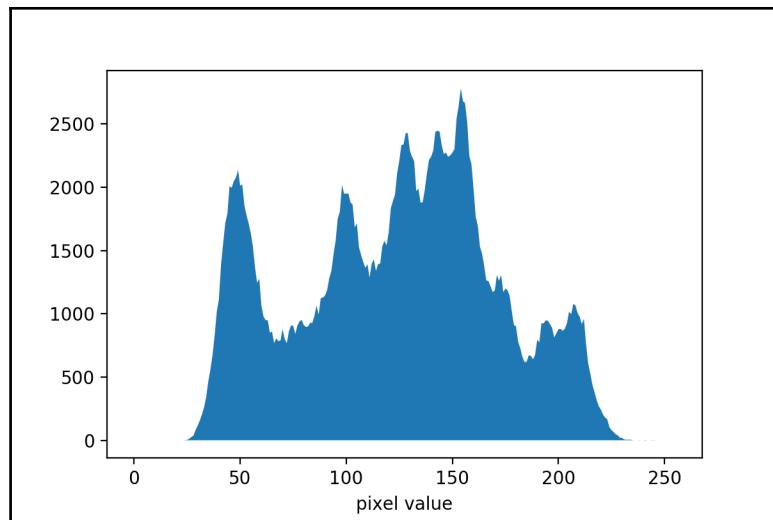
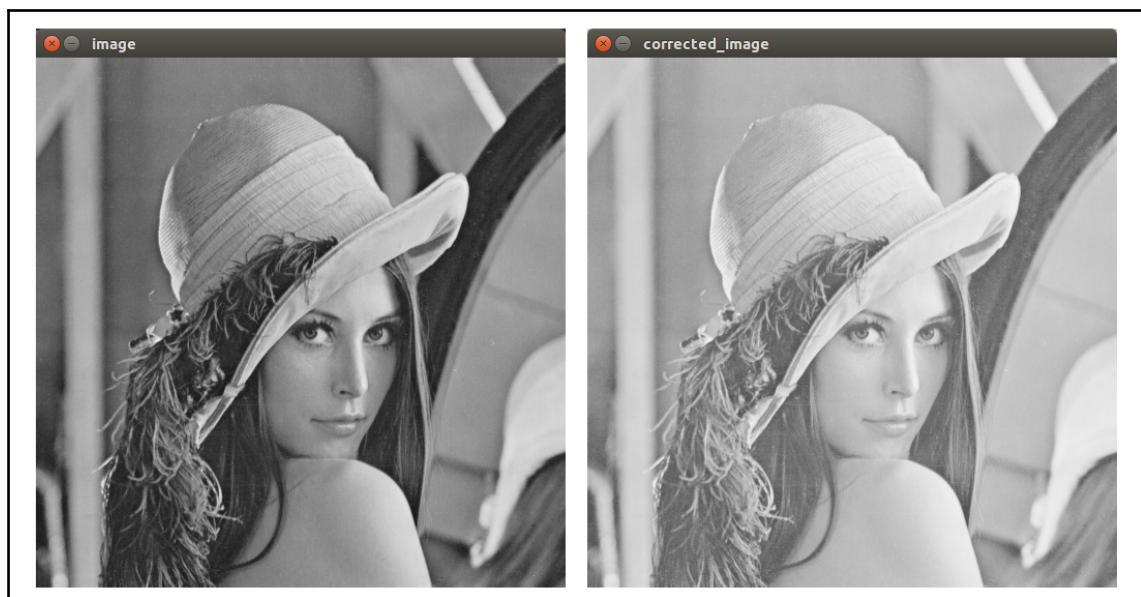


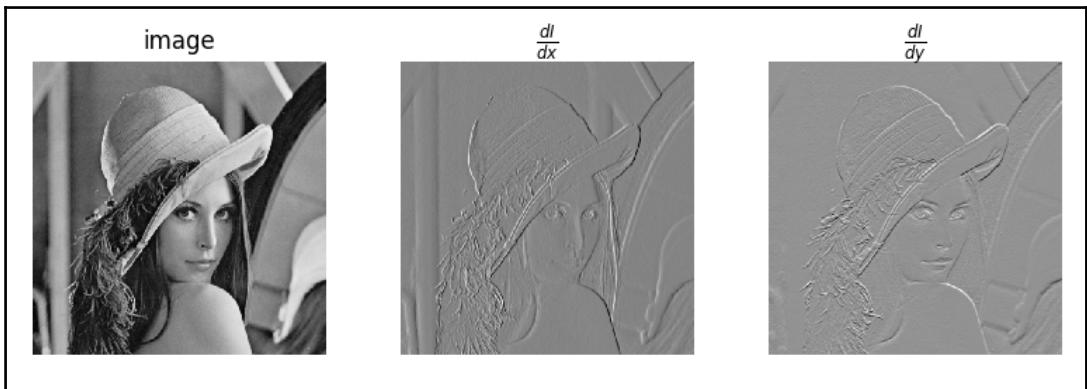
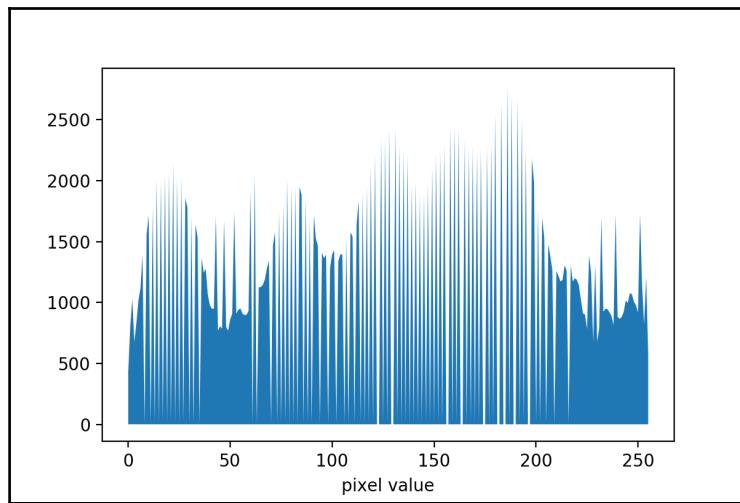


