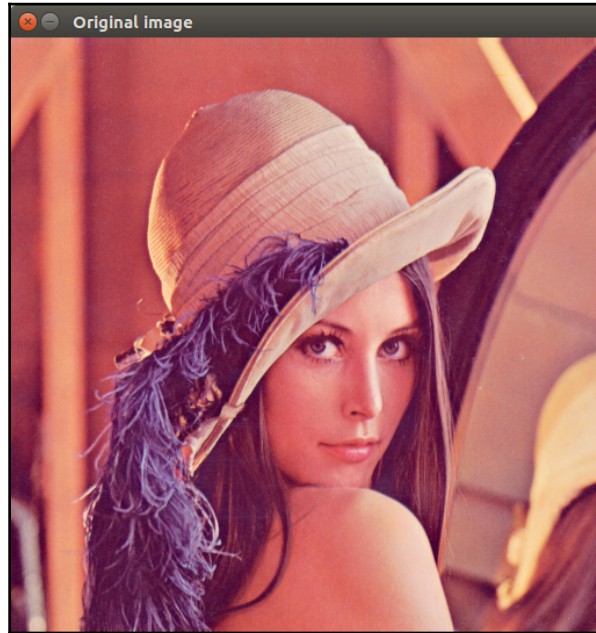
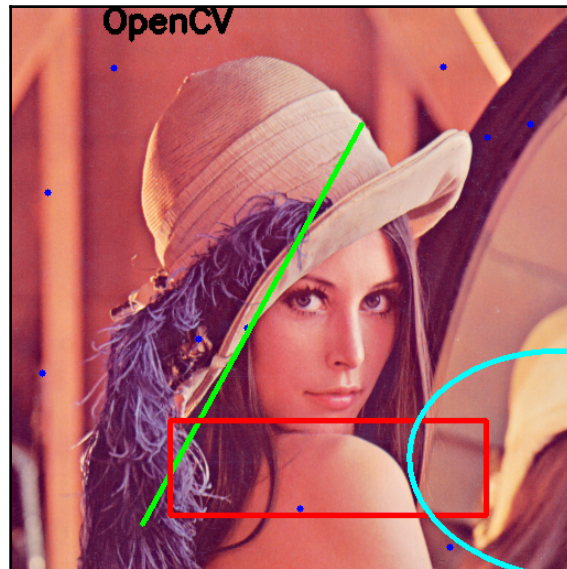
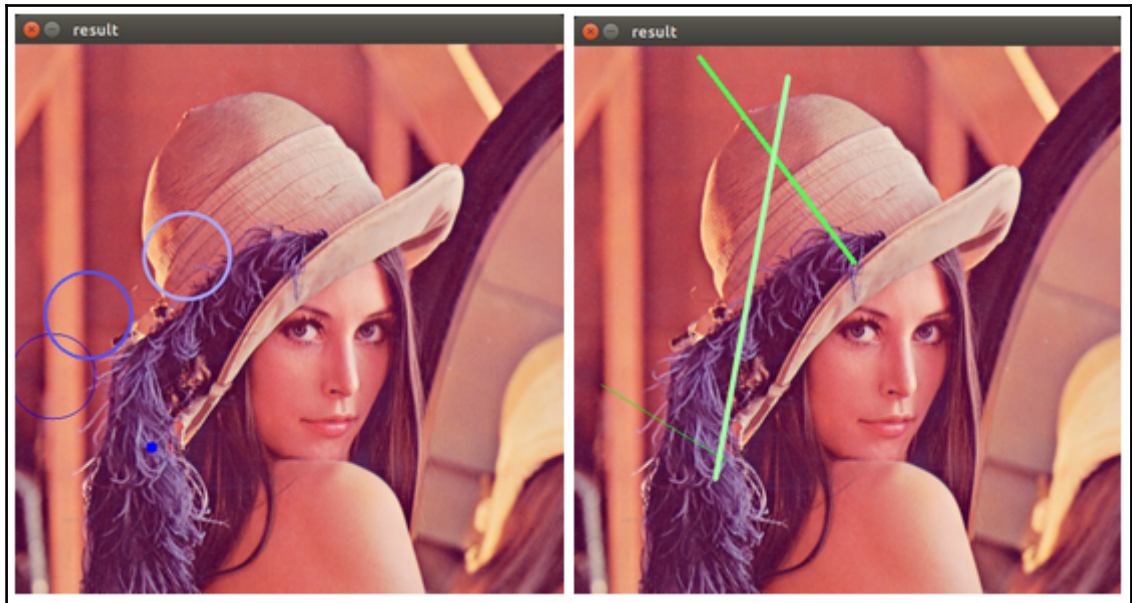
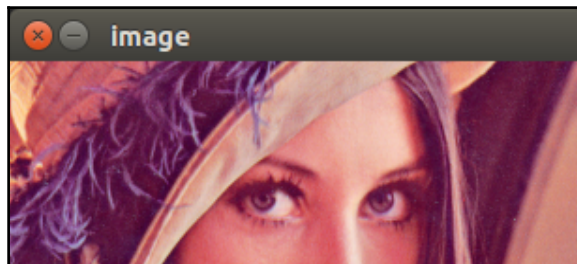
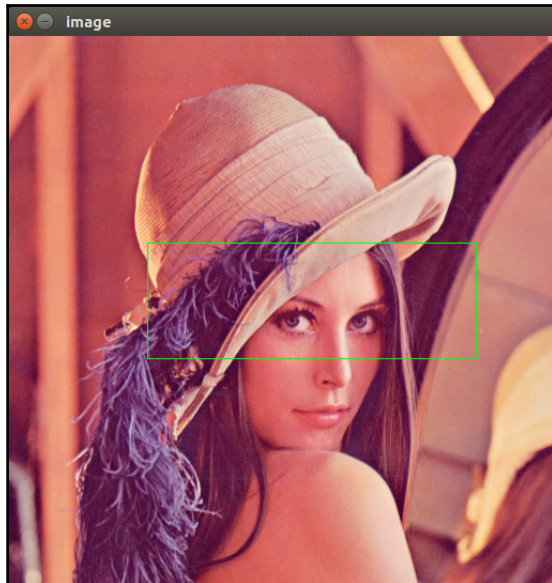


