Claims:

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

a first game recording apparatus configured to capture a first image of chips stacked on the gaming table diagonally from above;

a second game recording apparatus configured to capture a second image of the chips stacked on the gaming table diagonally from above; and

at least one processor configured to:

perform an image analysis of the first image using an artificial intelligence technology and an image analysis of the second image using an artificial intelligence technology;

determine, based on results of the respective image analyses, a first number of the chips in the first image and a second number of the chips in the second image; and

decide, when the first number is different from the second number, a correct number of the chips stacked on the gaming table based on the first number and the second number.

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, thereby there are one or more chips that are detected by the image analysis of the first image but are not detected by the image analysis of the second image.

3. The chip recognition system according to claim 2, wherein the decision of the correct number is obtained based on:

respective positions of the first camera and the second camera, or

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

4. The chip recognition system according to claim 2, wherein the decision of the correct number is obtained

based on respective positions of the first camera and the second camera.

5. The chip recognition system according to claim 2, wherein the decision of the correct number is obtained based on respective numbers of pixels of the first camera and the second camera.

6. The chip recognition system according to claim 1, wherein the first game recording apparatus and the second game recording apparatus each include a respective camera, and the at least one processor is configured to determine information about the number, a type, 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 camera of the first game recording apparatus or at least one camera of the second game recording apparatus.

7. The chip recognition system according to claim 1, wherein the at least one processor is configured to:

determine, based on results of the respective image analyses of the first image and the second image, a respective type of at least one chip in the first image and the second image; and

decide a correct type of each of the at least one chip of the chips stacked on the gaming table based on the respective types determined from the first image and the second image.

8. The chip recognition system according to claim 7, wherein the at least one processor is configured to decide a correct type of each of the at least one chip of the chips stacked on the gaming table when the respective types determined from the first image and the second image are different from each other.

9. The chip recognition system according to claim 7, 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 thereby there are one or more chips that are detected by the image analysis of the first image but are not detected by the image analysis of the second image.

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

respective positions of the first camera and the second camera, or

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

11. The chip recognition system according to claim 7, wherein the first game recording apparatus and the second game recording apparatus include respective cameras, and the at least one processor is configured to determine information about a number, the at least one type, 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 of the first game recording apparatus or the second game recording apparatus.

12. The chip recognition system according to claim 1, wherein the decision of the correct number is obtained based on respective focal positions of the first image and the second image.

13. The chip recognition system according to claim 1, wherein the decision of the correct number is obtained based on 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.

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

a first camera configured to capture a first image of chips stacked on the gaming table diagonally from above;

a second camera configured to capture a second image of the chips stacked on the gaming table diagonally from above; and

at least one processor configured to:

perform an image analysis of the first image using an artificial intelligence technology to determine a first number of the chips in the first image;

perform an image analysis of the second image using an artificial intelligence technology to determine a second number of the chips in the second image; and

decide, when the first number is different from the second number, a correct number of the chips stacked on the gaming table based on the first number and the second number,

wherein 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, thereby there are one or more chips that are detected by the image analysis of the first image but are not detected by the image analysis of the second image.