CLAIMS:

1. A learning system comprising:

one or more cameras for photographing a plurality of betting areas arranged in a two-dimensional direction on a game table from an obliquely upward direction enough to recognize which bet target a chip is on, and generating an image including a plurality of chips bet on the plurality of betting areas;

a learning model for recognizing the positions, types, and numbers of chips bet on the front side and chips bet on the inside by a player, by analyzing one of the image using learned artificial intelligence or deep learning;

a device for acquiring training data for generating or learning the learning model by photographing; and

a learning device for learning the learning model using the training data, wherein

the training data comprises a plurality of images having different lighting conditions and different hidden states of chips.

2. A learning system comprising:

one or more cameras for photographing a plurality of betting areas arranged in a two-dimensional direction on a game table from an obliquely upward direction enough to recognize which bet target a chip is on, and generating an image including a plurality of chips bet on the plurality of betting areas;

a learning model for recognizing the positions, types,

and numbers of chips bet on the front side and chips bet on the inside by a player, by analyzing one of the image using learned artificial intelligence or deep learning;

a device for acquiring training data for generating or learning the learning model by photographing; and

a learning device for learning the learning model using the training data, wherein

the training data comprises an image in which a plurality of chips having different specific colors on the sides stacked one on top of another is visible.

3. A learning system comprising:

one or more cameras for photographing a plurality of betting areas arranged in a two-dimensional direction on a game table from an obliquely upward direction enough to recognize which bet target a chip is on, and generating an image including a plurality of chips bet on the plurality of betting areas;

a learning model for recognizing the positions, types, and numbers of chips bet on the front side and chips bet on the inside by a player, by analyzing one of the image using learned artificial intelligence or deep learning;

a device for acquiring training data for generating or learning the learning model by photographing; and

a learning device for learning the learning model using the training data, wherein

the training data comprises an image in which a plurality of chips that are stacked misaligned from each other are

visible.

4. The learning system according to any one of claims 1 to 3, wherein

the training data comprises an image in which a single chip that is not stacked is visible.

5. The learning system according to any one of claims 1 to 3, wherein

the training data comprises an image in which a plurality of chips that are stacked one on top of another are visible.

6. The learning system according to any one of claims 1 to 3, wherein

the training data comprises an image in which a chip partially hidden by the camera’s blind spot is visible.