

# POKERCAM

Spring 2021 - Team E7  
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# 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



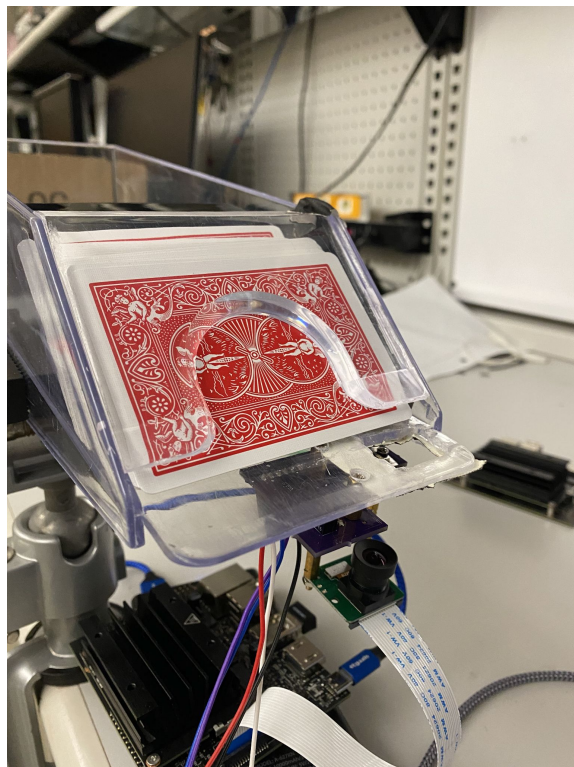
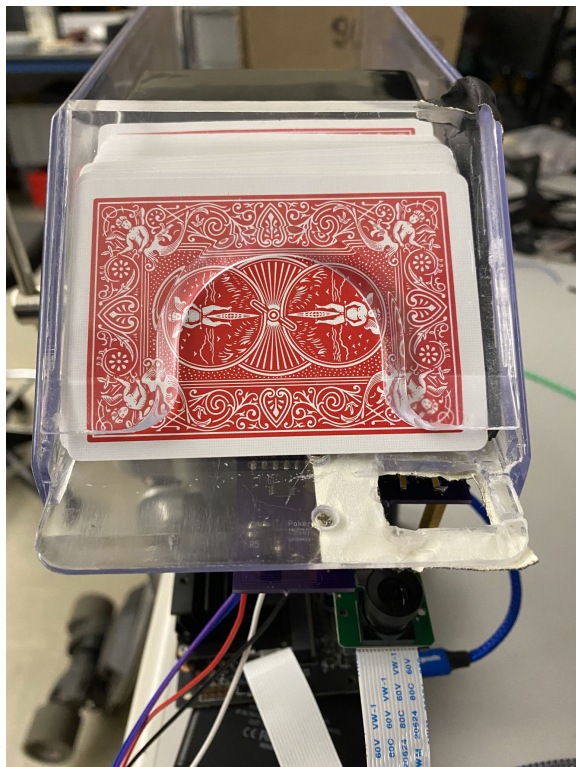
# Complete Solution