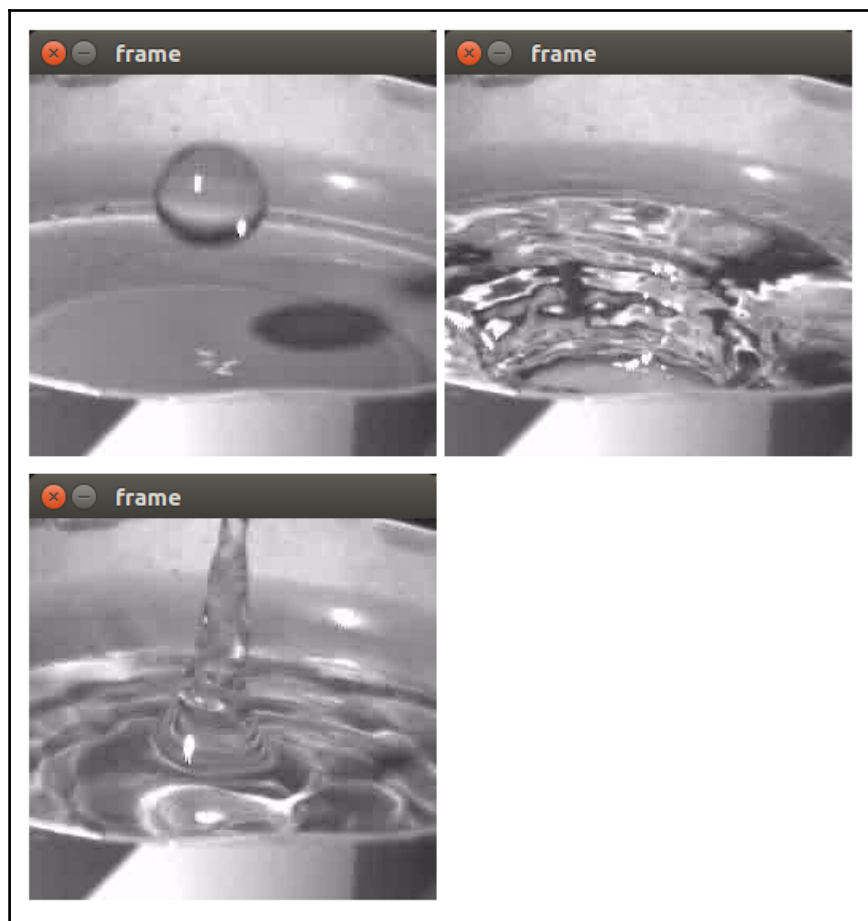
# Chapter 1: I/O and GUI

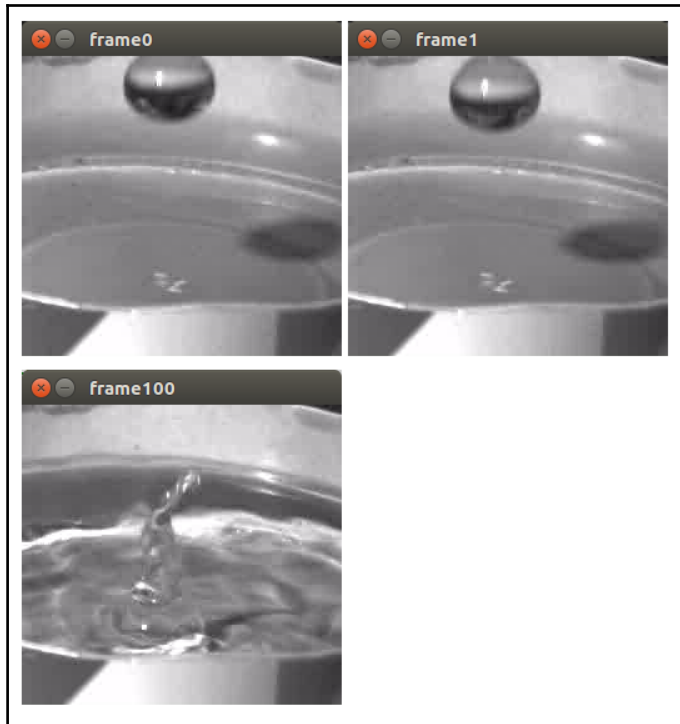








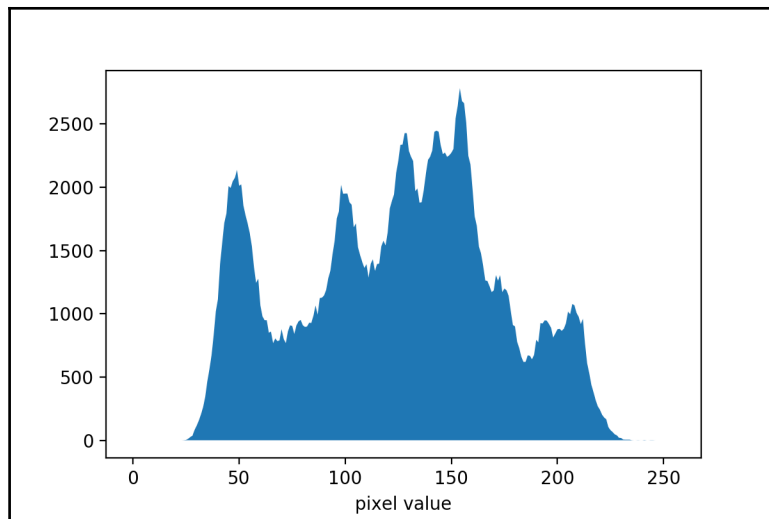
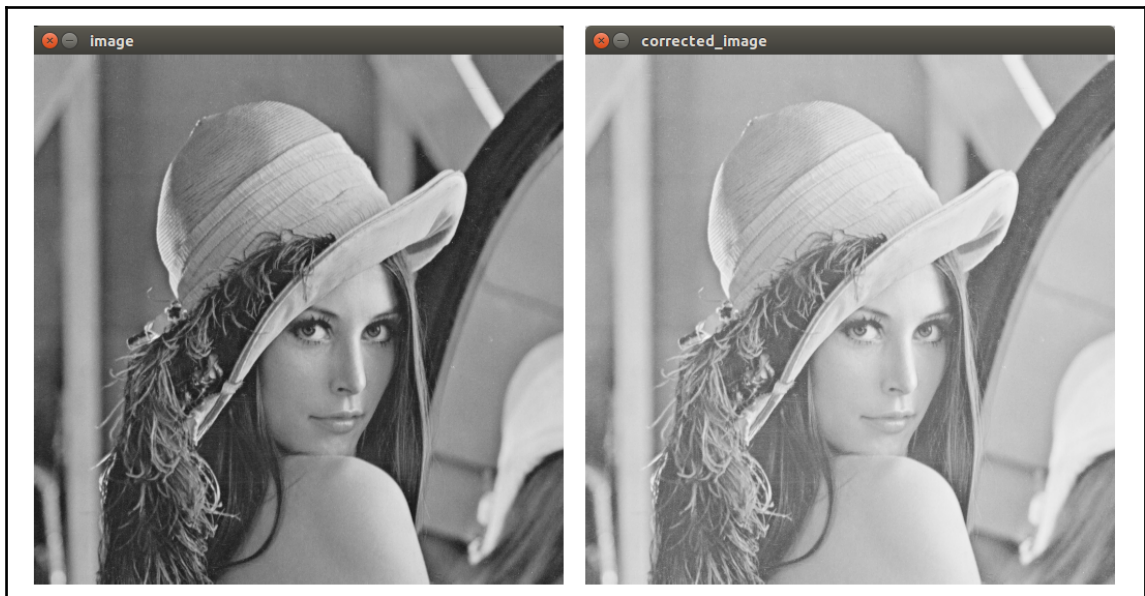