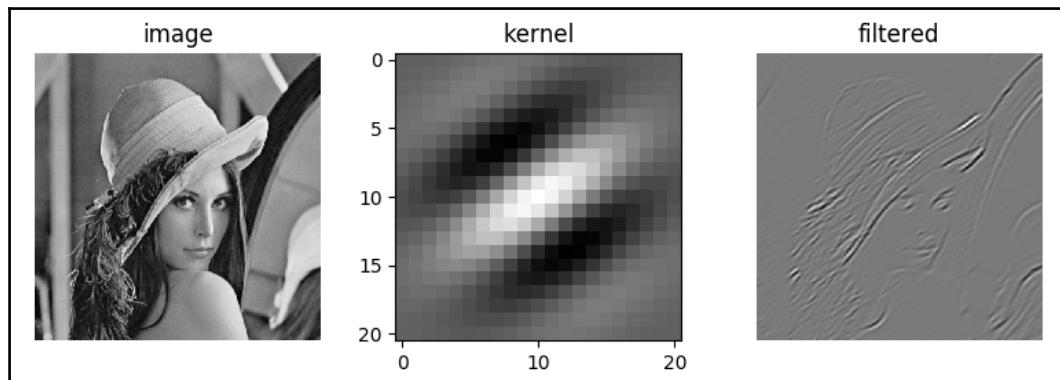


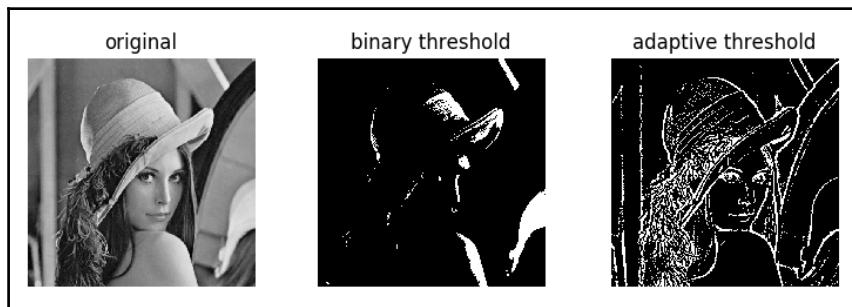
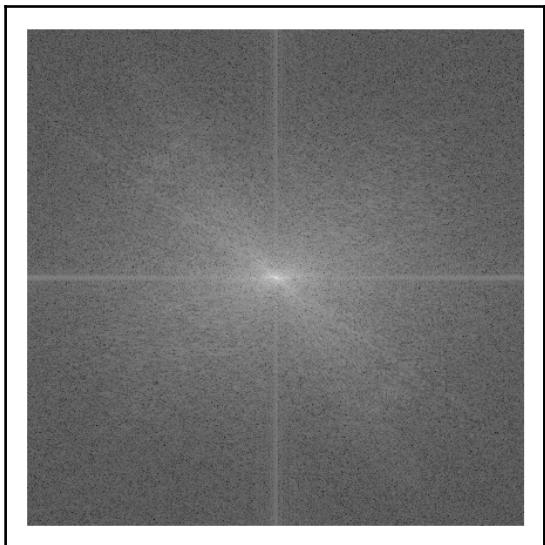
Chapter 2: Matrices, Colors, and Filters

