

PlayCDC - Playing Card Detection

Learning to detect suits and ranks of playing cards

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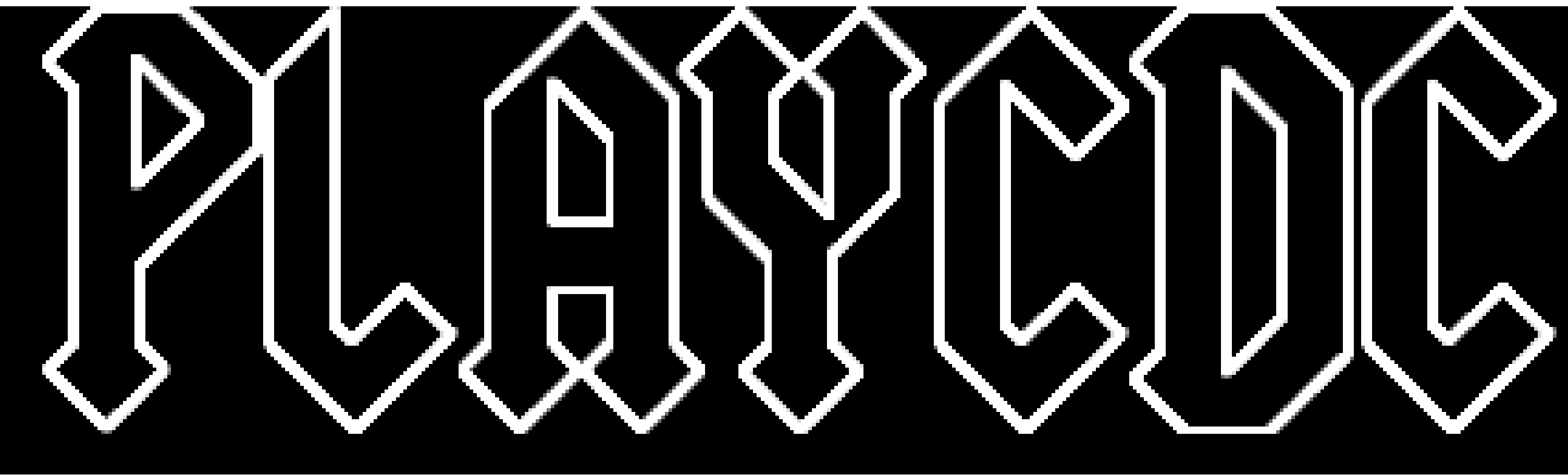
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Abstract

With the capabilities of upcoming small video capturing devices in, for example, smart contact lenses with built-in camerass, whole new ways of cheating in certain cardgames emerge. In order to help facilitate these cheating endeavours, we implement an algorithm that detects the suits and ranks of playing cards in the field of view of a camera using the latest iteration of the YOLO object recognition algorithm.

Introduction

Object detection deals with detecting instances of semantic objects of a certain class (such as humans, buildings, or cars) in digital images and videos.

Main Objectives

The objectives of this project are summarized as follows:

Create a general dataset of a standard, 52-card deck of playing cards in different poses, brightness situations and blurring levels annotated with bounding boxes around the ranks and suits and corresponding class information.

Train an object detection algorithm on these synthesized data that performs bounding box localization and regression for classification. In particular, we train the latest iteration of the YOLO object detection algorithm [RF18] end-to-end.

Evaluate the algorithm on a hold-out validation dataset covering all classes. As a performance metric, mean Average Precision (mAP) is used.

Deploy the model on a smartphone camera as a proof of concept.

Methods

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The tiny-YOLO-v3 object detection algorithm

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Evaluation strategy

$$E = mc^2 \quad (1)$$

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Vestibulum ac diam a odio tempus congue. Vivamus id enim nisi:

$$\begin{aligned} \cos \bar{\phi}_k Q_{j,k+1,t} + Q_{j,k+1,x} + \frac{\sin^2 \bar{\phi}_k}{T \cos \bar{\phi}_k} Q_{j,k+1} = \\ - \cos \phi_k Q_{j,k,t} + Q_{j,k,x} - \frac{\sin^2 \phi_k}{T \cos \phi_k} Q_{j,k} \end{aligned} \quad (2)$$

and

$$\begin{aligned} \cos \bar{\phi}_j Q_{j+1,k,t} + Q_{j+1,k,y} + \frac{\sin^2 \bar{\phi}_j}{T \cos \bar{\phi}_j} Q_{j+1,k} = \\ - \cos \phi_j Q_{j,k,t} + Q_{j,k,y} - \frac{\sin^2 \phi_j}{T \cos \phi_j} Q_{j,k}. \end{aligned} \quad (3)$$

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Results

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Figure 1: Figure caption

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Treatments	Response 1	Response 2
Treatment 1	0.0003262	0.562
Treatment 2	0.0015681	0.910
Treatment 3	0.0009271	0.296

Table 2: Table caption

Vivamus sed nibh ac metus tristique tristique a vitae ante. Sed lobortis mi ut arcu fringilla et adipiscing ligula rutrum. Aenean turpis velit, placerat eget tincidunt nec, ornare in nisl. In placerat.

