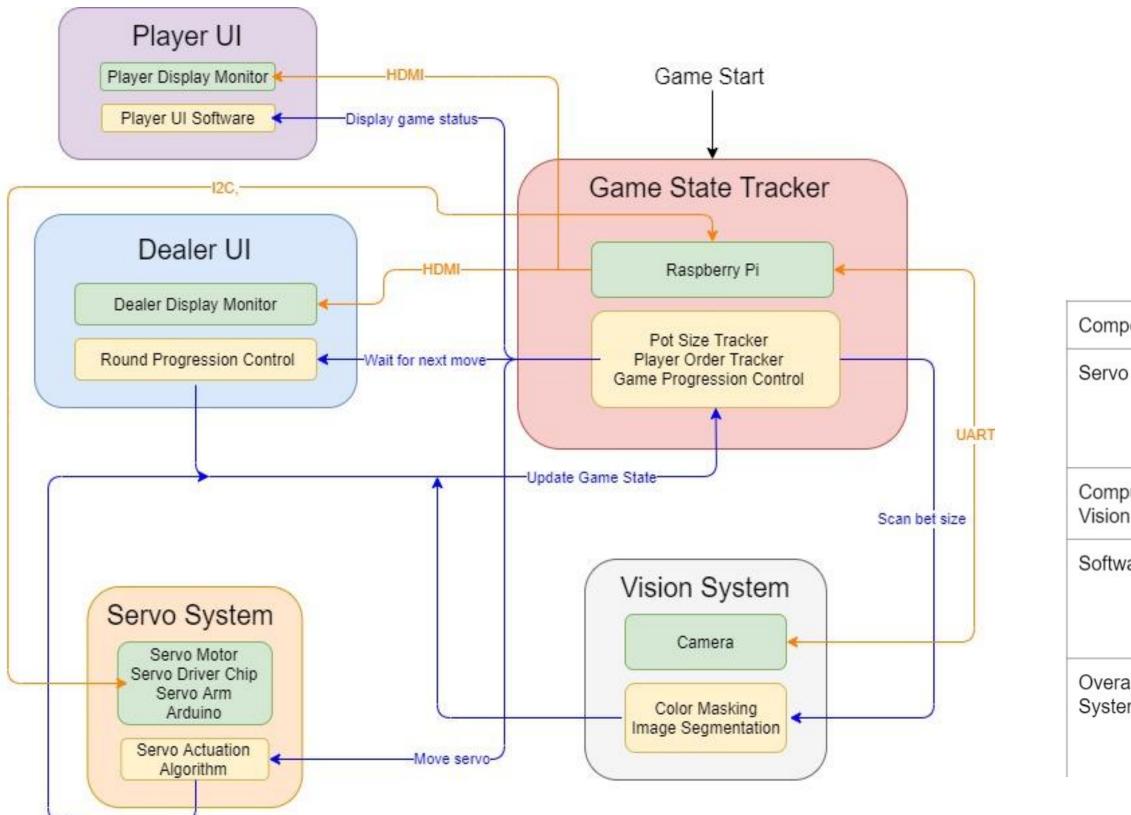
Carnegie Mellon

Product Pitch

As online poker games grow in popularity and convenience, live poker practices feel increasingly out of date. WIthout the information being in front of their faces, serious players constantly query their dealer for answers. This causes the players' attention to drift away from the most integral part of the game: decision making. Smart Poker Table is a way to provide a speedy real-time estimation of game data accessible for all players to access through an intuitive user interface. Designed for casinos and hobbyists alike, Smart Poker Table fulfills its purpose as an easy to use device for both players and dealers that automatically tracks and displays the pot and bet sizes that simulates the convenience of an online poker game in real life.