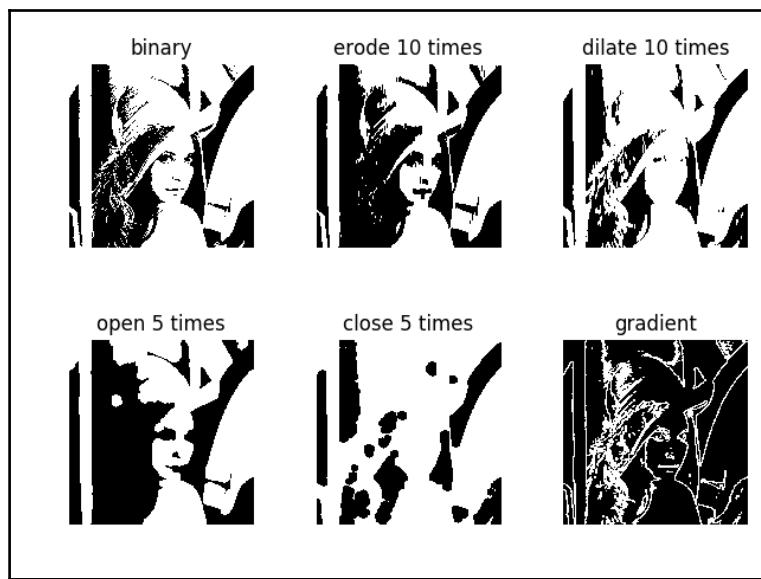


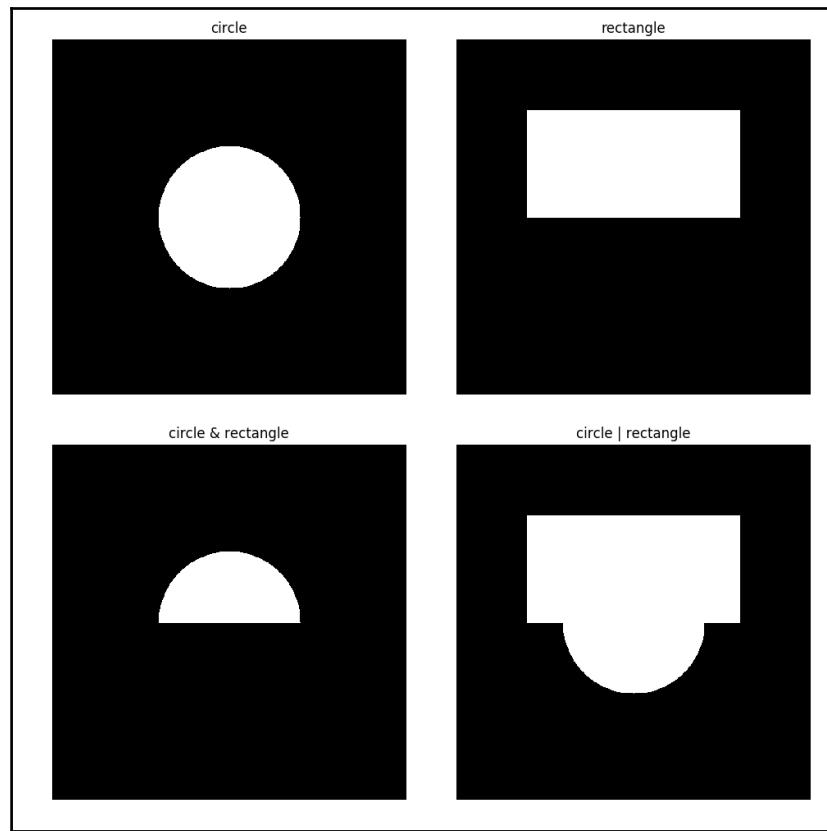




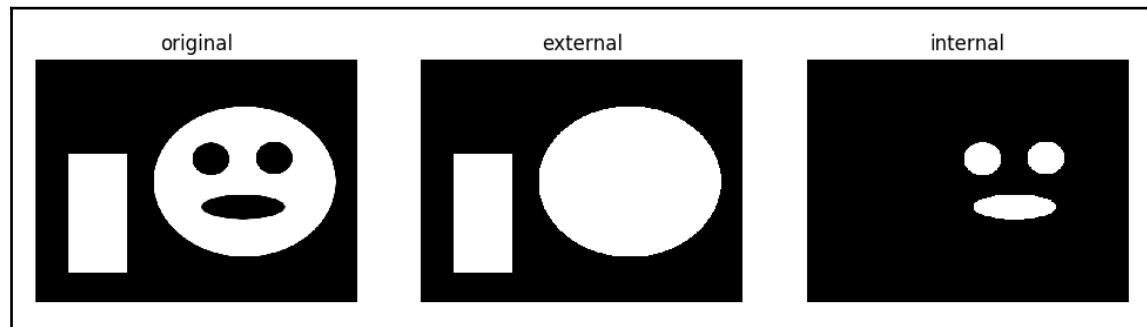
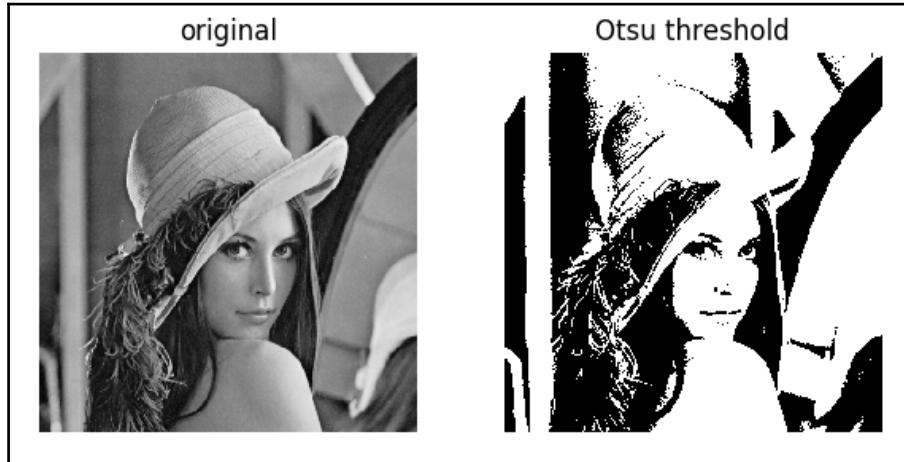


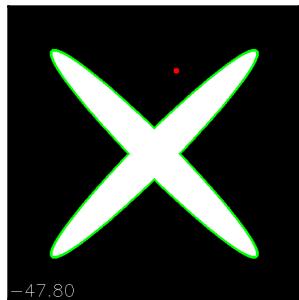
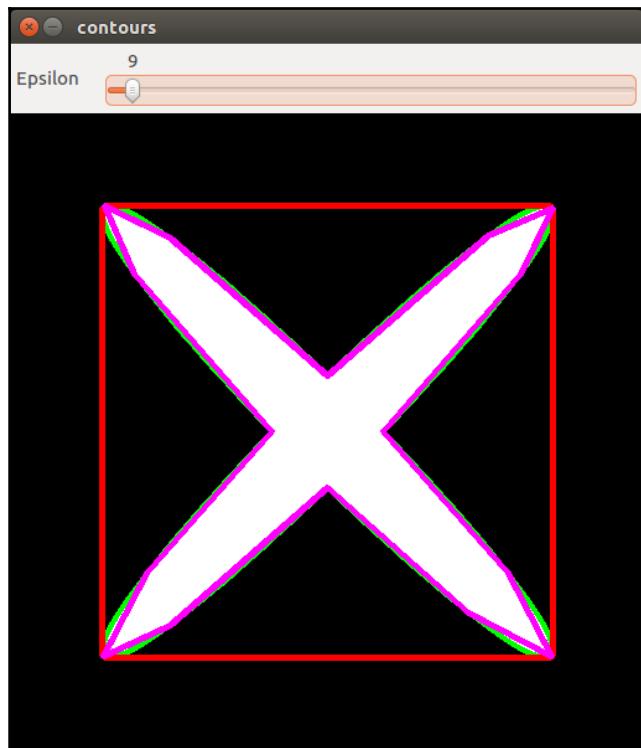


