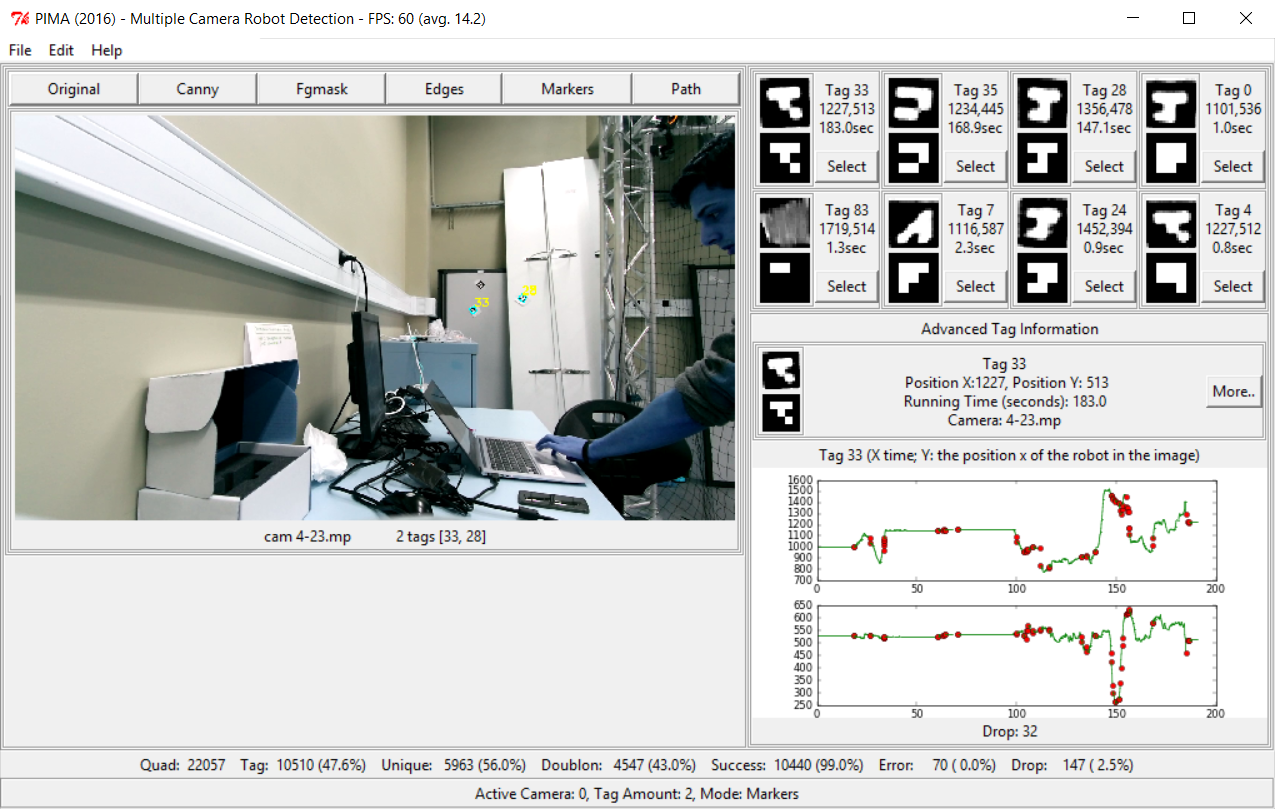
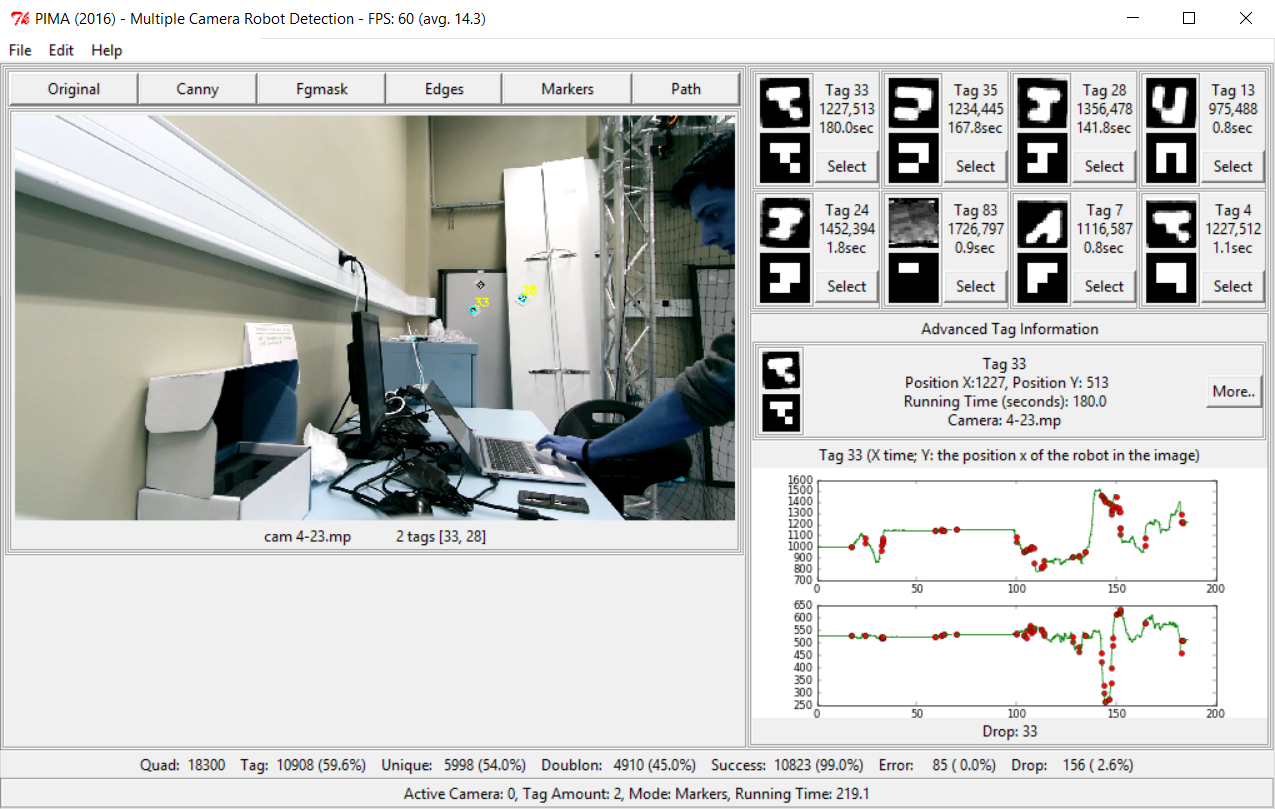