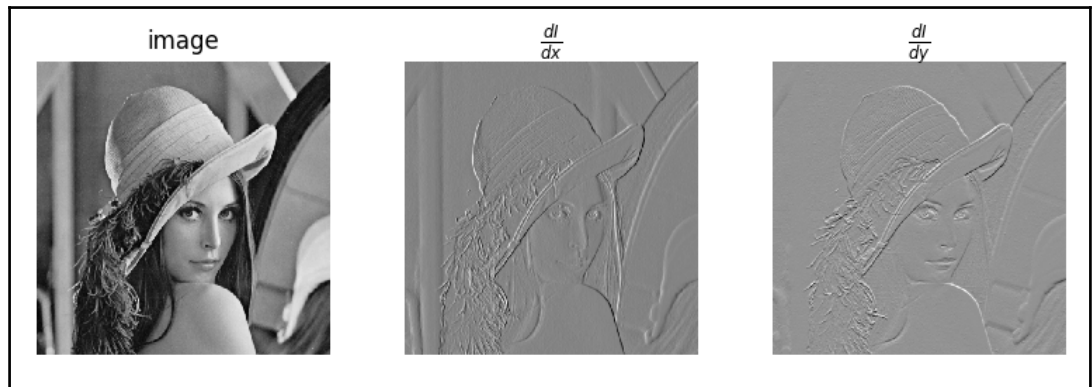
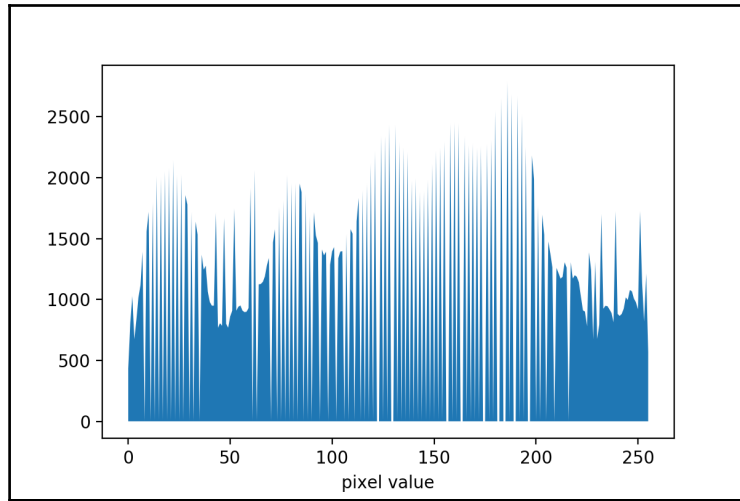


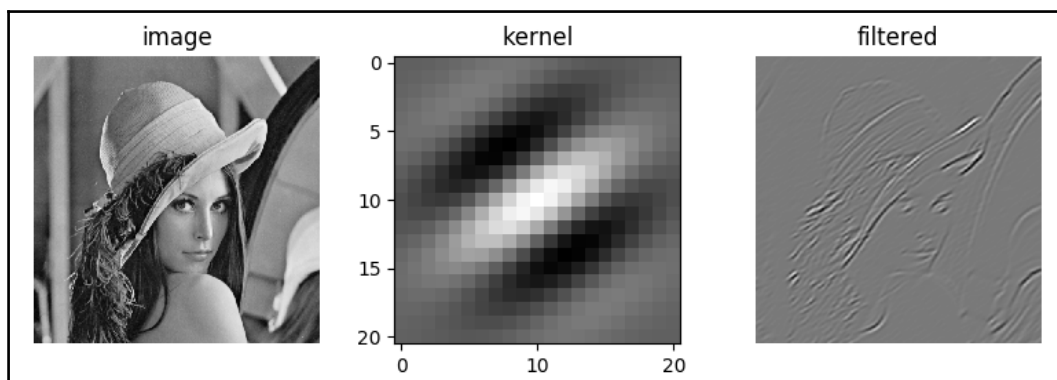
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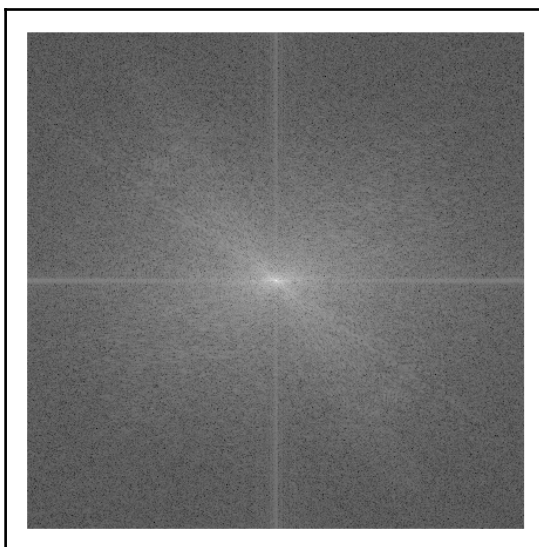
## Chapter 2: Matrices, Colors, and Filters