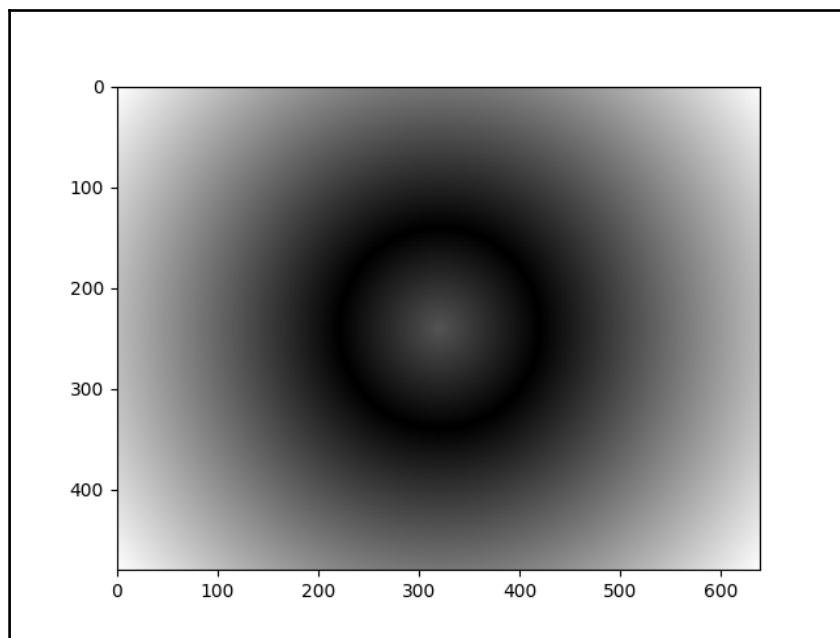


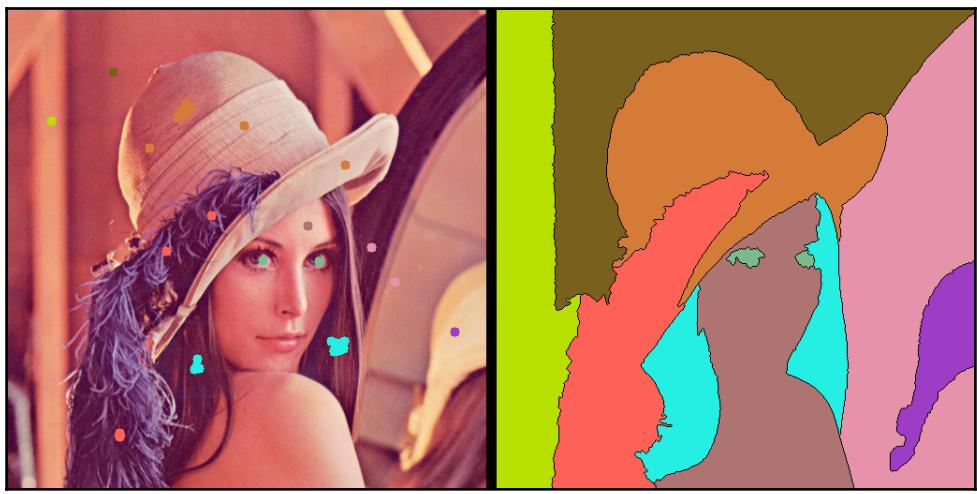


Chapter 3: Contours and Segmentation

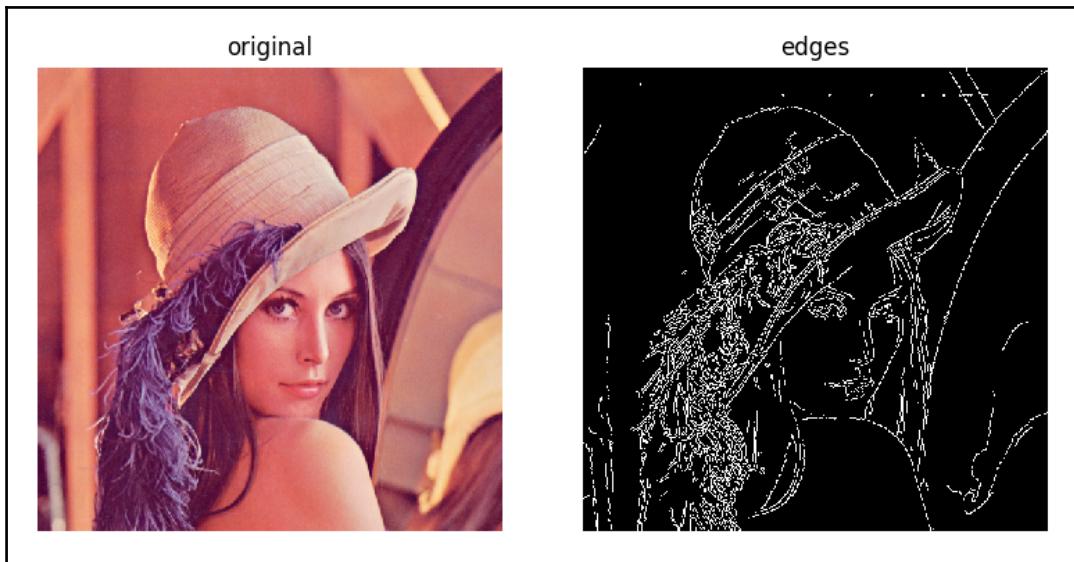


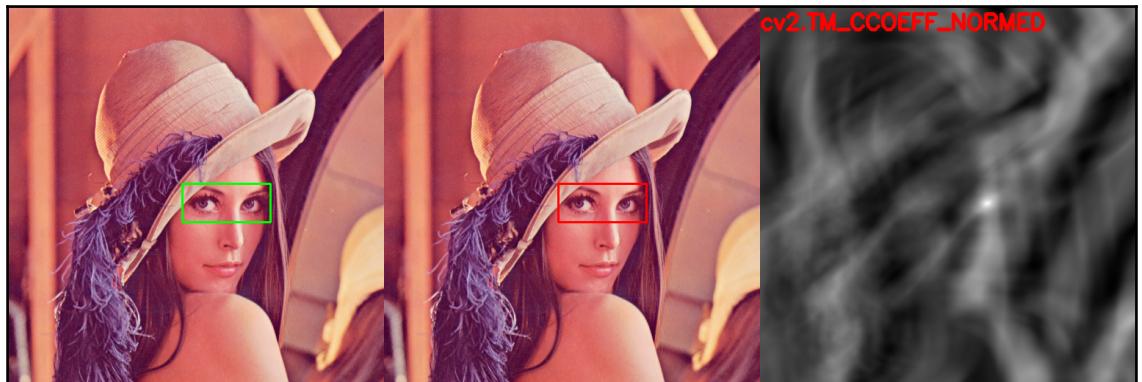
