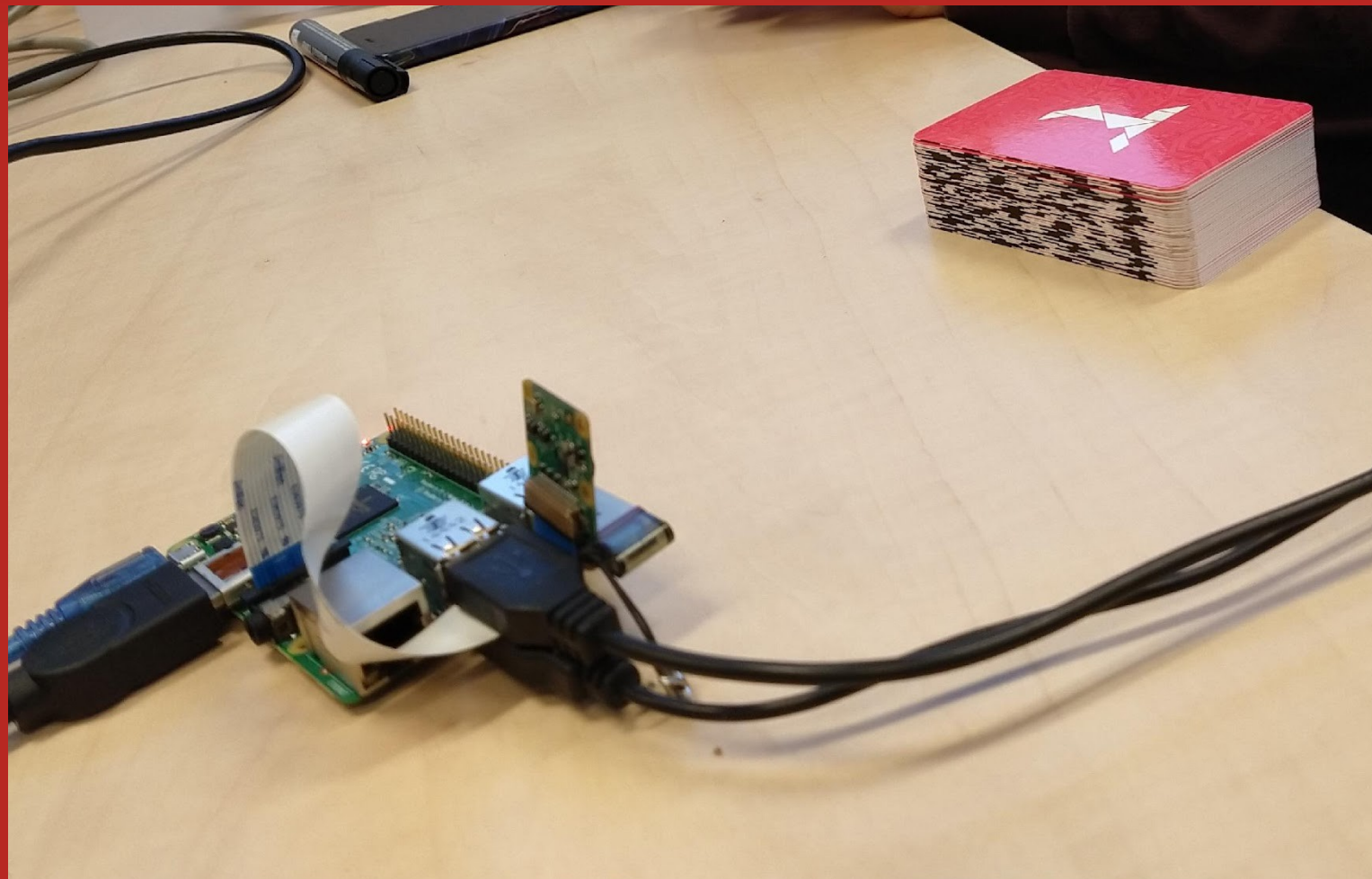


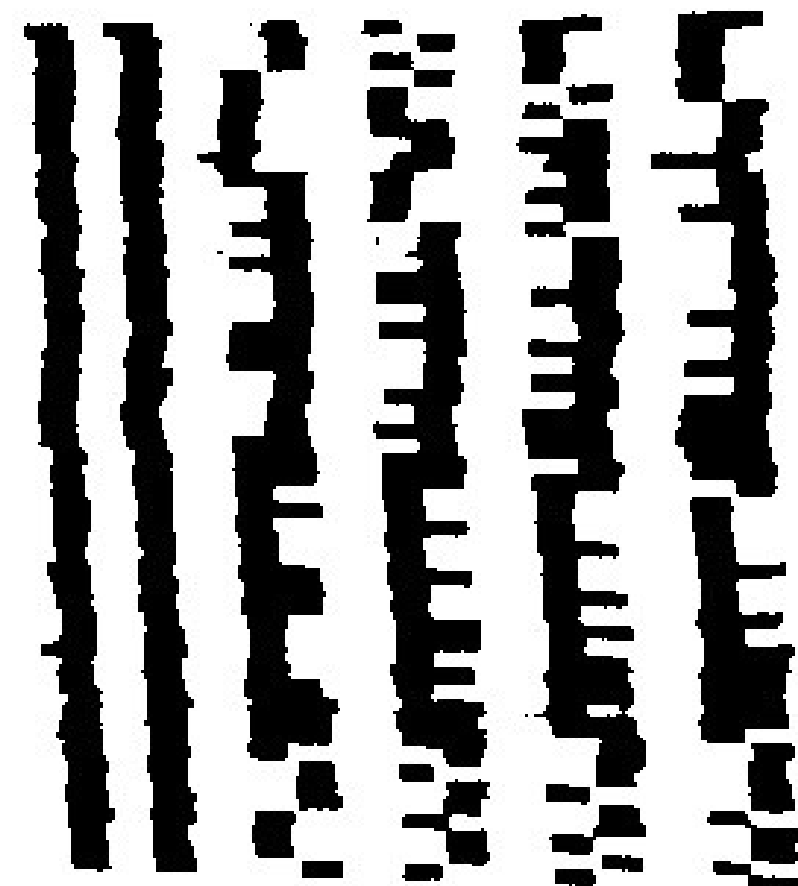