(-) epsilon = 0.035\*cv2.arcLength(edges[i], True)  
(+) epsilon = 0.025\*cv2.arcLength(edges[i], True)

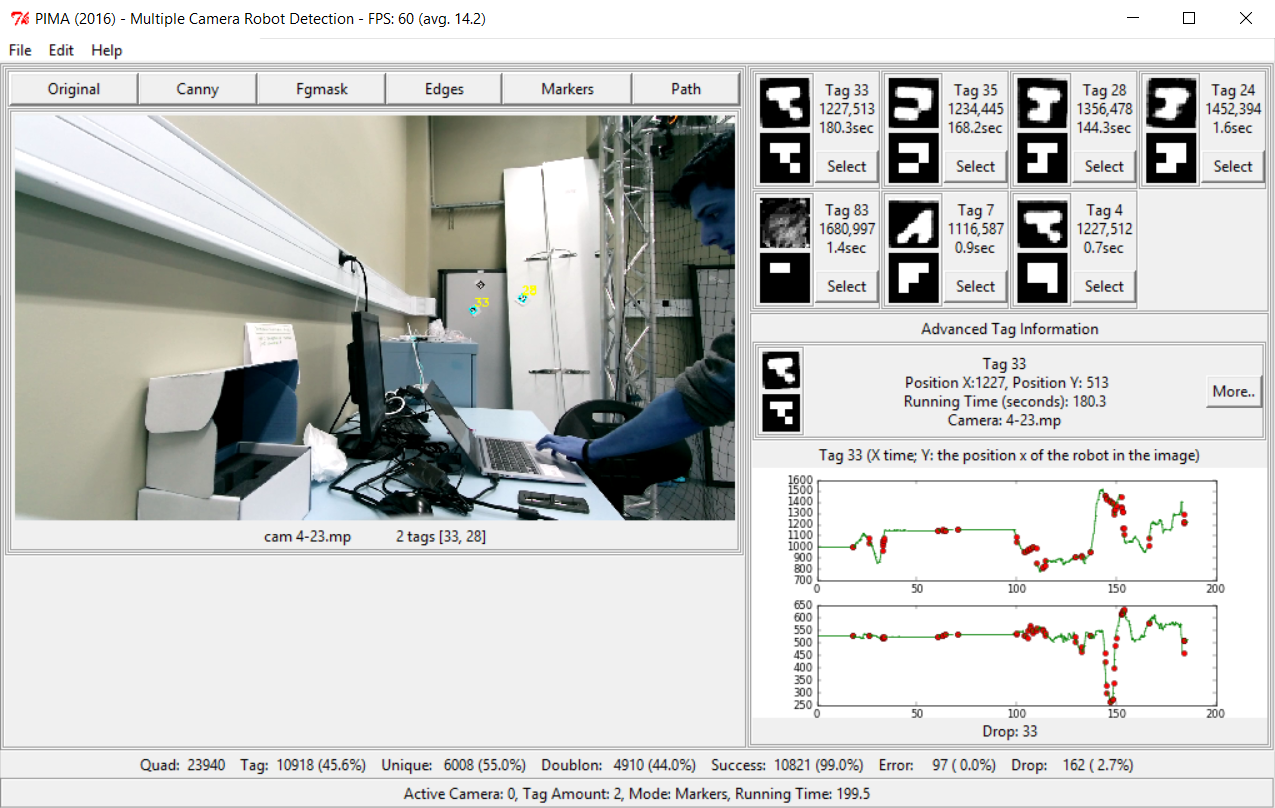


(-) mat = cv2.GaussianBlur(mat, (5,5), 0)

