# **Ultimate Chess**

Team B1: Anoushka Tiwari, Demi Lee, Yoorae Kim

# **Application Area**

- Enjoy physical chess during pandemic
- Help the elderly who aren't comfortable with apps still enjoy chess
- Learn to be better at chess from practicing chess with AI
- Areas Covered:
  - Signals, Software, Circuits



#### Requirements

- Low move latency ( < 24 sec)
- High move detection accuracy (> 99%)
- Accurate illegal move detection (100%)

# **Solution Approach**

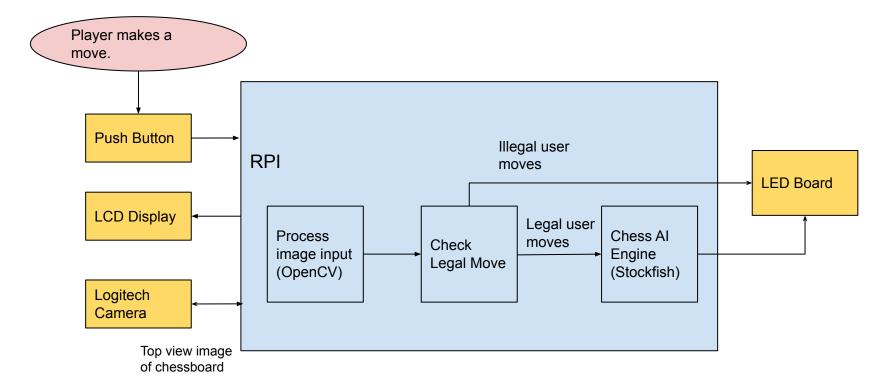
- Computer Vision
  - Webcam placed on top of the chessboard
  - Detect player's move using OpenCV
- Software
  - Check if player's move is valid or not by implementing chess game logic
  - Use existing chess AI engine to come up with next move
- Hardware
  - Display Al's move using LEDs
  - Player presses push button after making their move
    - Signals camera to take picture of board
    - LCD display keeps track of total time each player takes for their moves



Chess pieces	\$24.64			
Logitech C270	\$26.92			
Raspberry Pi	Capstone Inventory			
LED Strips	\$22.88			
5V Power Supply	\$21.99			
Push Button	\$5.95			
LCD Display	\$10.99			
Acrylic/Wooden Sheets	\$50 (estimate)			
Total	\$160			



#### **System Overview**



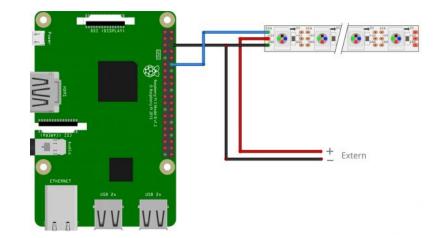
## **Implementation - Image processing**

- Detect edges of 64 squares on a chessboard, convert them into coordinates
  - Canny edge detection (OpenCV)
- Detect user move
  - Change detection & background subtraction algorithm (Open CV)



## **Implementation - LEDs**

- 8x8 LED matrix under chessboard
- WS2812B RGB LED Strip
  - Individually programmable LEDs
  - Rpi\_ws281x library
  - $\circ$  5V power supply adapter



(Source: tutorials-raspberrypi.com)

## **Implementation - Software**

- Implement chess game logic to check if player's move is valid or invalid
  - Only valid position changes
  - If there is a check, must try to save the king
- Generate Al's move corresponding to user input (Stockfish chess engine)



#### **Metrics**

AREA	TESTING STRATEGY	METRIC
CV	Compare the internal board representation to the actual board	99% accuracy
CV + AI move latency	Use a timer to measure average time it takes for the LEDs to light up after player moves	< 24 s
Valid chess game	Make invalid moves to see if the software catches it. Make valid moves to ensure no false positives	100% accuracy
LEDs	Visually confirm that the right LEDs light up	100% accuracy

## **Risk Factors and Mitigation approach**

- CV not being accurate on difference in chess board
  - Possible causes: inconsistent lighting and user's hand included in a photo
  - Mitigation approach: include a simple lighting system and a front-end button user can push after finishing the move
- CV + AI engine creating a latency bottleneck
  - Using an efficient AI engine like Stockfish with medium difficulty setting
  - $\circ$   $\quad$  Downscaling the image before applying CV processing
- Edge detection on chessboard squares
  - Mitigation approach: Use contrasting alternating colors for each block

#### Schedule

Tasks 10	0/4 - 10/10	10/11-10/17	10/18-10/24	10/25-10/31	11/1-11/7	11/8-11/14	11/15-11/21	11/22-11/28	11/29-12/5
Computer Vision									
Camera Setup									
Board Detection									
Move Detection									
Optimization for Speed									
Design chessboard									
Laser cut chessboard									
LED Purchase									
LED circuit design									
Chessboard / LED Construction									
RPI testing									
Game Software									
Implement chess game logic									
Integration									
Integration CV / Chessboard									
Al Integration									
Class stuff									
Proposal presentation (Anoushka)									
Design presentation (Yoorae)									
Midpoint demo							1		
Final report									
Final presentation & demo									
User Interface (Optional)									
Basic website framing									
Display current board in real time wi	th AJAX								
AWS upload									

Anoushka Demi Yoorae Anoushka & Yoorae Everyone