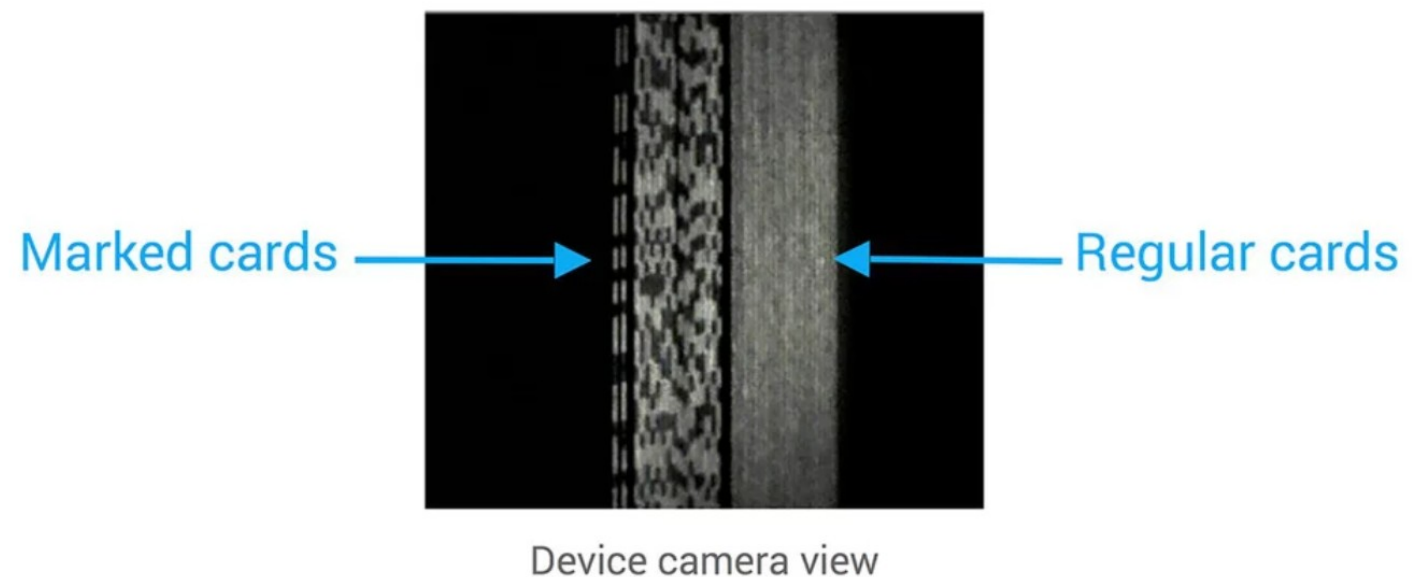
# Playing card prediction using IR