Final demo will simulate multiple rounds of a card game

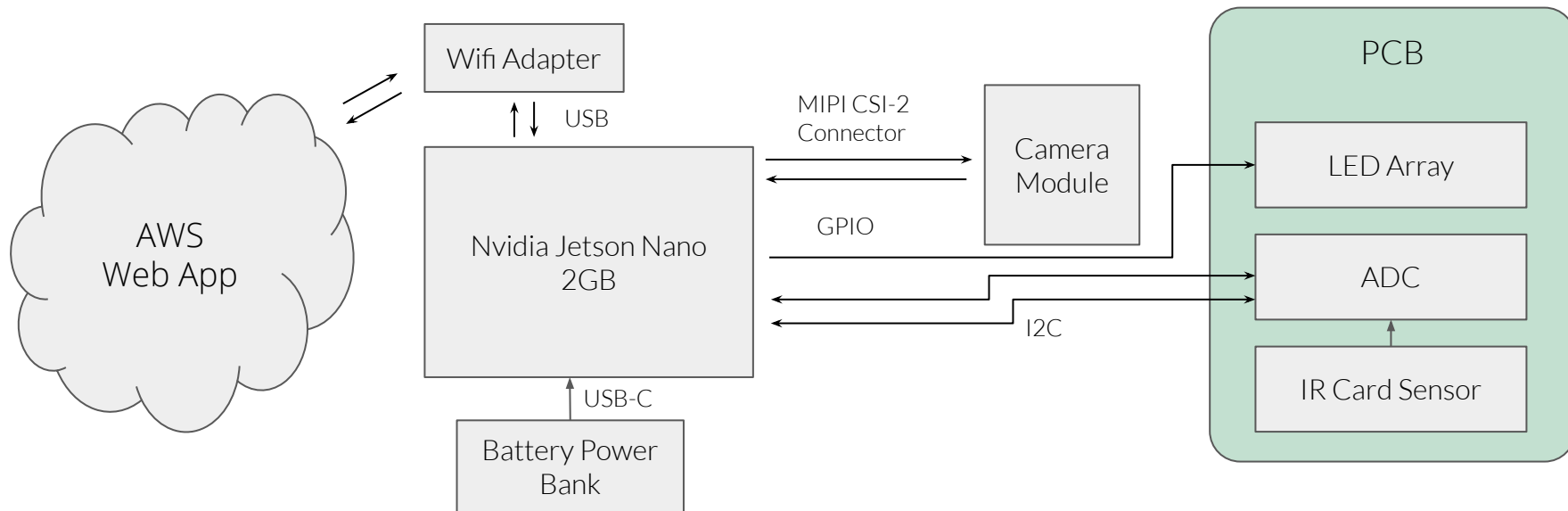
- One individual will withdraw and deal cards from the card shoe
- Computer visualizes captured image and timing statistics
- Web app will showcase classification result and allow user input to change game state



# Cardshoe

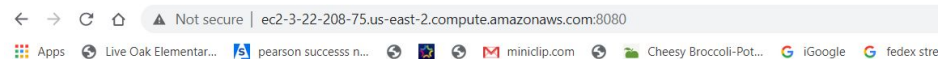


# System Specification



# Web App - Blackjack

## Start of Game



### Start New Game

Jeremy

Sid

Ethan

## End of Game

Jeremy					
<input type="button" value="This Player's Turn"/>					
Loser!					
Sid					
<input type="button" value="This Player's Turn"/>					
Loser!					
Ethan					
<input type="button" value="This Player's Turn"/>					
Winner!					
<input type="button" value="Submit Player Names"/>					

# Design Requirements

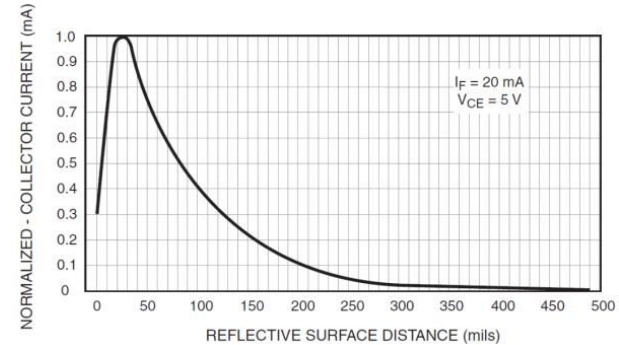
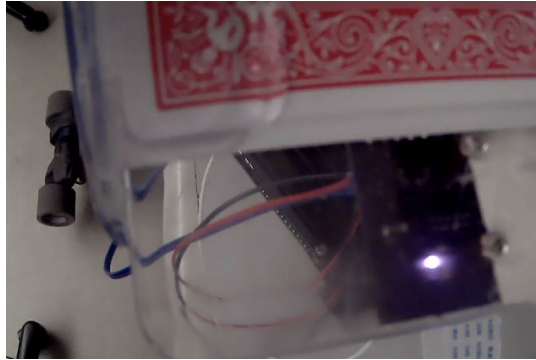
Requirements	Desired Results	Actual Results
Classification Accuracy	$\geq 98\%$	Test Accuracy: <b>98.1%</b>
Classification Latency	$\leq 2\text{s}$ for web app to update	Average: <b>0.18s</b> Maximum: <b>0.22s</b>
Battery Life	$\geq 2$ hours	In testing
Sufficient Memory	Classify entire card deck in $\leq 104$ seconds	Classified entire card deck in <b>54 seconds</b>
False Triggers	0 False Triggers	In testing