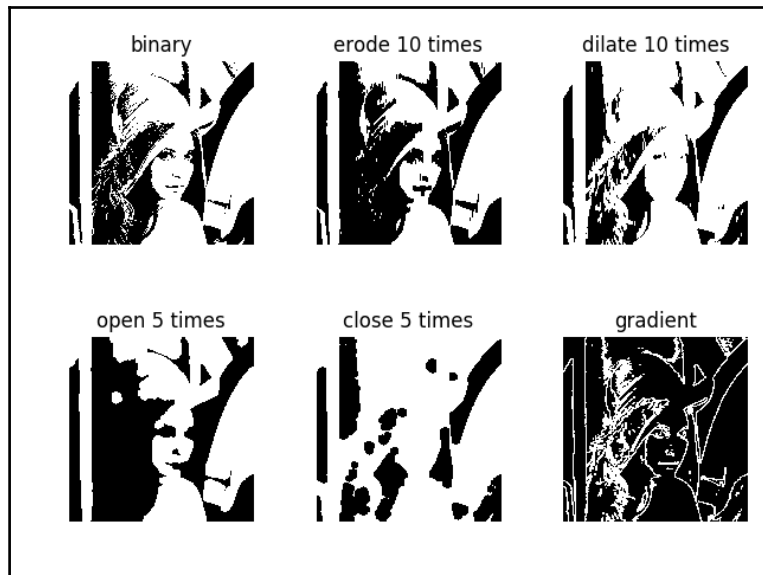


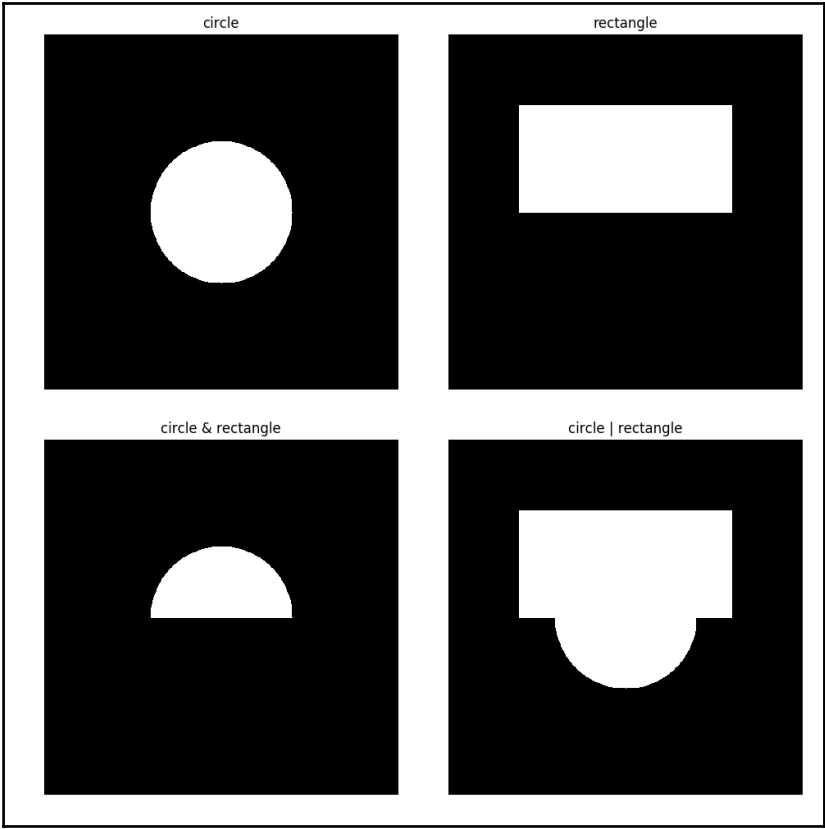






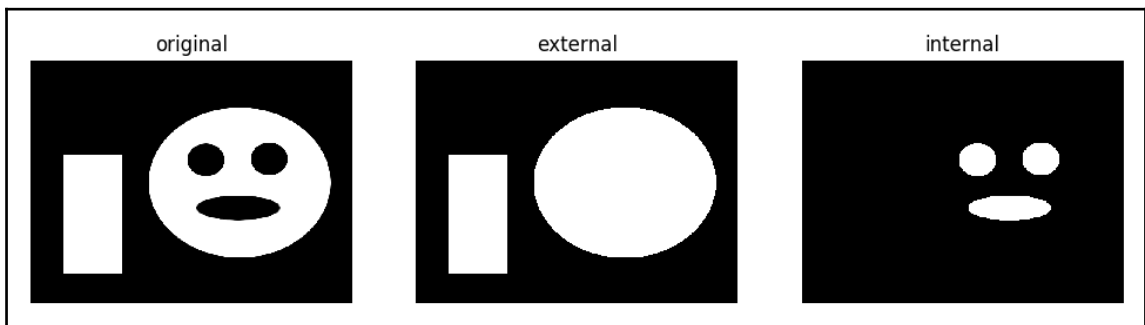
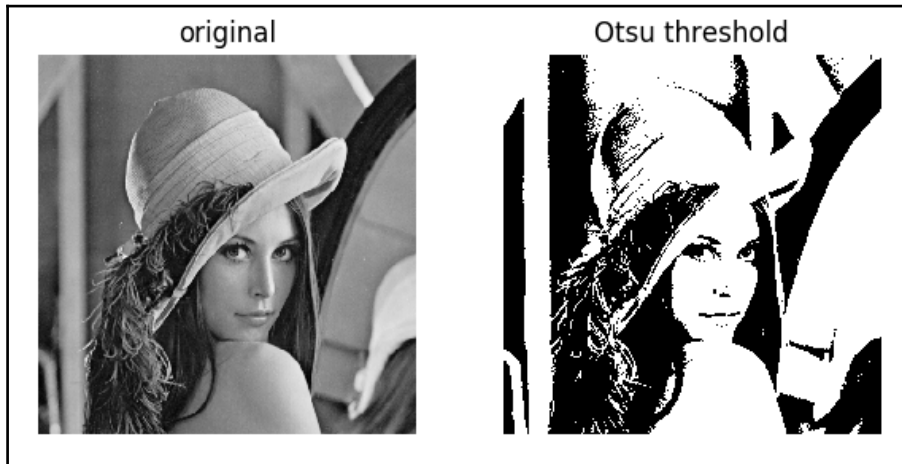


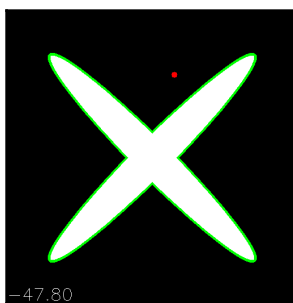
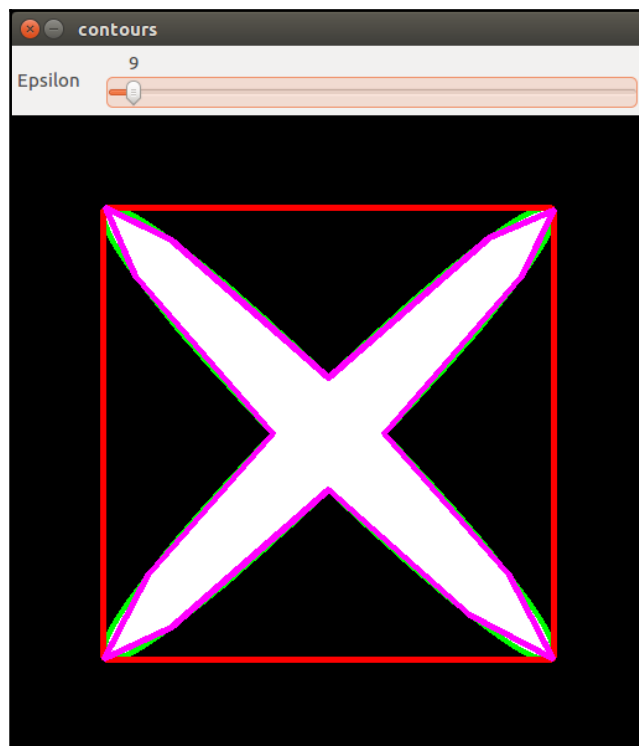


