

Playing Card recognition using Convelution Neural Network

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Abstract

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Introduction

intro (incl. problem statement, motivation for the work, review of previous work, open questions in the domain, and how you are proposing to address them)

Methods

Make sure to give a detailed enough description of new algorithms that were not covered in class.

Results and Discussion

cool graphs and stuff

Conclusions

it worked

References

- NANDI, A. (n.d.). *I suck at 24: Automating card games using opencv and python*.
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- Nielsen, M. A. (n.d.). *Neural networks and deep learning*.
<http://neuralnetworksanddeeplearning.com/chap6.html>.
- Tensorflow. (n.d.). *Using gpus - tensorflow*.
- Theano. (n.d.). *Using the gpu theano 0.8.2 documentation*.
- tmbdev, T. (n.d.). *ocropy*.
<https://github.com/tmbdev/ocropy>.