Jordy Aaldering, Yannick Hogewind, Nick van Oers, Luna-Elise Schernthaner



# Goal of the project

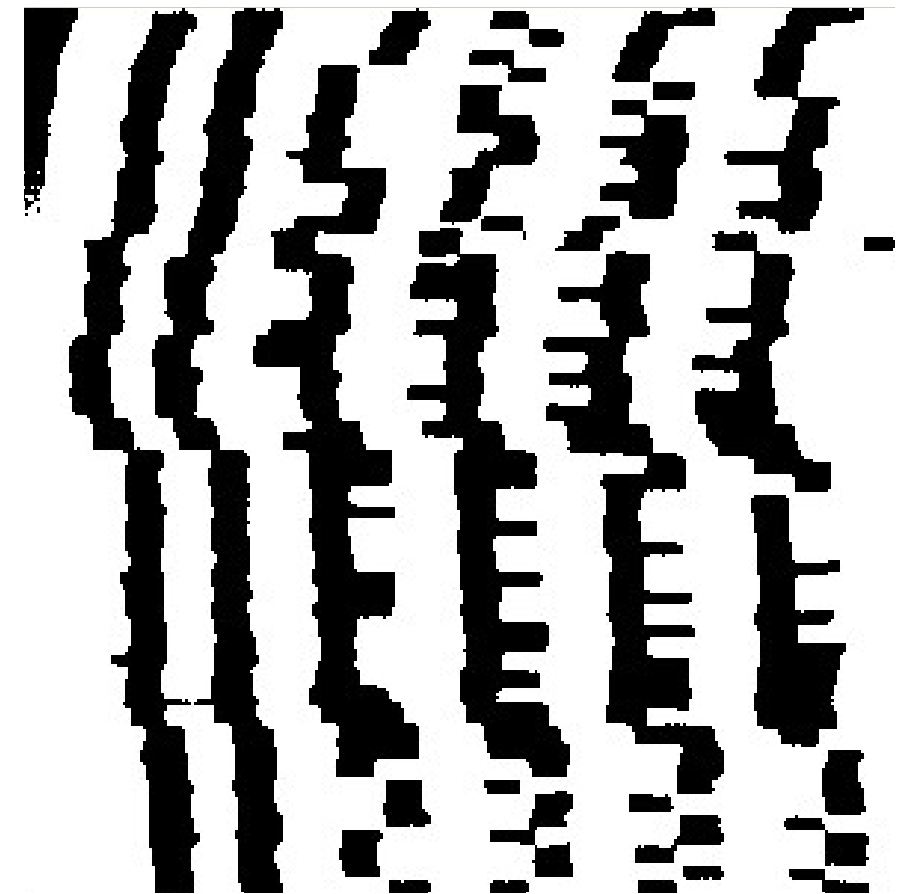
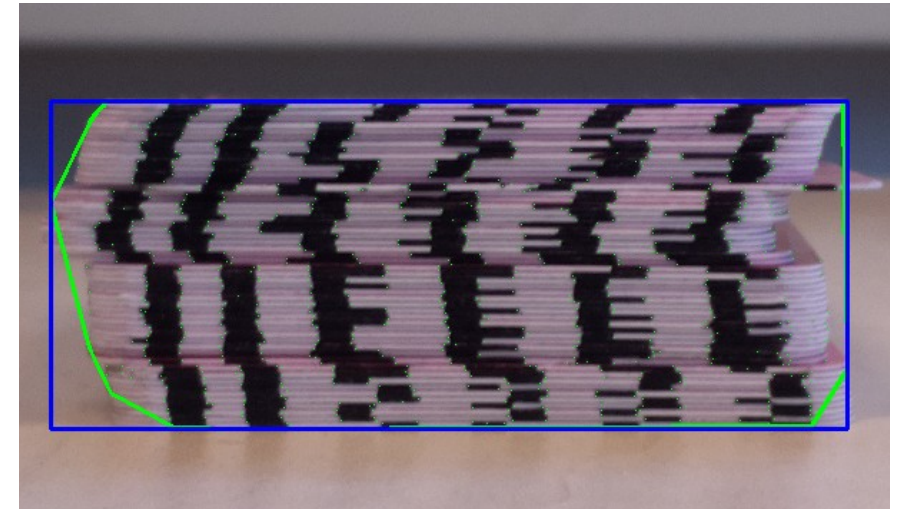
Predicting which cards will be drawn from a stack