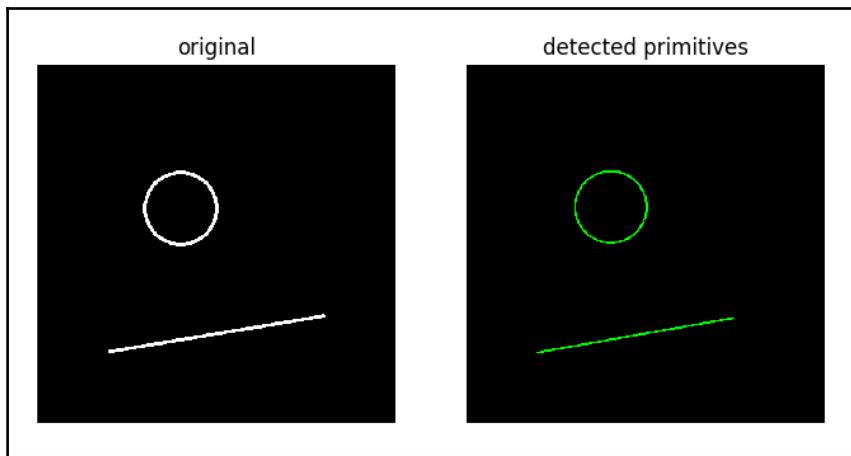


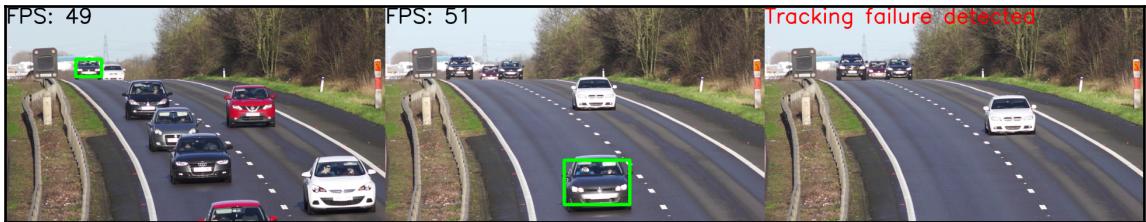


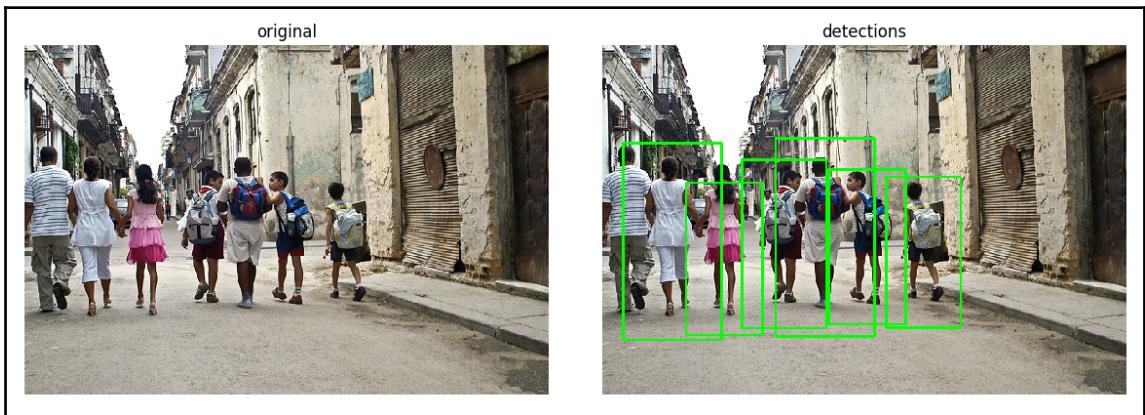
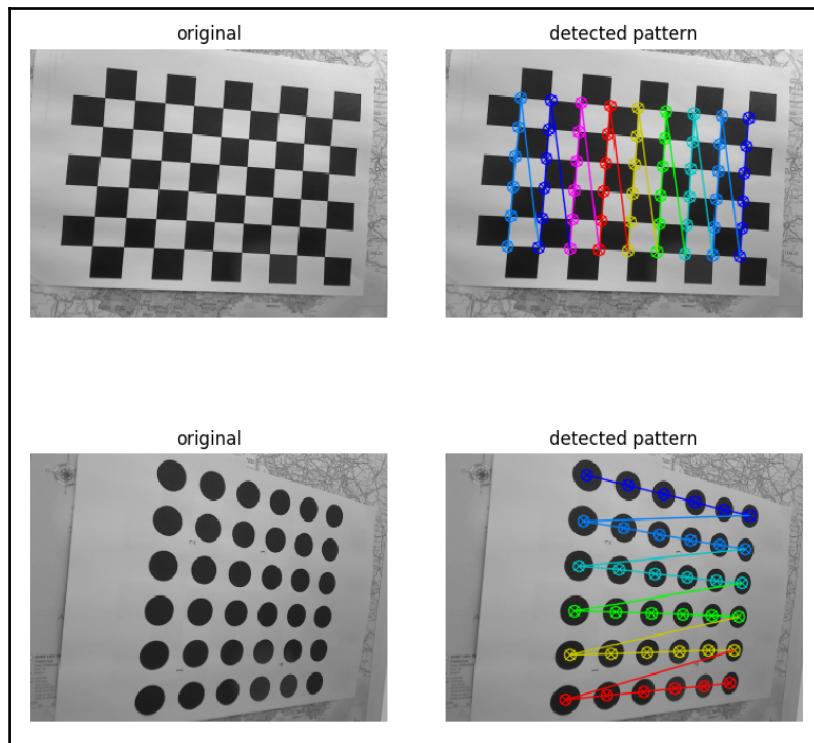


