CLAIMS

1. A chip recognition system for a gaming table, a plurality of chip placement areas arranged in a two-dimensional orientation are defined on the game table, the chip recognition system comprising:

a first game recording apparatus configured to capture, from a first position, one or more chip stacks each consisting of a plurality of chips stacked on top of each other on the game table to obtain a first image;

a second game recording apparatus configured to capture, from a second position different from the first position, the one or more chip stacks each consisting of a plurality of chips stacked on top of each other on the game table to obtain a second image; and

an artificial intelligence device configured to determine a first number of the chips comprising the one or more chip stacks based on the first image and to determine a second number of the chips comprising the one or more chip stacks based on the second image,

wherein the plurality of chip placement areas include first chip placement areas nearer the first game recording apparatus than the second game recording apparatus and second chip placement areas nearer the second game recording apparatus than the first game recording apparatus, the first game recording apparatus captures a first portion of the one or more chip stacks placed in the first chip placement areas for the

artificial intelligence device to determine the first numbers of the chips comprising the one or more chip stacks placed in the first areas, and the second game recording apparatus captures a second portion of the one or more chip stacks placed in the second chip placement areas for the artificial intelligence device to determine the second number of the chips comprising the one or more chip stacks placed in the second areas.

2. The chip recognition system according to claim 1, wherein the artificial intelligence device is configured to determine a type of the chips comprising the first portion of the one or more chip stacks based on the first image and a second artificial intelligence device is configured to determine a type of the chips comprising the second portion of the one or more chip stacks based on the second image.

3. The chip recognition system according to claim 1, wherein the first game recording apparatus and the second game recording apparatus are positioned at symmetrical positions with regard to the game table.