Source: **Elie Bursztein**  
<https://elie.net/blog/security/fuller-house-exposing-high-end-poker-cheating-devices/>

# Architecture

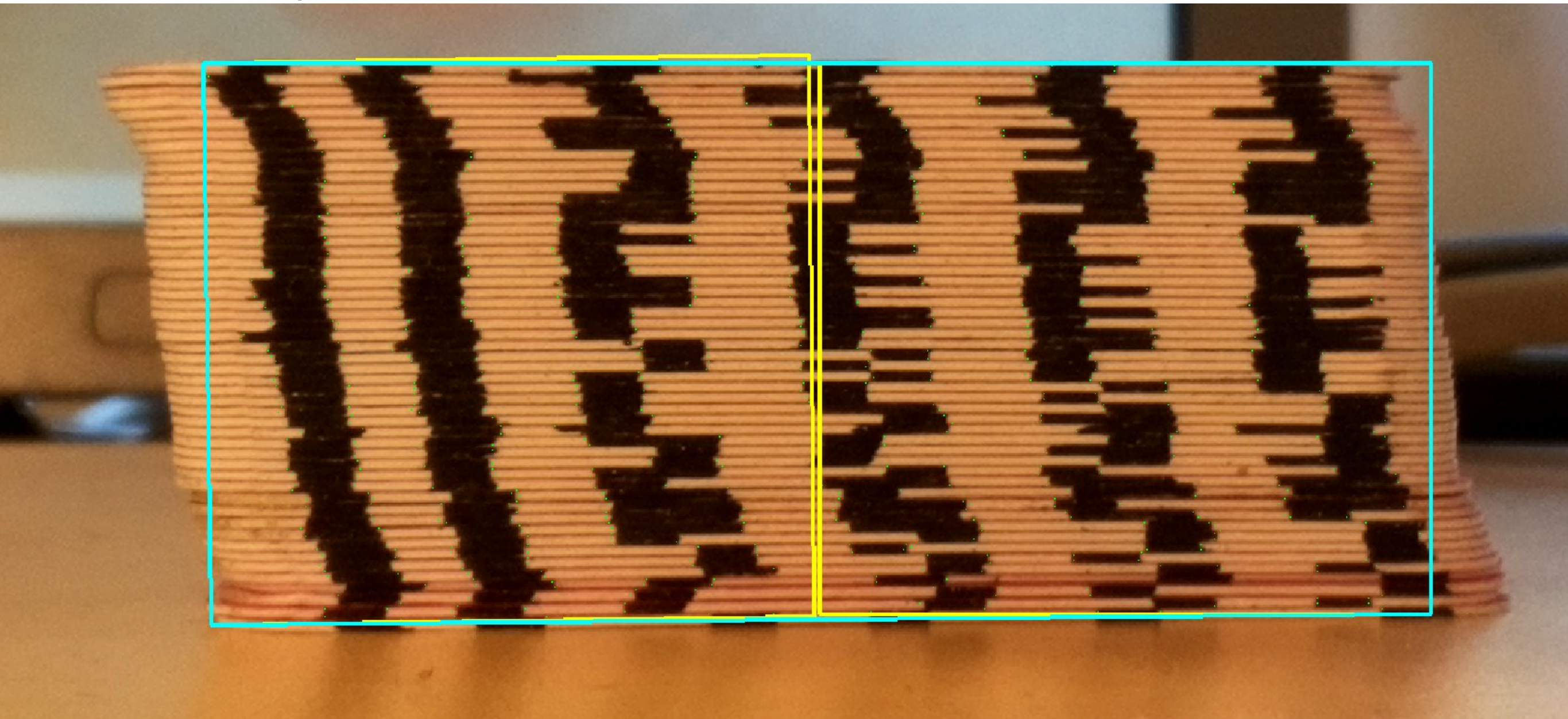
- Stack detection
- Card detection
- Communication
- Buzzer
- App