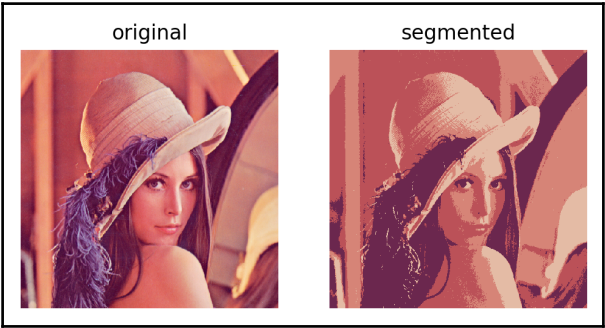
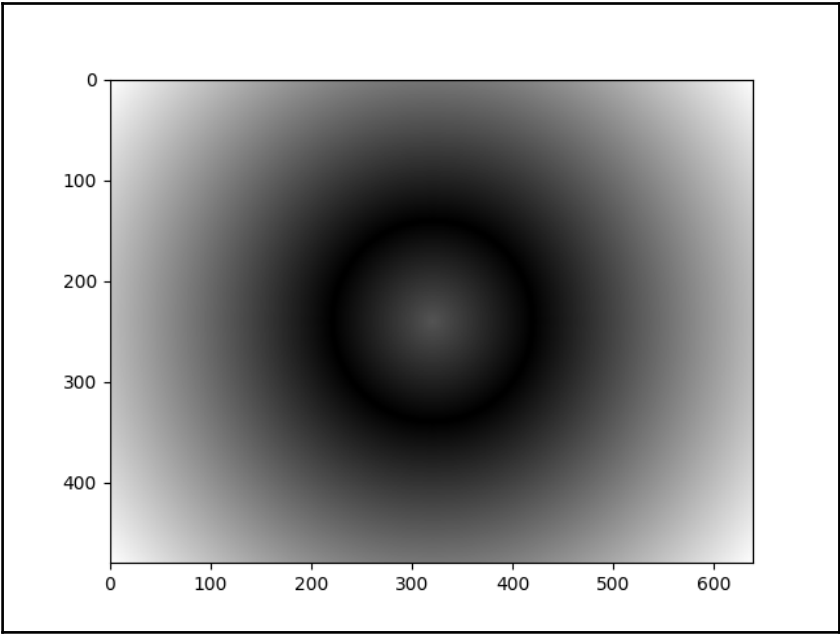


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## Chapter 3: Contours and Segmentation



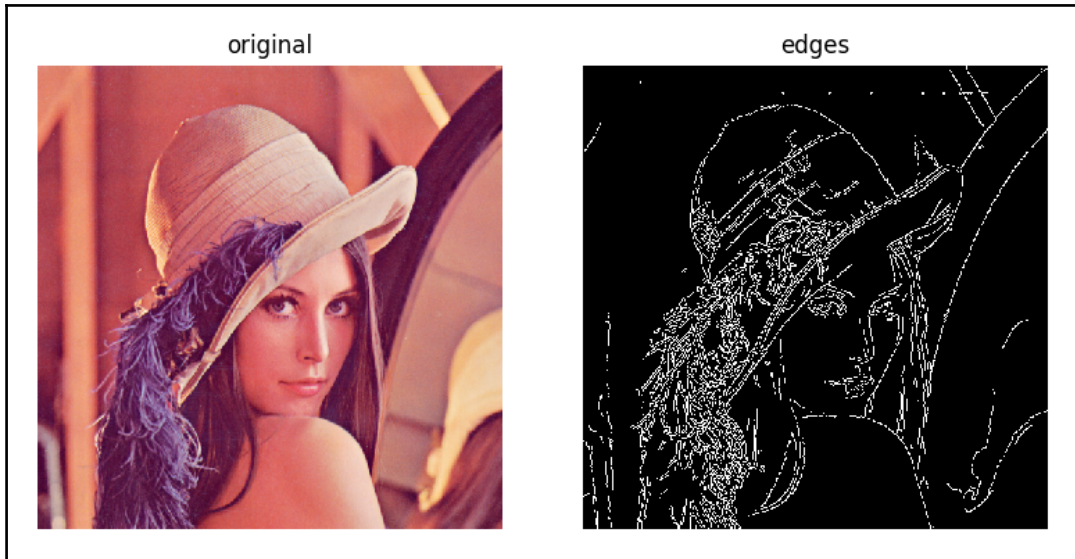


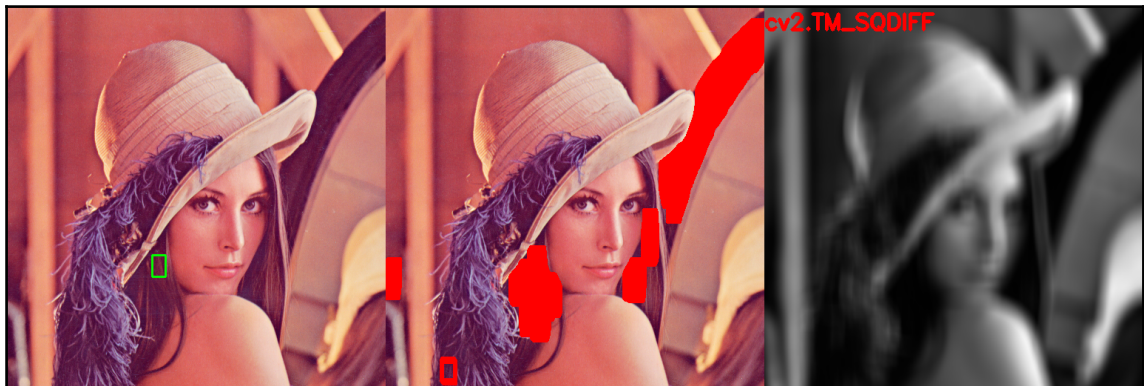
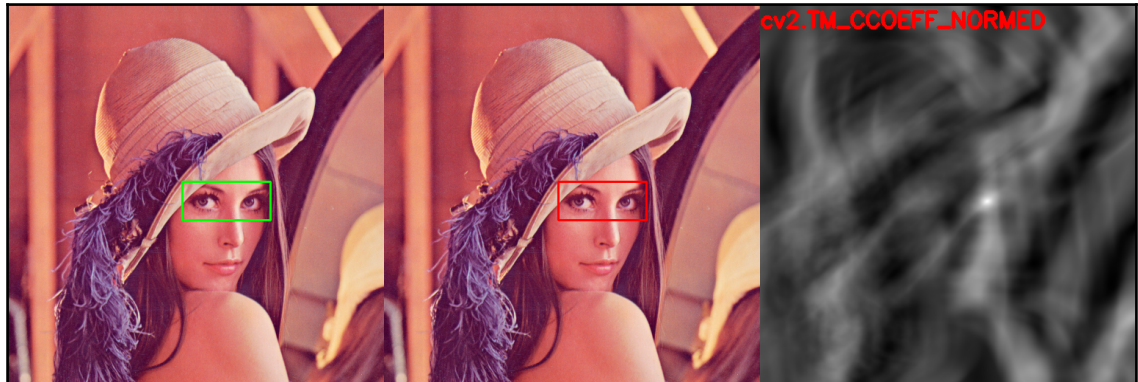
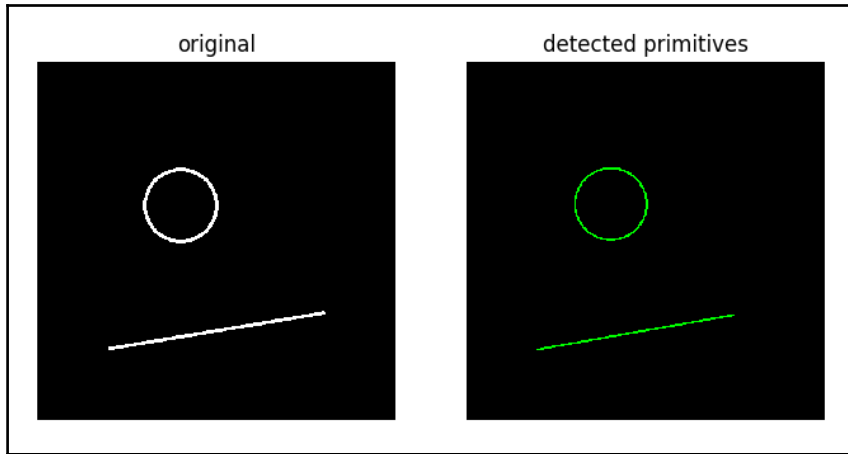