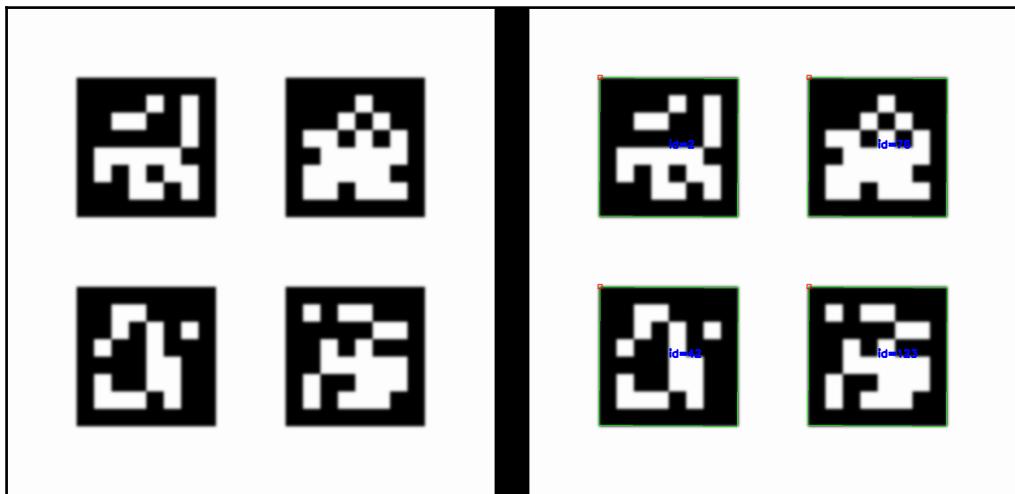
Chapter 4: Object Detection and Machine Learning



