POKERCAM

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



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

End of Game



Design Requirements

Requirements	Desired Results	Actual Results
Classification Accuracy	≥ 98%	Test Accuracy: 98.1%
Classification Latency	≤ 2s for web app to update	Average: 0.18s Maximum: 0.22s
Battery Life	≥ 2 hours	In testing
Sufficient Memory	Classify entire card deck in ≤ 104 seconds	Classified entire card deck in 54 seconds
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. $I_{\rm C}$

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)



Group Member	Таак	2/7	22 - 2/26		3/1 - 3/5	3/8 - 3/12		3/15-3/	19	3/22	2 - 3/26		3/29	- 4/2		4/5-4/9		4/12	4/16		4/19-4/	23		4/26-4/3	0	5/3	8 - 5/7	
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	Determine lighting requirements																											
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7	Configure camera drivers									13				2 S				74 - 14					10					
	Test camera geometry, resolution, and blurring while moving playing cards			3 1										8 8								1						
	Research lens distortion correction																											
	Prototype lighting setup. Determine if multi-illuminant lighting is neccessary																											
	Create card segmentation																											-
	Implement corner & edge detectors to crop card's rank and suit															-	-			-			1			-	-	-
	Build and test camera and lighting system beneath card shoe with custom hardware							+ + +		-		-								-							-	
-	Obtain dataset for machine learning training							1-1-5		-																		-
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	Develop static web app components						-			-		-				-			-	-						-		-
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	Make web pages dynamic interactive to HTTP requests			-							_					-				-				-	_			
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	Test RESTful API requests from Jetson Nano and optimize latency if needed																											
	Research OpenCV, tensorflow, PyTorch, and other ML algorithms for low latency and sufficient	1 t accuracy	y	3.8			0.0											8 8								0 8	1	
	Add logic to web app to visualize additional card games (Blackjack and War)			3.1		3 3		-	1.1	2					-	_		8 8		-								_
	Write code to implement SVMs with Scikit-learn									-		_				_								-				
	Collect first training/validation/testing dataset and train SVMs																											
	Make web app UI more intuitive and robust for more complete user experience																											
	Write code to implement neural networks with PyTorch																											
	Add authentication and error handling to web app to preserve information integrity			3.1						1				3								3	10		1			
	Obtain complete dataset for machine learning training with Jeremy			3.5										3 3									100					
	Train complete dataset with SVMs and fully-connected neural networks											_				_											-	
	Train convolutional neural network (if necessary)																											
1	Train and analyze ML models with varying hyperparameters			1. 1.																								
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