Application of Computer Vision:

https://www.cc.gatech.edu/~thad/p/032_20_ARVR/stochastic_ISWC97.pdf

"Stochasticks": Augmenting the Billiards Experience with Probabilistic Vision and Wearable Computers

Description:

Wearable Augmented Reality (AR) application of Computer Vision to play the game of pool/billiards. It implements an autonomous probabilistic vision algorithm to function. Some Vision processing techniques used here are Color Feature Detection, Contour Computation, Symmetry Detection, Color Model Classification, and Edge Detection. Basically, it assists the player in planning and aiming the ball in the pockets by maintaining visual sensing. The system displays a graphical output that helps in shot suggestion and assist targeting.