

# P K E R C A M

Spring 2021 - Team E7  
Jeremy Klotz, Ethan Rich, and Sid Domala

# Application Area

*Most professional card games analyses are not automated*

Our system

- Images cards as they are dealt
- Provides a web interface to visualize hands
- Does not require card deck preparation

Application

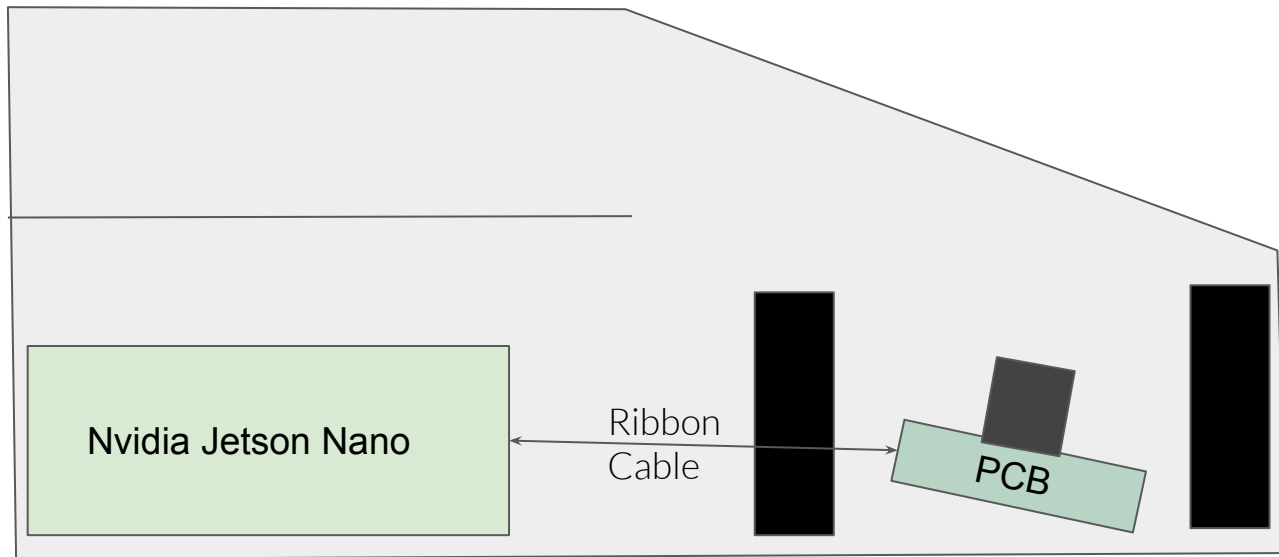
- Commentators/Analysts
- TV spectators



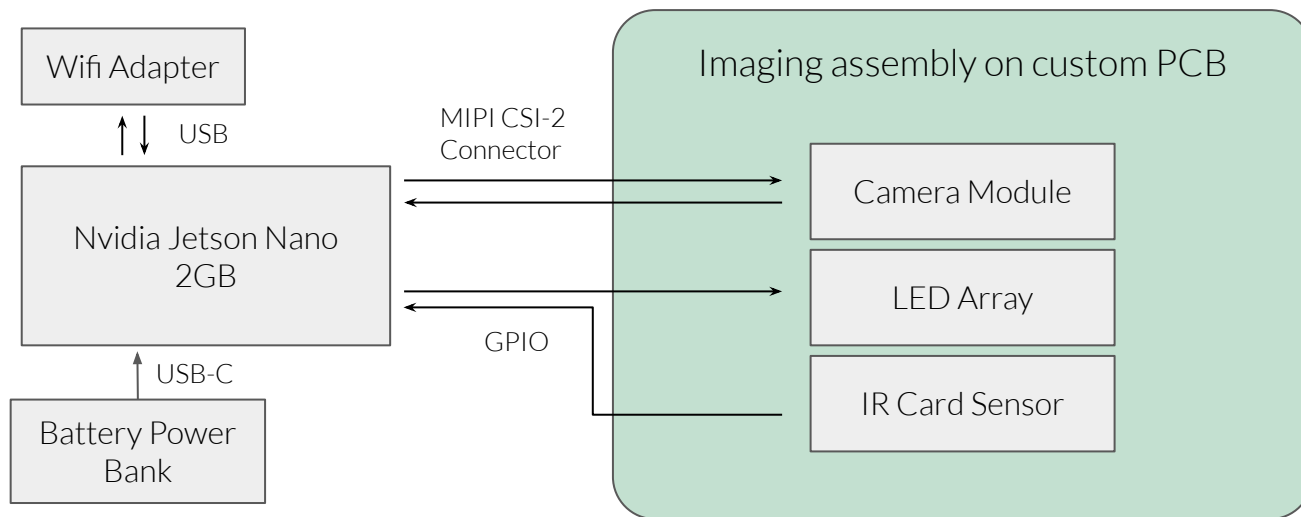
# Solution Approach

- **Camera System and Image Processing**
  - Lens distortion correction
  - Controlled lighting
  - Segmentation and edge detection
- **Software**
  - OpenCV and PyTorch on Jetson Nano
  - Host web app on AWS
- **Hardware**
  - SBC and camera module eval board
  - PCB Daughter Board containing all external sensors/hardware