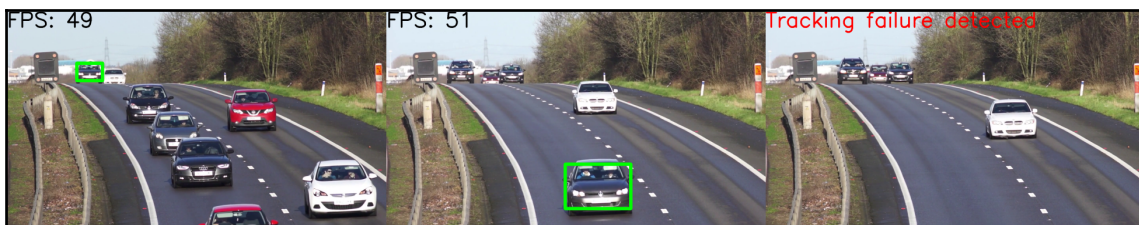


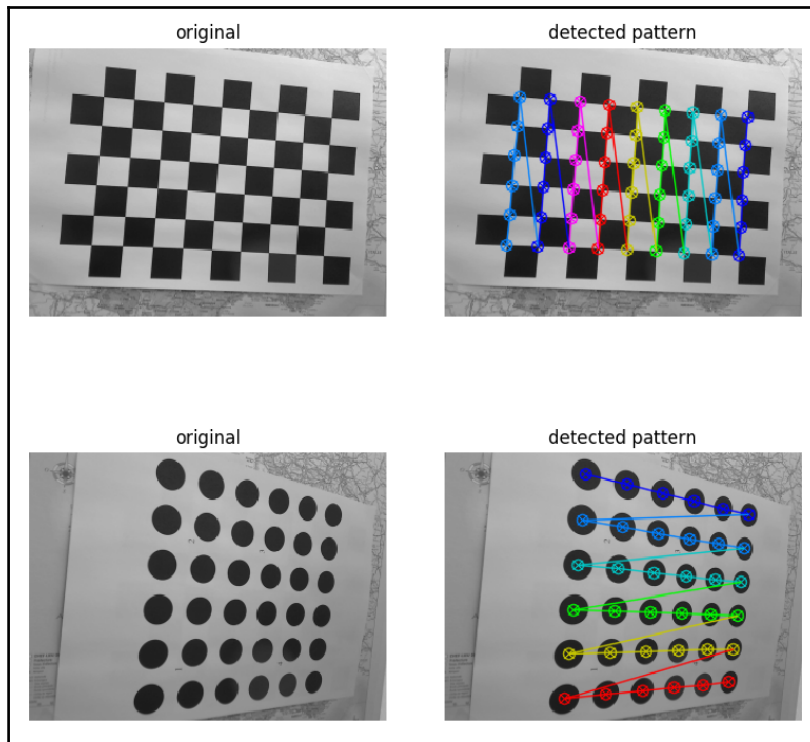
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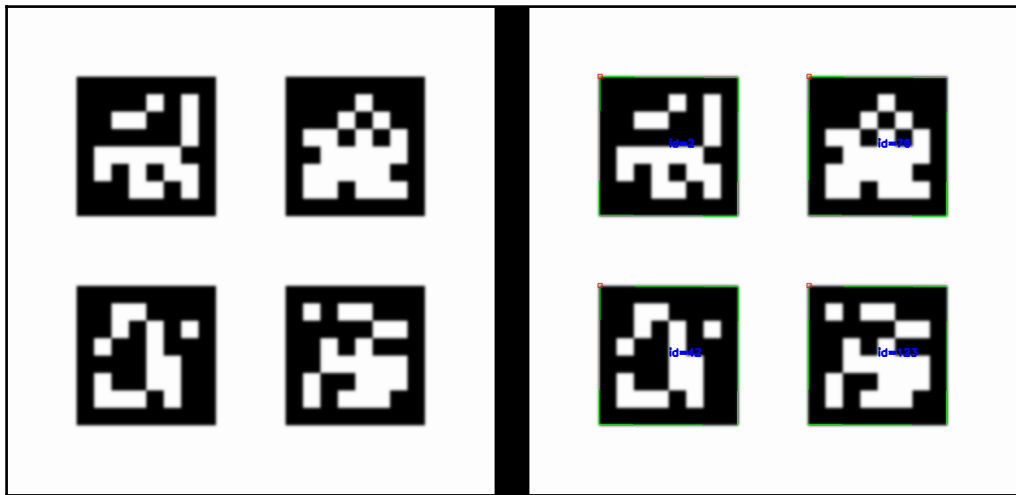
## Chapter 4: Object Detection and Machine Learning



