Claims:

1. A chip recognition system for a gaming table, the chip recognition system comprising:

a first game recording apparatus, wherein the first game recording apparatus is configured to capture a first image of chips stacked on the gaming table;

a second game recording apparatus, wherein the second game recording apparatus is configured to capture a second image of the chips stacked on the gaming table; and

at least one processor, wherein the at least one processor is configured to:

perform an image analysis of the first image and an image analysis of the second image;

for each of the image analyses, use an artificial intelligence technology to determine, based on a result of the respective image analysis, a respective total value of the chips stacked on the gaming table obtained from a respective number of the chips of each value of the chips stacked on the gaming table; and

decide a correct total value of the chips stacked on the gaming table when the respective determined total values are different from each other.

2. The chip recognition system according to claim 1, wherein:

the first game recording apparatus includes a first camera;

the second game recording apparatus includes a second camera; and

the first camera and the second camera are installed in different locations and/or at different angles such that the first camera and the second camera capture different aspects of same chips of the chips stacked on the gaming table.

3. The chip recognition system according to claim 2, wherein the decision of the correct total value is obtained based on at least one of:

respective positions of the first camera and the second camera; and

respective numbers of pixels of the first camera and the second camera.

4. The chip recognition system according to claim 1, wherein the decision of the correct total value is obtained based on at least one of:

respective focal positions of the first image and the second image;

definitions of the first image and the second image; and

past results of numbers of chips stacked on the gaming table obtained by the at least one processor respectively based on the first game recording apparatus and the second game recording apparatus.

5. The chip recognition system according to claim 1, wherein the first and second game recording apparatuses include respective cameras, and the at least one processor is configured to determine information about the number, a value, and a position of the chips stacked on the gaming table even when a part or an entirety of one or more of the chips is hidden due to a blind spot of at least one of the cameras.

6. A chip recognition system for a gaming table, the chip recognition system comprising:

a first game recording apparatus, wherein the first game recording apparatus is configured to capture a first image of chips stacked on the gaming table;

a second game recording apparatus, wherein the second game recording apparatus is configured to capture a second image of the chips stacked on the gaming table; and

at least one processor, wherein the at least one processor is configured to:

perform an image analysis of the first image and an image analysis of the second image;

for each of the image analyses, use an artificial intelligence technology to determine, based on a result of the respective image analysis, a respective total value of the chis stacked on the gaming table obtained from a respective number of the chips of each value of the chips stacked on the gaming table; and

decide a correct number of the chips stacked on the gaming table and/or a correct at least one value of the chips stacked on the gaming table when the respective determined total value are different from each other.

7. The chip recognition system according to claim 6, wherein:

the first game recording apparatus includes a first camera;

the second game recording apparatus includes a second camera; and

the first camera and the second camera are installed in different locations and/or at different angles such that the first camera and the second camera capture different

aspects of same chips of the chips stacked on the gaming table.

8. The chip recognition system according to claim 7, wherein the decision of the correct at least one value is obtained based on at least one of:

respective positions of the first camera and the second camera; and

respective numbers of pixels of the first camera and the second camera.

9. The chip recognition system according to claim 6, wherein the decision of the correct at least one value is obtained based on at least one of:

respective focal positions of the first image and the second image;

definitions of the first image and the second image; and

past results of one or more values of chips stacked on the gaming table obtained by the at least one processor respectively based on the first game recording apparatus and the second game recording apparatus.

10. The chip recognition system according to claim 6, wherein the first and second game recording apparatuses

include respective cameras, and the at least one processor is configured to determine information about a number, the at least one vale, and a position of the chips stacked on the gaming table even when a part or an entirety of one or more of the chips is hidden due to a blind spot of at least one of the cameras.

11. A chip recognition system for a gaming table, the chip recognition system comprising:

a game recording apparatus, wherein the game recording apparatus is configured to capture an image of chips stacked on the gaming table; and

at least one processor, wherein the at least one processor is configured to:

perform an image analysis of the image;

perform a first determination and a second determination of a total value of the chips stacked on the gaming table obtained from a number of the chips of each value of the chips stacked on the gaming table, wherein at least one of the determinations is performed using an artificial intelligence technology; and

decide a correct total value of the chips stacked on the gaming table when the respective determined total values of the first determination and the second determination are different from each other.

12. A chip recognition system for a gaming table, the chip recognition system comprising:

a game recording apparatus, wherein the game recording apparatus is configured to capture an image of chips stacked on the gaming table; and

at least one processor, wherein the at least one processor is configured to:

perform an image analysis of the image;

perform a first determination and a second determination regarding the chips stacked on the gaming table to obtain by each of the first determination and the second determination a respective determined a total value of the chips stacked on the gaming table obtained from a respective number of the chips of each value of the chips stacked on the gaming table, wherein at least one of the determinations is performed using an artificial intelligence technology; and

decide a correct number of the chips stacked on the gaming table and/or at least one value of the chips stacked on the gaming table when the respective determined total values of the first determination and the second determination are different from each other.