cmake\_minimum\_required(VERSION 3.10)

project(RealTimeVideoProcessing)

set(CMAKE\_CXX\_STANDARD 14)

# Include paths for the libraries

include\_directories(${PROJECT\_SOURCE\_DIR}/include)

include\_directories(/path/to/opencv/include)

include\_directories(/path/to/libtorch/include)

include\_directories(/path/to/libtorch/include/torch/csrc/api/include)

include\_directories(/path/to/tensorflow)

include\_directories(/path/to/eigen)

# Link directories for the libraries

link\_directories(/path/to/opencv/lib)

link\_directories(/path/to/libtorch/lib)

link\_directories(/path/to/tensorflow/bazel-bin)

# Find OpenCV

find\_package(OpenCV REQUIRED)

include\_directories(${OpenCV\_INCLUDE\_DIRS})

# Find Eigen

find\_package(Eigen3 REQUIRED)

include\_directories(${EIGEN3\_INCLUDE\_DIR})

# Add executable

add\_executable(RealTimeVideoProcessing main.cpp TorchLossComputer.cpp)

# Link libraries

target\_link\_libraries(RealTimeVideoProcessing ${OpenCV\_LIBS})

target\_link\_libraries(RealTimeVideoProcessing ${TORCH\_LIBRARIES})

target\_link\_libraries(RealTimeVideoProcessing tensorflow-lite)