System Architecture

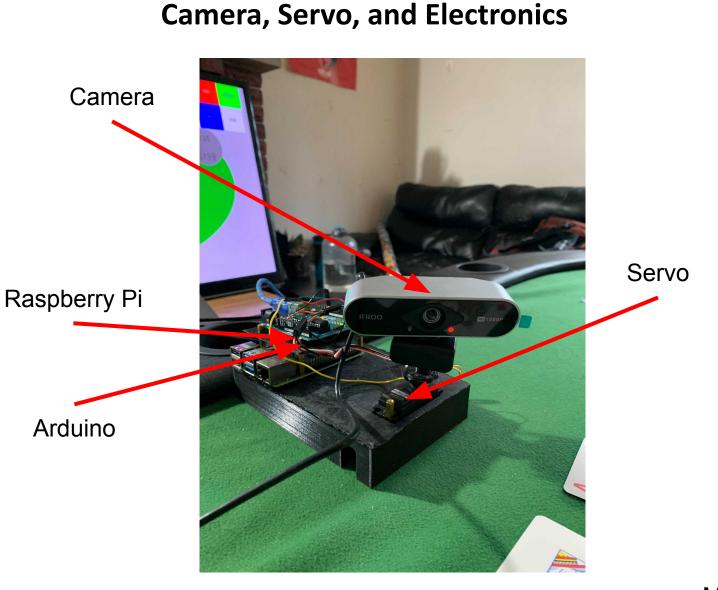
Overall System Architecture



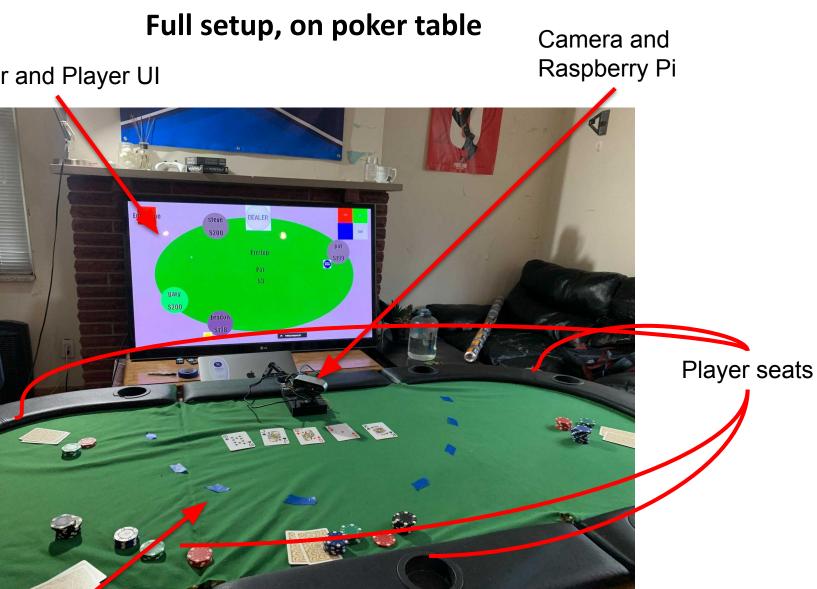
Smart Poker Table Team E8: Steve Yu, Brandon Hung, Patrick Kollman

Electrical & Computer ENGINEERING

System Description



Dealer and Player UI



Markings for stack placement

System Evaluation

Summary of Testing, Metrics and Validation

Testing Strategy	Metrics	Results
Input: unique ID assigned to each player Output: servo rotating to the specified position	Camera angle offset within +/- 4 degrees; camera should rotate to the position within 5 seconds	Success: Average error = 1 degrees Success: Average time = 1 sec
Input: unoccluded picture of bet Output: total value of bet	Verify +/-10% of total stack value	Partial Success: Accuracy goes down with height
Input: Game state inputs entirely simulated in software Output: game state, stack sizes, and pot size update correctly in the simulation	100% accurate simulation required; the simulation should update correctly given the inputs it receives	Success: 100% accurate simulation Success: 2:55 avg learning time
Input: dealer software controls Output: servo position and updated game state, stack, and pot size to monitor display	After integration, the previous subsystem metrics hold and the display is updated within 5 seconds	Partial success: Integration was successful and the previous subsystem metrics besides CV hold
	Input: unique ID assigned to each player Output: servo rotating to the specified positionInput: unoccluded picture of bet Output: total value of betInput: Game state inputs entirely simulated in software Output: game state, stack sizes, and pot size update correctly in the simulationInput: dealer software controls Output: servo position and updated game state, stack, and pot size to monitor	Input: unique ID assigned to each player Output: servo rotating to the specified positionCamera angle offset within +/- 4 degrees; camera should rotate to the position within 5 secondsInput: unoccluded picture of bet Output: total value of betVerify +/-10% of total stack valueInput: Game state inputs entirely simulated in software Output: game state, stack sizes, and pot size update correctly in the simulation100% accurate simulation required; the simulation should update correctly given the inputs it receivesInput: dealer software controls Output: servo position and updated game state, stack, and pot size to monitorAfter integration, the previous subsystem metrics hold and the display is updated within



CV Algorithm Checker Countir **Blob Detection** Checker Countin **Blob Detection** Checker Countin **Blob Detection** Checker Countir Blob Detection

Trade Off Performance

thm Type	Mean Stack Error	
er Counting	17.38%	
Detection	44.56%	

	Stack Value	Mean Error in Percentage	Tests Ran
ng	\$46.00	6.49%	10
	\$46.00	25.47%	7
ng	\$84.00	8.68%	10
	\$84.00	30.61%	7
ng	\$150.00	18.48%	10
	\$150.00	47.29%	9
ng	\$210.00	22.46%	10
	\$210.00	52.38%	9