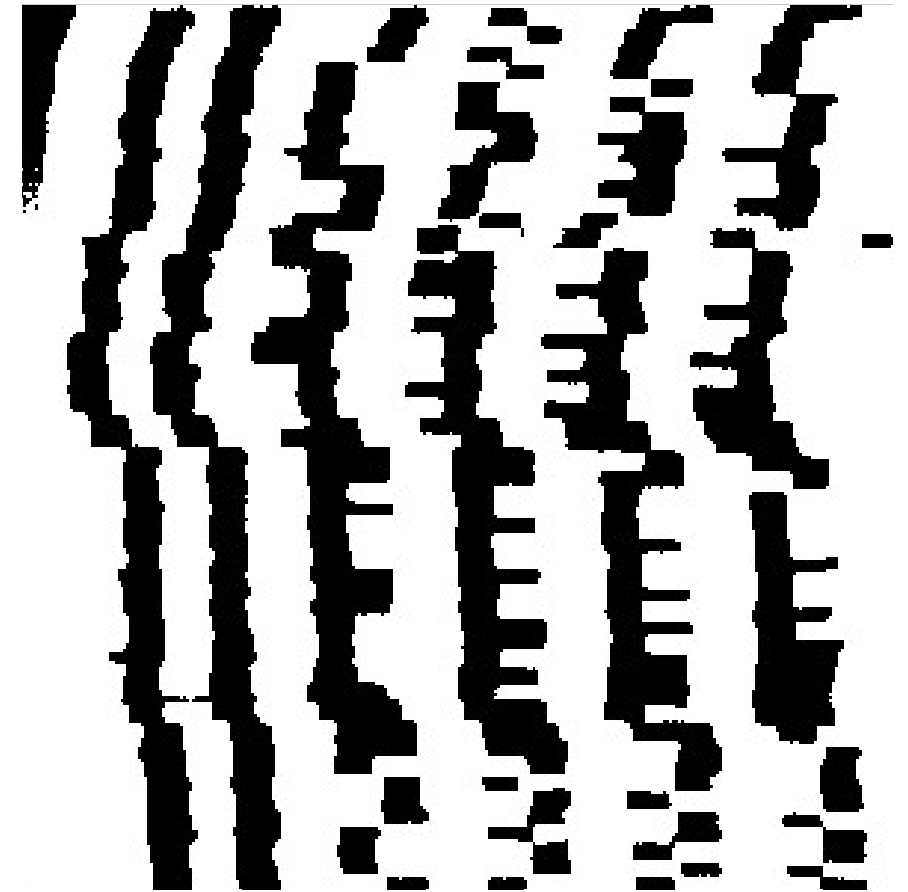
# Architecture

- Stack detection
  - OpenCV for contrasting point detection
  - Local outlier factor for anomaly removal
  - Perspective transform



# Architecture

- Card detection
  - Convert horizontal line to strip lengths
  - Use heuristics to look up card



# Architecture

- Communication
  - Rest API supplied by Photon
- Buzzer
  - Photon board with buzzer module
- App
  - Unity 3D

# Technical Details

## Good

- Stack detection

## Less good

- Card detection
- Making it compact



# Technical Details

## Attempted technologies

- Machine learning
- Confidence scoring
- Card code checksum
- Remote processing



# Demo