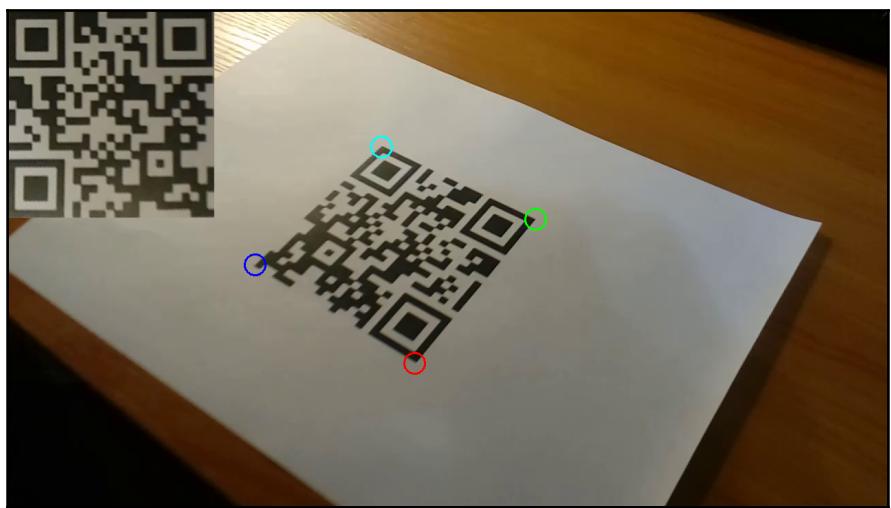




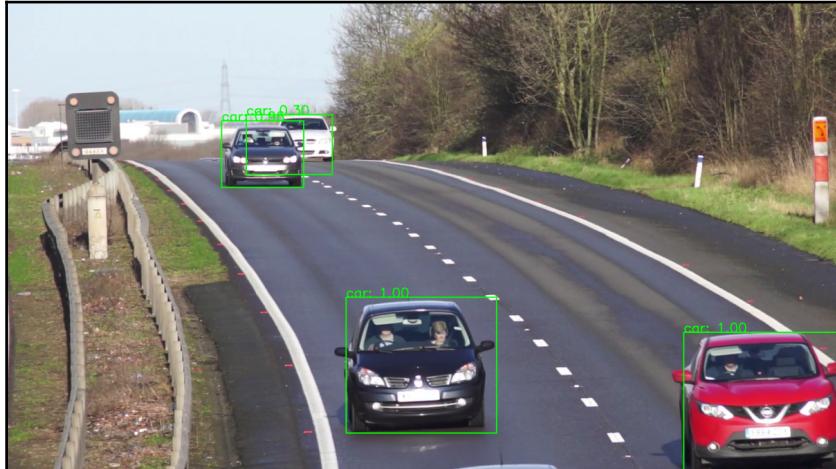








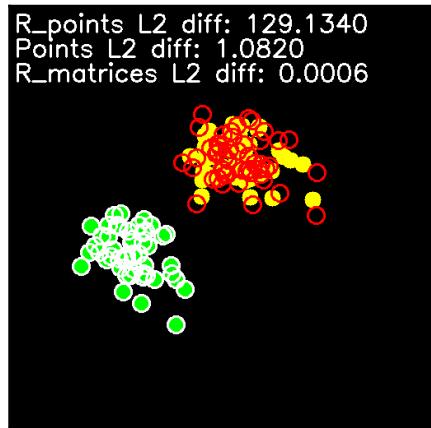
Chapter 5: Deep Learning



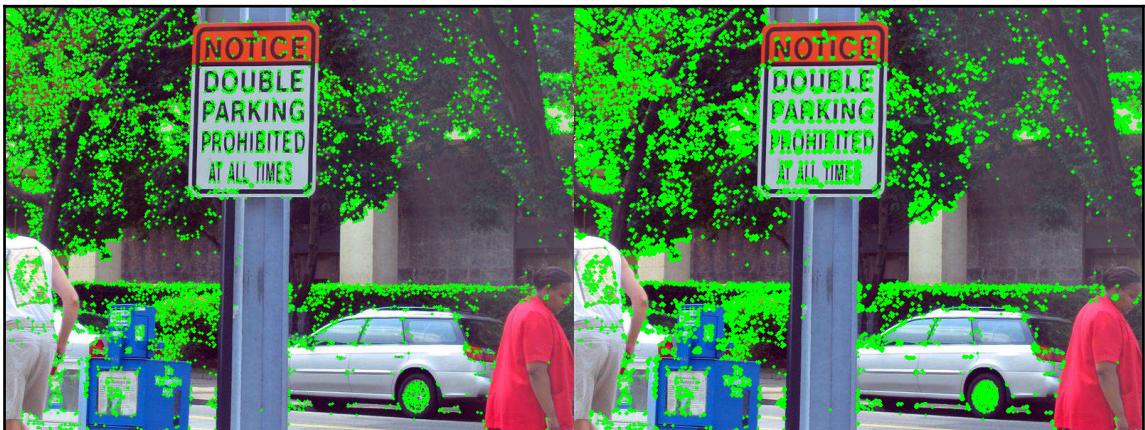
original



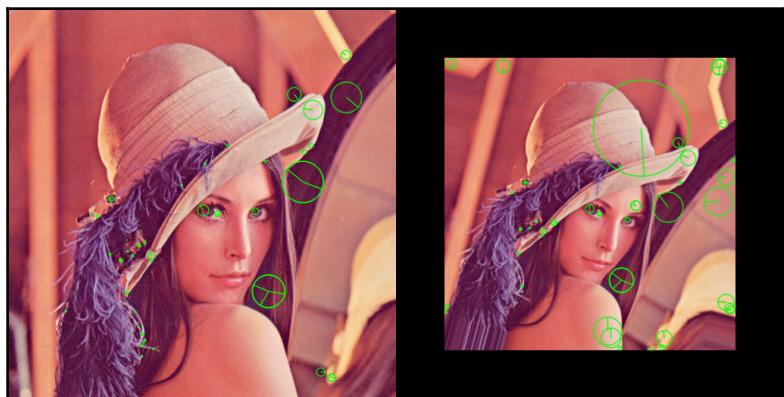
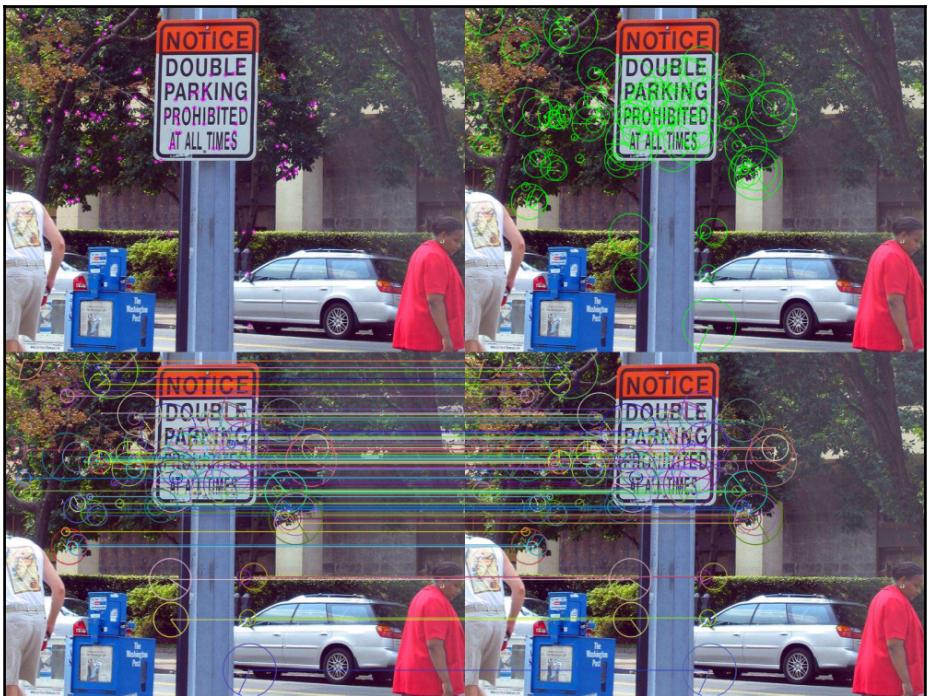
Chapter 6: Linear Algebra