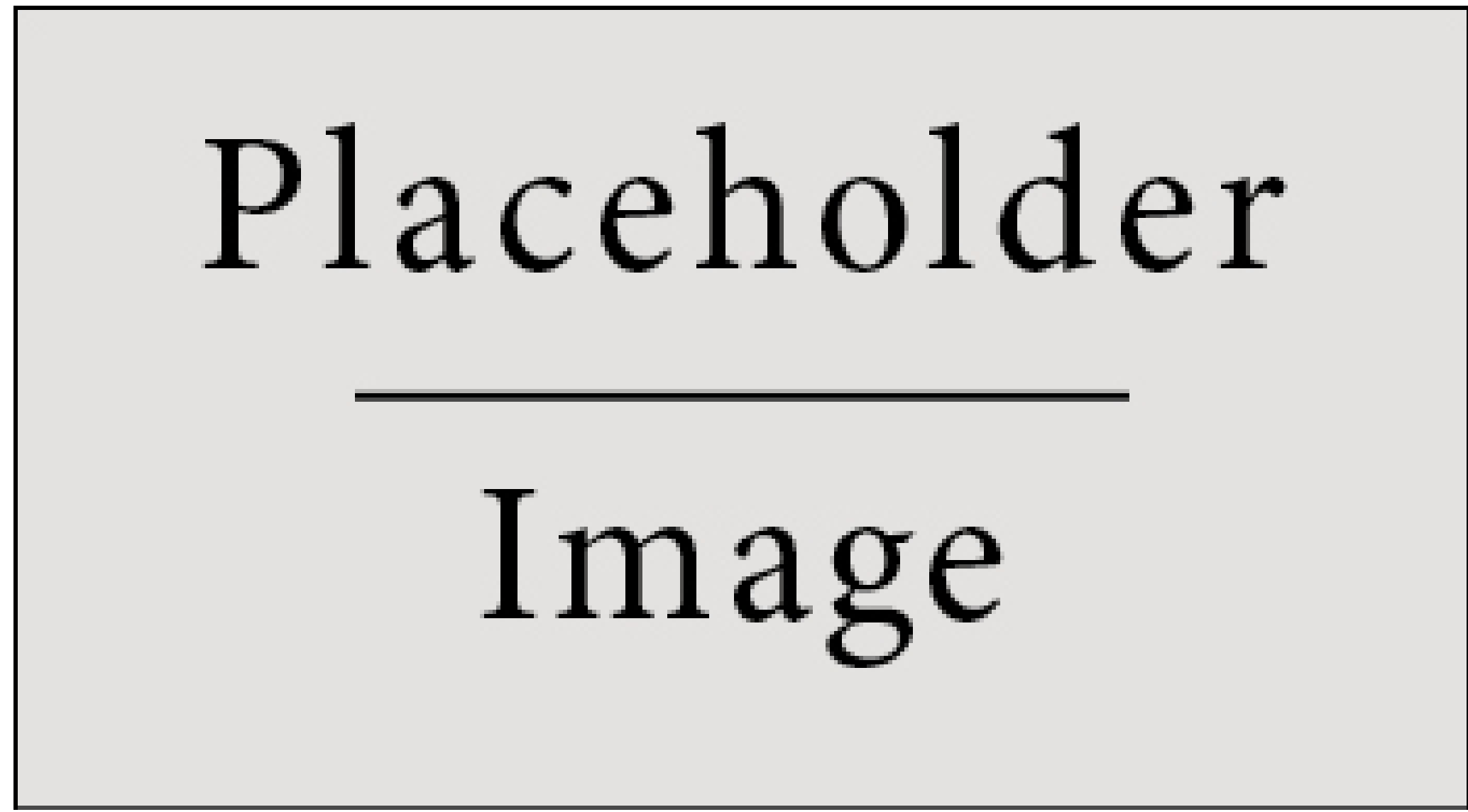


Figure 2: Figure caption

Conclusions

- Using an artificially created dataset, we achieve a mAP score of 95.10% on a holdout dataset.
- The task of object detection on ranks/suits of playing cards appears to be rather easy - it can be thought of being 2D rather than 3D.
- Deploying the model on a webcam results in 180 FPS on a 480x480 resolution, which is state-of-the-art fast.

Forthcoming Research

Vivamus molestie, risus tempor vehicula mattis, libero arcu volutpat purus, sed blandit sem nibh eget turpis. Maecenas rutrum dui blandit lorem vulputate gravida. Praesent venenatis mi vel lorem tempor at varius diam sagittis. Nam eu leo id turpis interdum luctus a sed augue. Nam tellus.

References

[RF18] Joseph Redmon and Ali Farhadi. Yolov3: An incremental improvement. *CoRR*, abs/1804.02767, 2018.

Acknowledgements

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