

# Poker Hand Detector and Evaluator

Computação Visual - OpenCV



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# Image Processing Application



Poker Hand  
Captured Image



- Six of Clubs
- Five of Hearts
- Three of Spades
- Queen of Diamonds
- Ace of Diamonds
- Queen of Hearts
- Ace of Spades

Card Detection



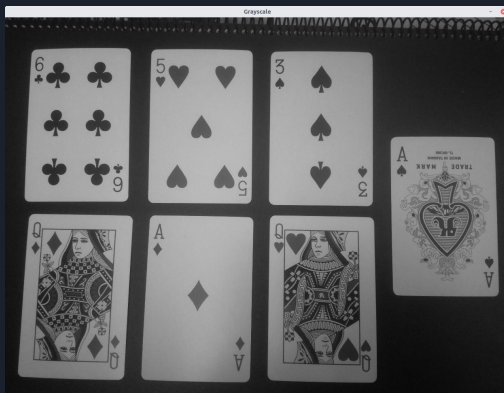
- Two Pairs, Aces and Queens

Hand Evaluation

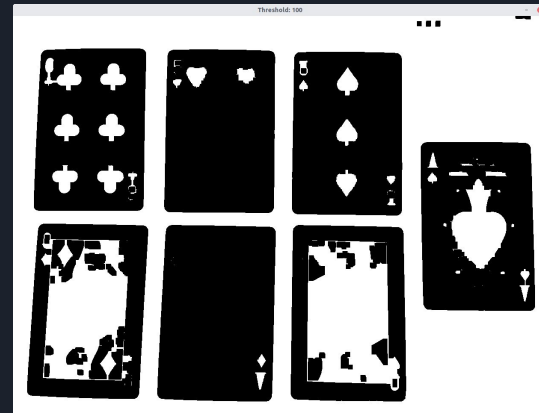
# Preprocessing



Poker Hand  
Captured Image

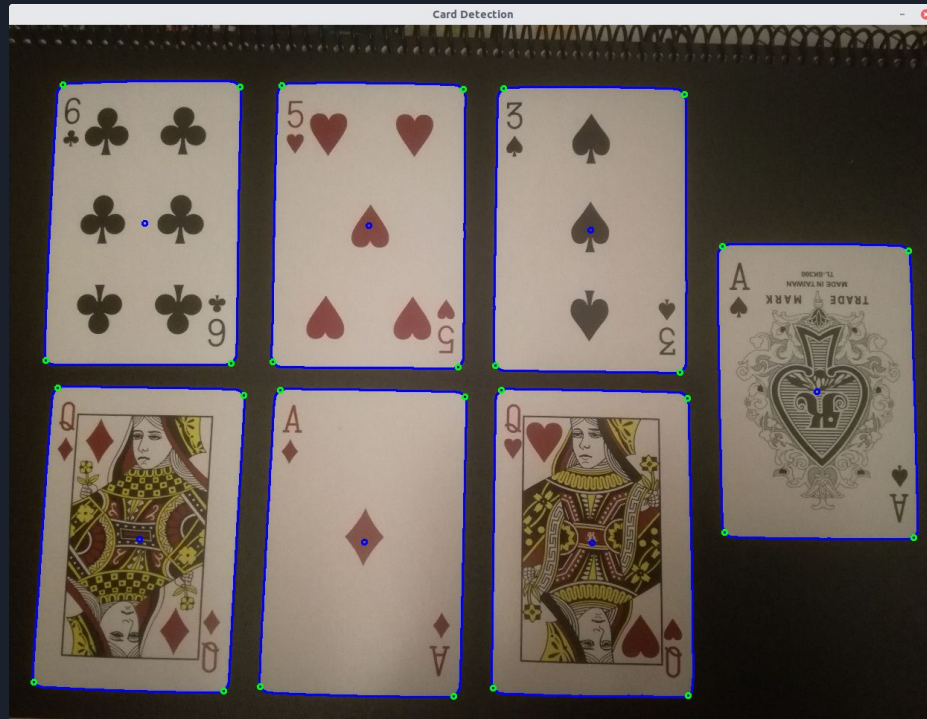


Grayscale



Thresholding and  
Closing

# Card Detection



From the binary image we get the contours of the seven cards.

Then, we crop each card from the original image.



# Rank and Suit Identification

In order to detect the rank and suit of the cards, we need to find its upper left corner and compare it with the comparison images.



Rank comparison by subtracting booth images

Comparison images source:

[https://github.com/EdgeElectronics/OpenCV-Playing-Card-Detector/tree/master/Card\\_Imgs](https://github.com/EdgeElectronics/OpenCV-Playing-Card-Detector/tree/master/Card_Imgs)

# Hand Evaluation and Results



## Final Result:

Detection and Evaluation

Detected cards: Qh Ad Qd As 3s 5h 6c  
Hand evaluation: Two Pair, Aces and Queens

For the poker hand evaluation was used an existent module, which can be found here:

<https://github.com/HenryRLee/PokerHandEvaluator>

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