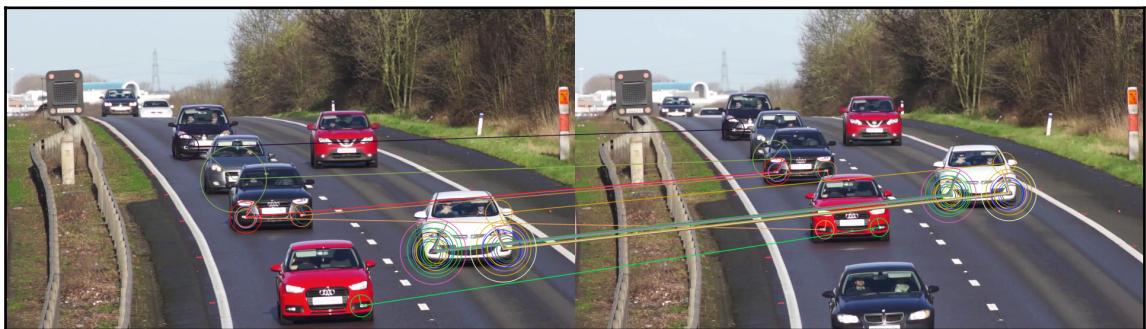


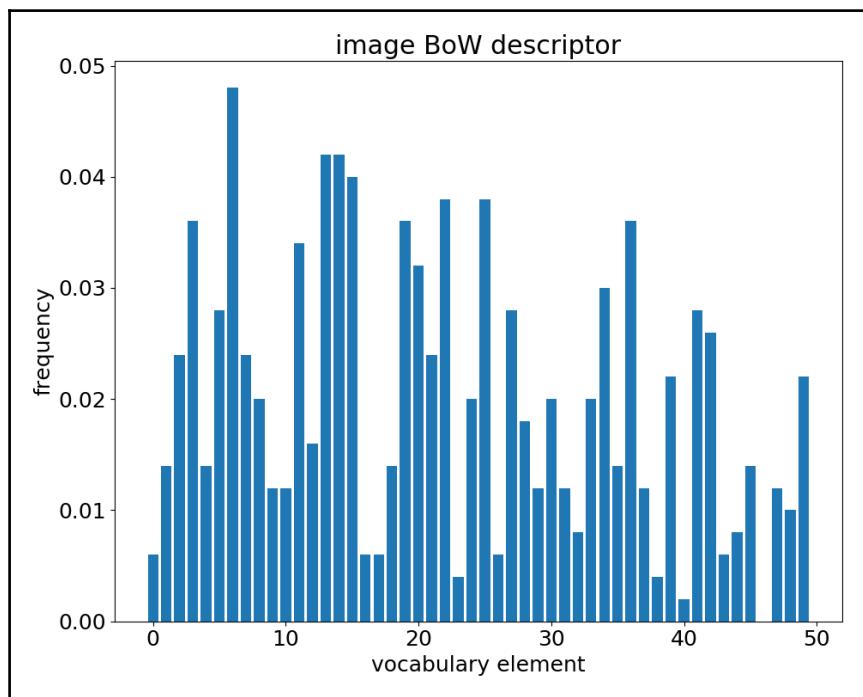
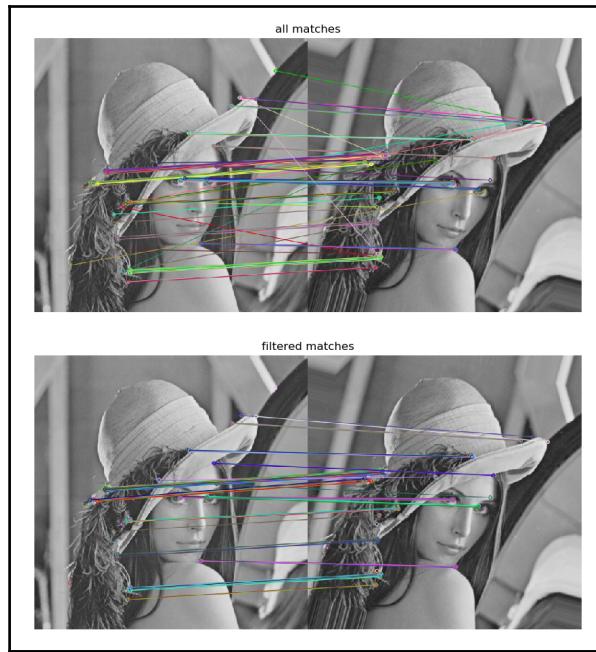
Chapter 7: Detectors and Descriptors



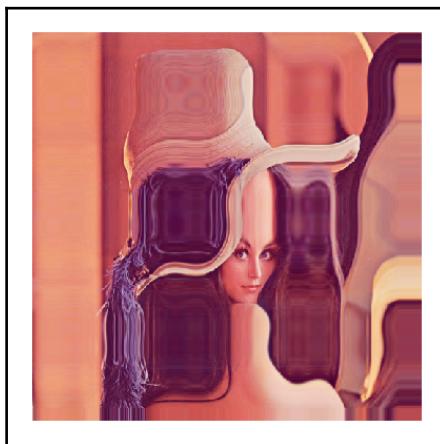
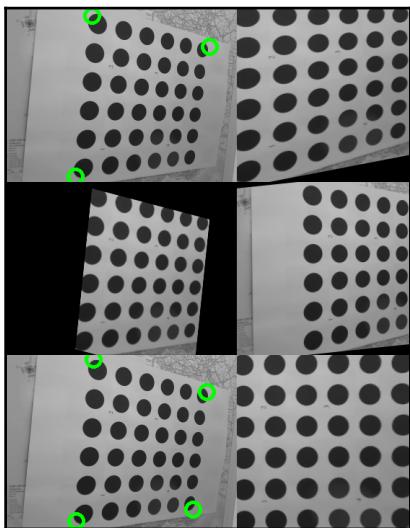




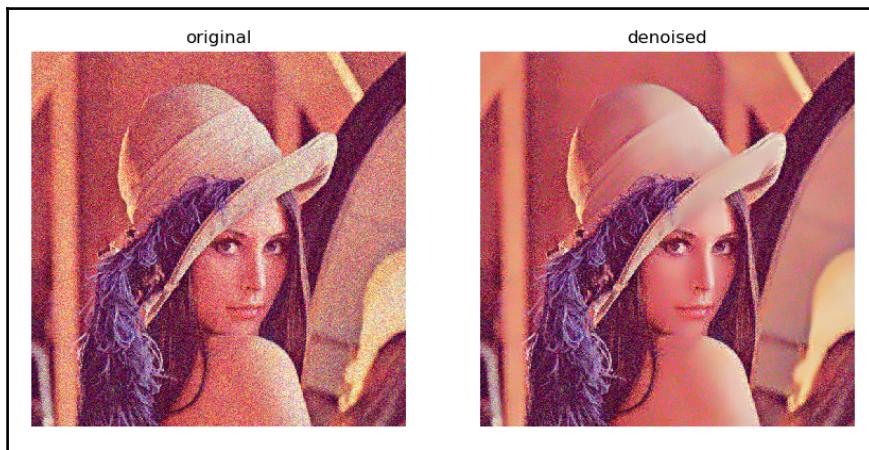




Chapter 8: Image and Video Processing









Chapter 9: Multiple View Geometry