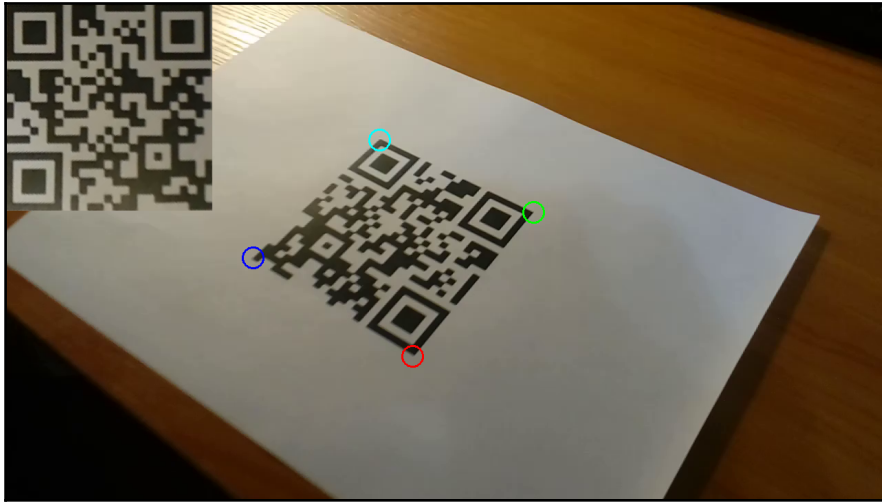






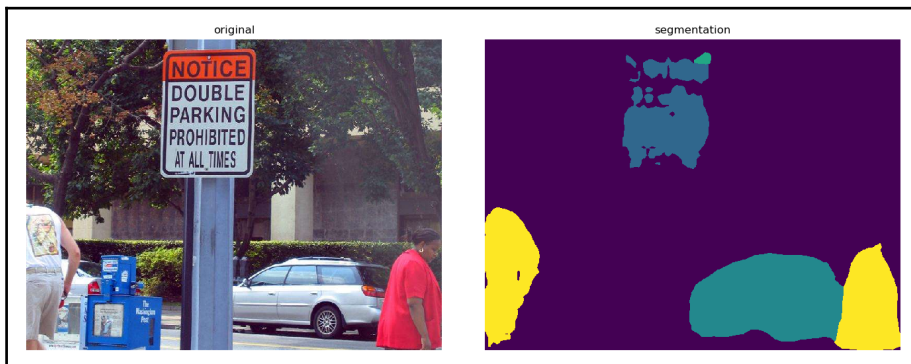
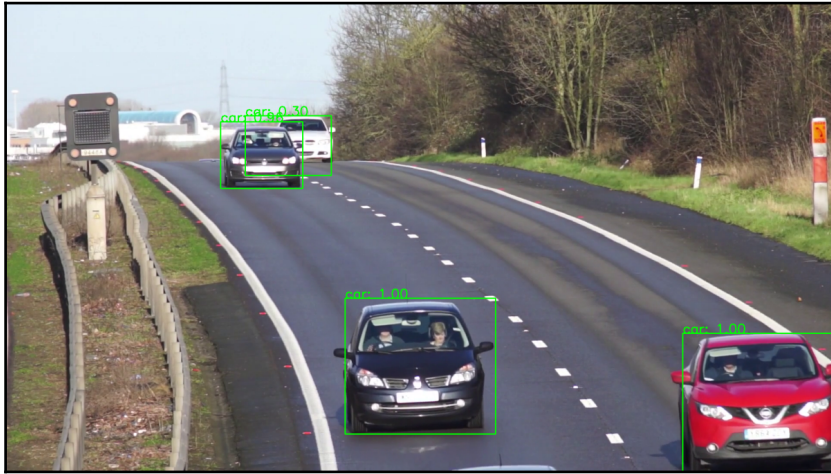






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## Chapter 5: Deep Learning



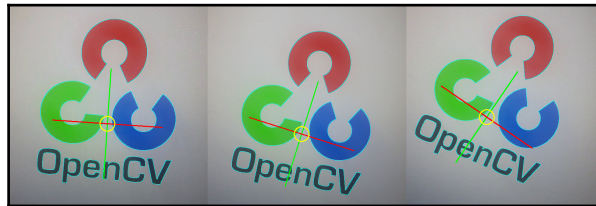
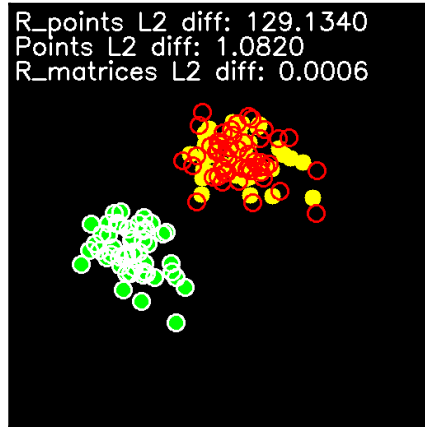
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original



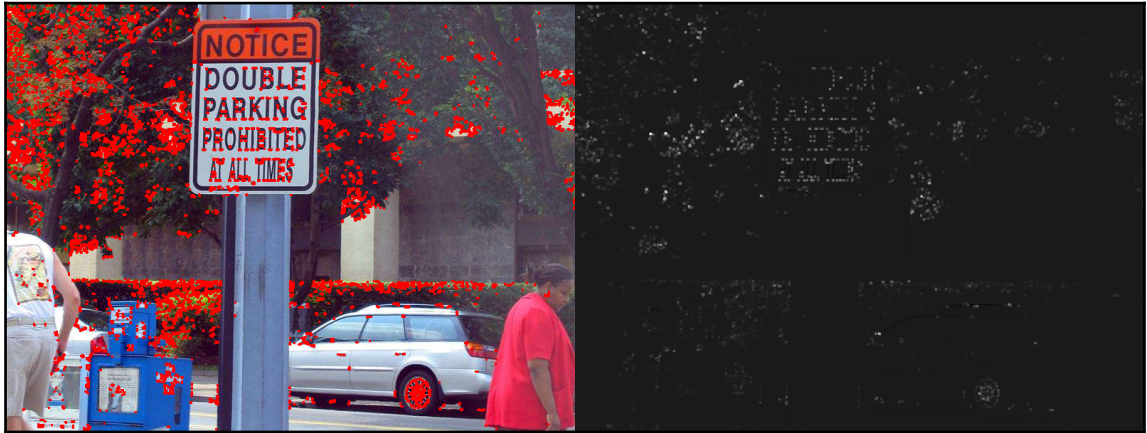
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## Chapter 6: Linear Algebra