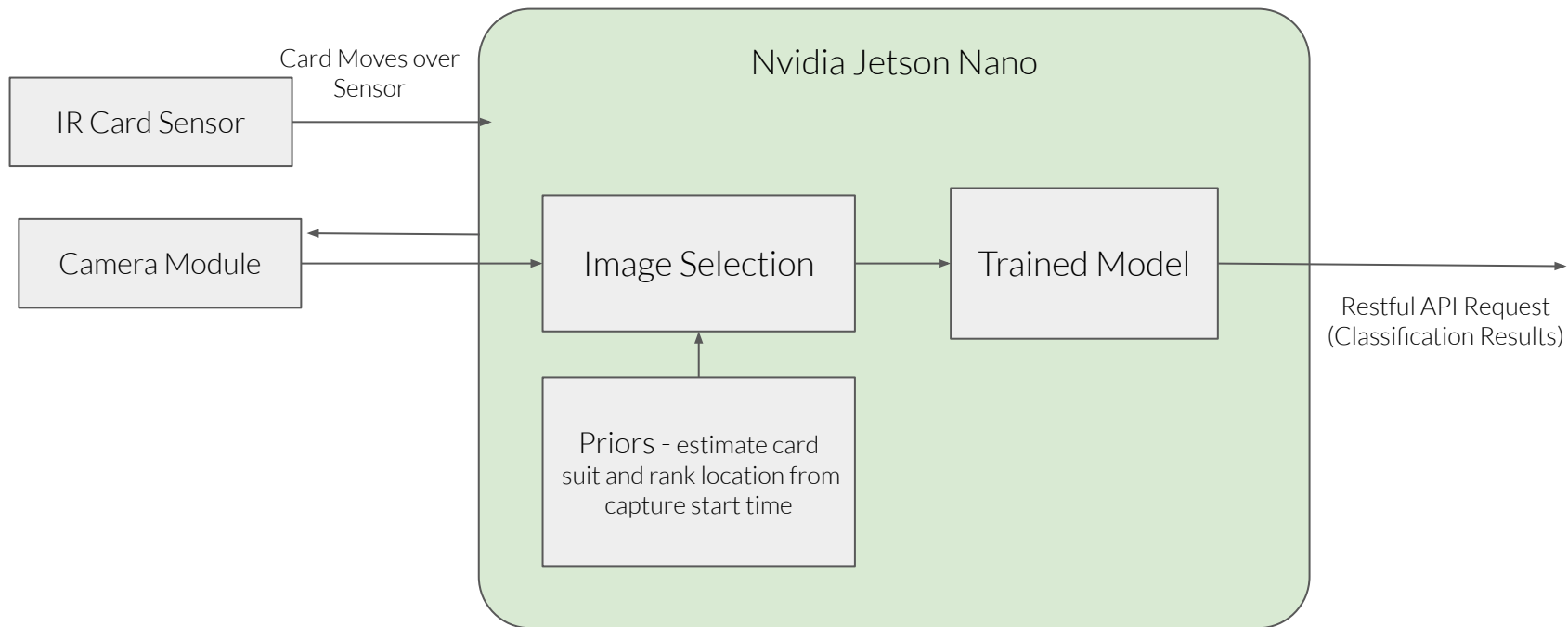
# Cardshoe



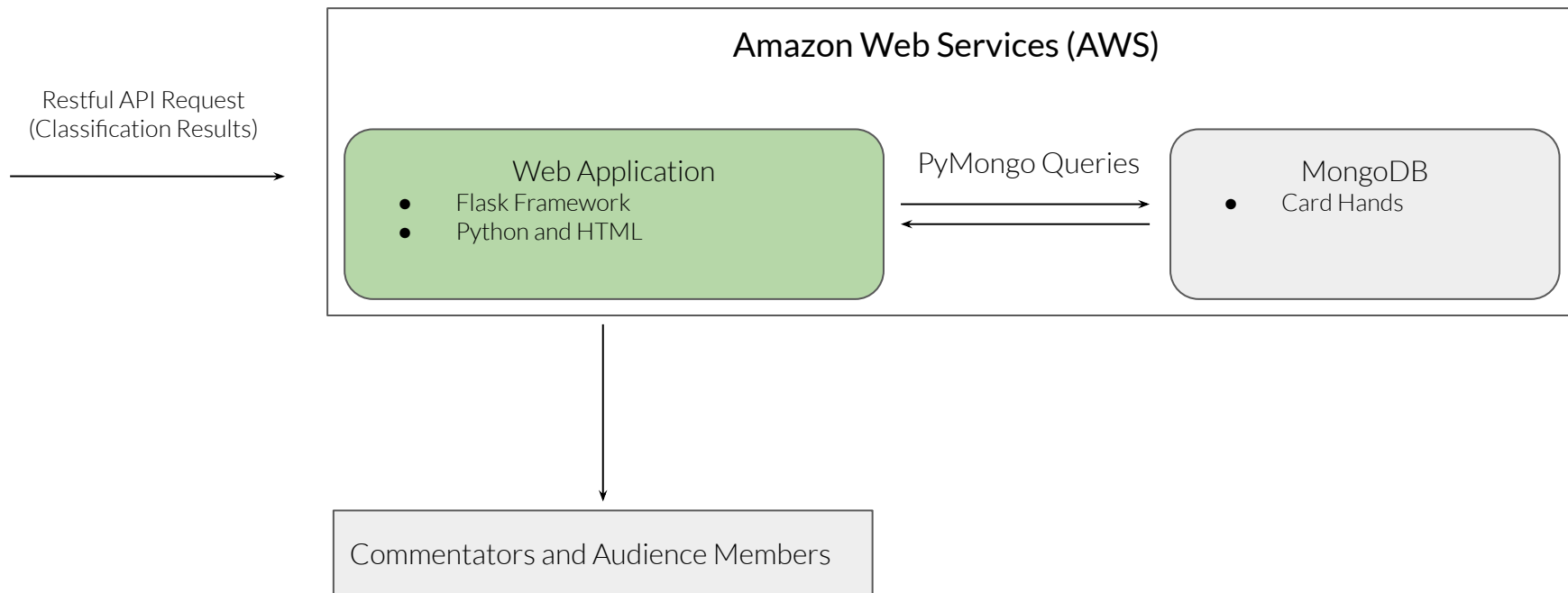
# System Specification Hardware



# System Specification Imaging Pipeline



# System Specification Web App



# Implementation Plan Imaging System

## Camera Module

- Purchasing sensor & lens module with adequate FOV and focal range.
- Planned module provides .058mm resolution of object 30mm away at 120fps.

## LED array

- LEDs (purchasing) on custom PCB (designing/developing) to ensure images are properly exposed

## Hardware trigger

- Photoresistor/ IR sensor (purchasing)

## Image processing

- Python OpenCV for image preprocessing
- PyTorch or scikit-learn for image classification, model-dependent



# Implementation Plan Software

- **Web App**
  - Designing and developing
  - Utilizing MongoDB
- **Amazon Web Services (AWS) EC2**
  - Purchasing
- **ML models**
  - SVM, fully-connected neural networks, and convolutional neural networks

# Metrics and Validation

- Test setting
  - 4-person poker game, dealing one unopened Bicycle Standard card deck
  - One team member records ground-truth labels as cards are dealt
  - Configure system to record all classification labels and latency times
- Evaluation
  - ML/Software
    - Confusion matrix will give classifier accuracies ( $\geq 94\%$ )
  - Hardware
    - Record latency between card trigger, classification, and web app ( $\leq 2$  seconds)
    - Verify no false triggers using ground-truth labels
    - Ensure Jetson Nano has enough memory to classify an entire card deck in 104 seconds
    - Ensure sufficient battery life

# Risk Factors and Unknowns

- **Achieving classification accuracy**
  - Purchasing high frame rate camera to mitigate blur
  - Controlling card positioning with narrow card housing
- **Image Selection from Priors**
  - Estimating suit and rank image from sensor time may not be robust
- **Shipping time/turnaround time**
  - PCB revision 2 requires fast turnaround
  - Performing tasks in parallel
  - Prioritizing tasks in critical path