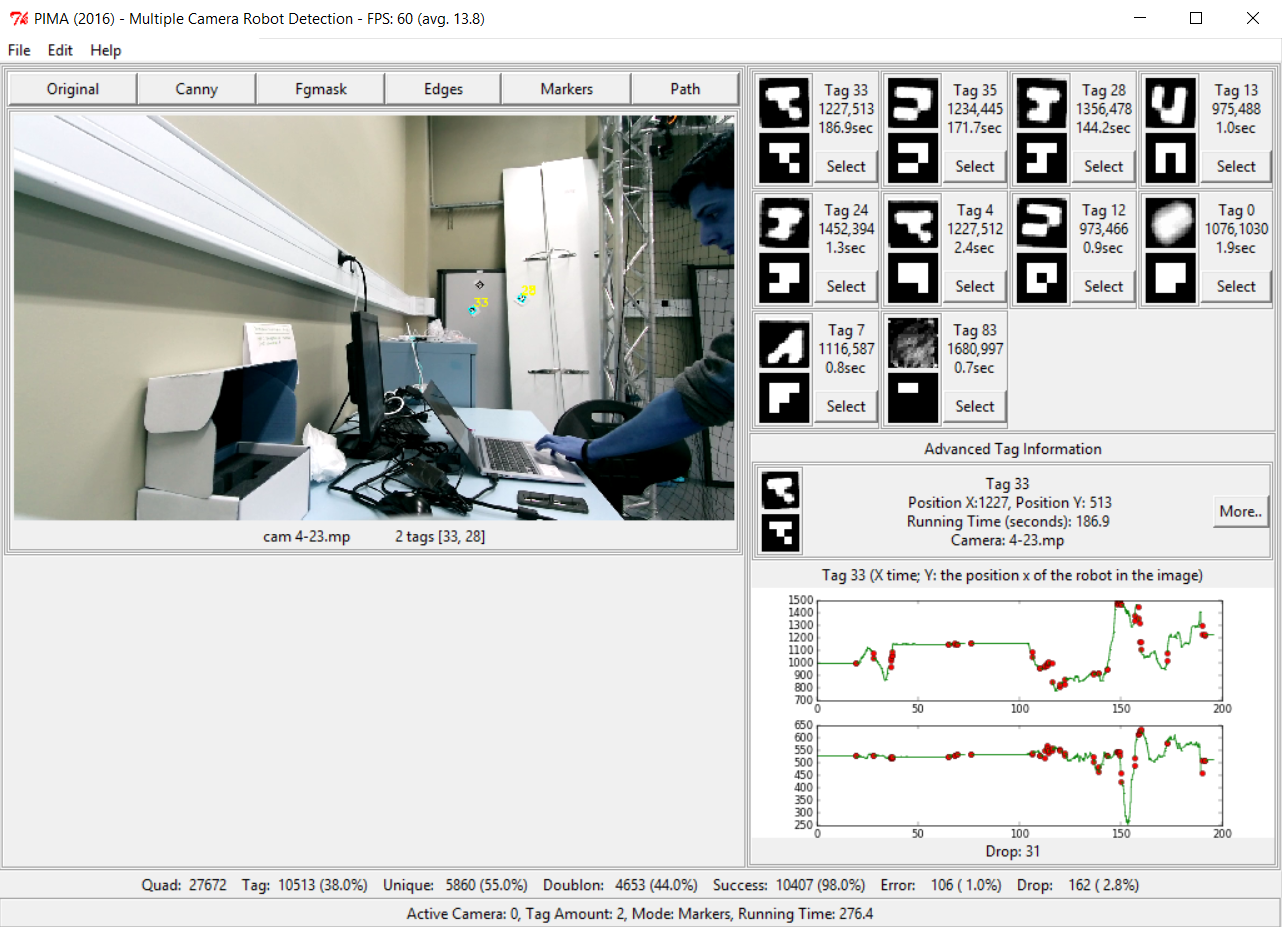


(+) mat = cv2.GaussianBlur(mat, (3,3), 0)  
(-) epsilon = 0.025\*cv2.arcLength(edges[i], True)  
(+) epsilon = 0.035\*cv2.arcLength(edges[i], True) 

(-) epsilon = 0.035\*cv2.arcLength(edges[i], True)  
(+) epsilon = 0.060\*cv2.arcLength(edges[i], True)



(-) epsilon = 0.060\*cv2.arcLength(edges[i], True)  
(+) epsilon = 0.100\*cv2.arcLength(edges[i], True)



cv2.contourArea(approx\_curve) (-) < 100, > 1000 (+) < 50, > 800  
MAX\_DISTANCE (-) \* 0.090 (+) \* 0.095