# Design Tradeoffs

- Image colorspace
- IR Reflectance vs. 'Beam-Break' Trigger
- Web Application Framework
  - Flask vs. Django
- Database
  - MongoDB vs SQL



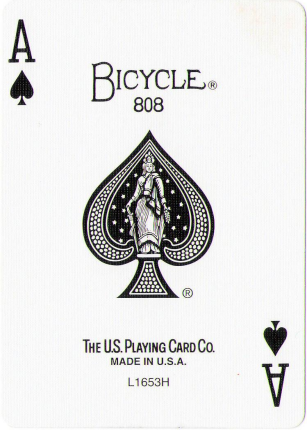
Infrared reflectance shown in webcam  
without IR filter



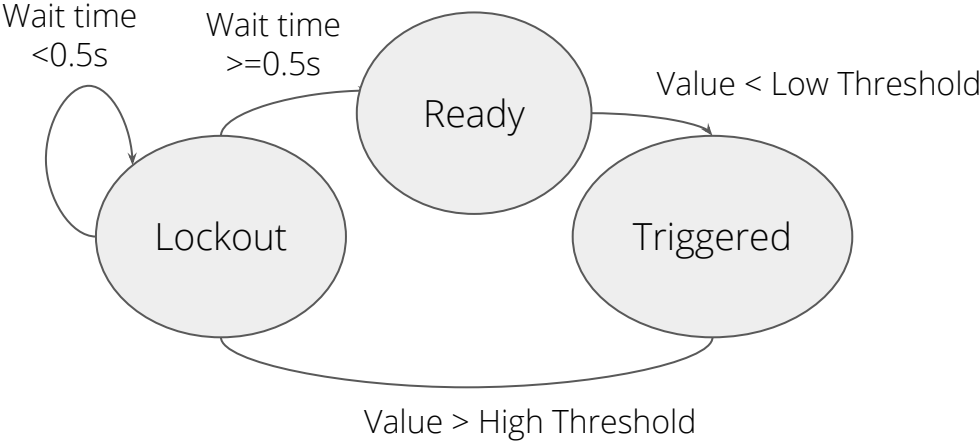
QRD1114 Distance vs.  $I_C$



# Design Tradeoff: Trigger Design



Failure case for initial trigger implementation



Updated finite state machine to eliminate double triggers

# Testing Strategy

- **Subsystem Testing**

- **Image Classification:** Image 4 Bicycle Standard card decks over multiple days (split into training, validation, and testing datasets)
- **Hardware:** Manually draw cards from shoe and note any false/failed triggers
- **Web Application:** Measure latency between RESTful API request and web app update

- **Full System Testing**

- Deal new, unopened Bicycle card deck for at least 2 hours
- Record ground-truth labels of cards, watch web display for false triggers, and measure latency between trigger and web display update

# Image Classification

- Model selection
- Single network predicts rank and suit probabilities
- | training set | = 1906  
| validation set | = 272  
| testing set | = 546
- Training set includes random crops
- **98.1% test accuracy**



Example classifier input  
(ground truth: 6 of clubs)