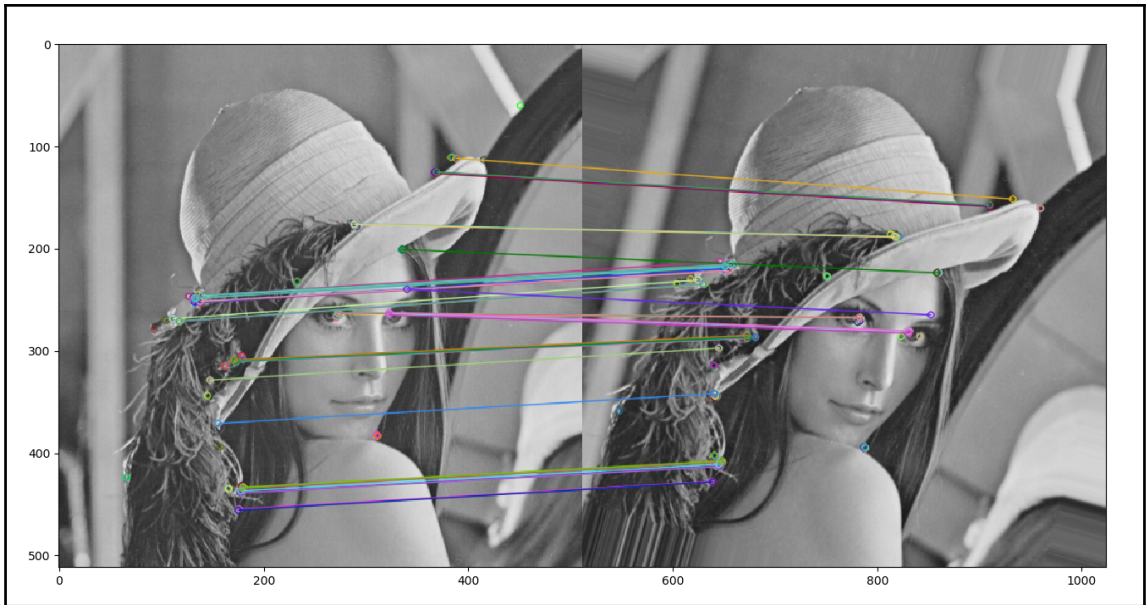
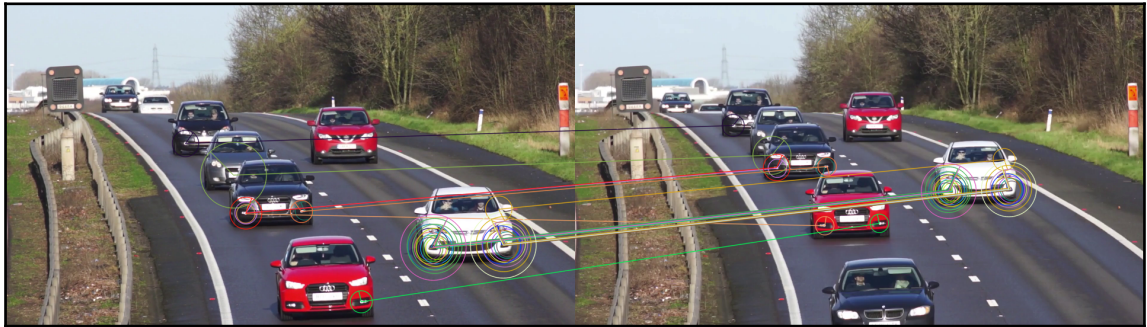
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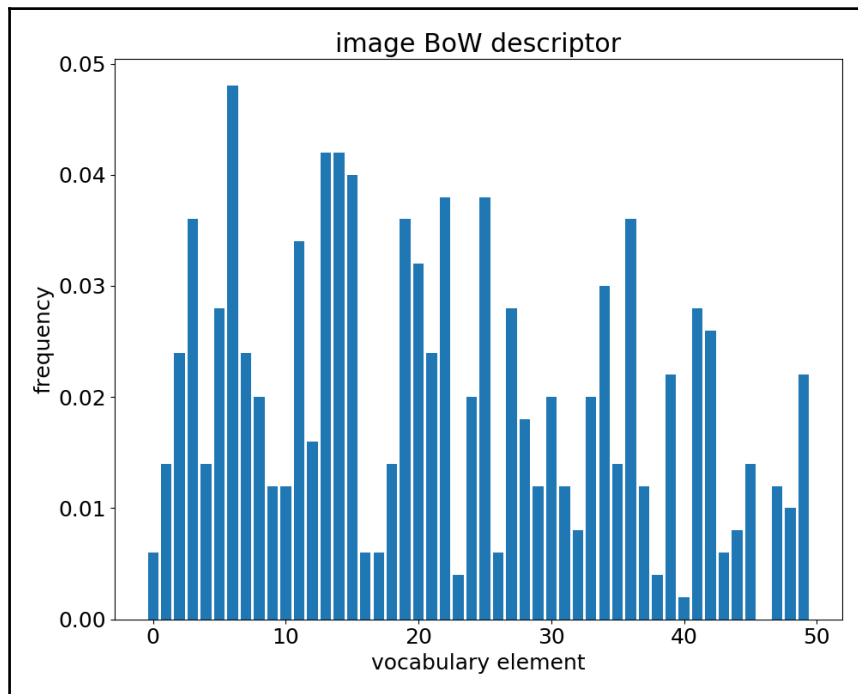
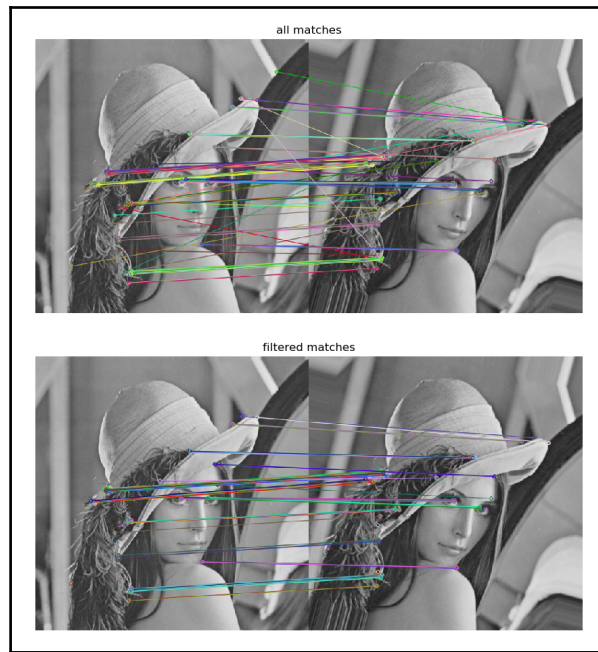
## Chapter 7: Detectors and Descriptors





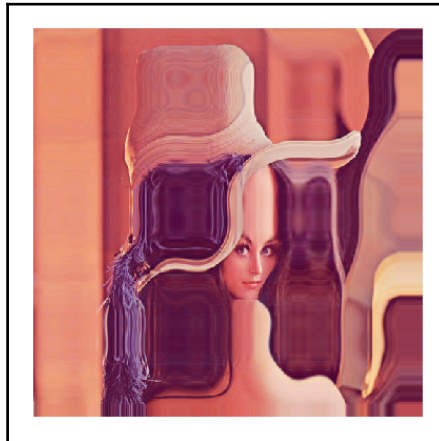
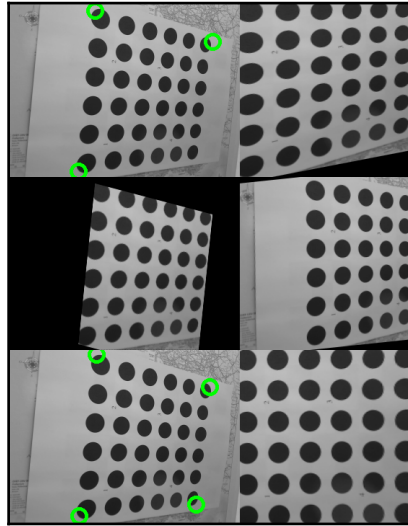






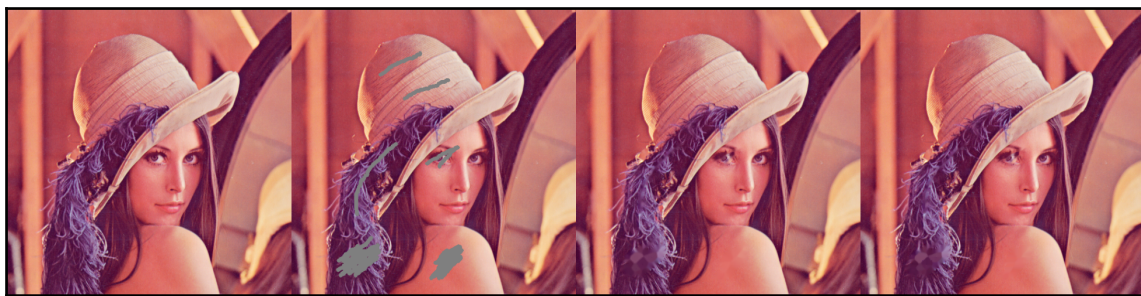
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## Chapter 8: Image and Video Processing









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## Chapter 9: Multiple View Geometry

