CLAIMS

1. A system comprising:

a game table having a chip tray and a plurality of placement areas arranged vertically and horizontally for placement of chips;

a first camera configured to generate a first image of a chip stack comprising one or more chips positioned in the plurality of placement areas, the first camera configured to capture the chip stack from diagonally above to generate the first image;

a second camera, different from the first camera, configured to generate a second image of the chip stack positioned in the plurality of placement areas, the second camera configured to capture the chip stack from diagonally above to generate the second image; and

a management control device configured to use deep learning techniques to perform image analysis for the first image and the second image to determine, for the same chip stack included in the first image and the second image:

a placement area of the plurality of placement areas where the chip stack is located,

a number of chips included in the chip stack, and

a type of chips included in the chip stack,

wherein the first camera is configured to capture a plurality of chip stacks placed in the same placement area or in adjacent placement areas, and

wherein the first camera and the second camera is configured to capture images of the same chip stacks from different directions, whereby if a portion of one or more chips comprising the chip stack is not visible due to a blind spot in either of the first image or the second image, the management control device is configured to, based on the first image and the second image, determine, for each chip stack of the plurality of chip stacks:

the placement area in which the chip stack is placed,

a number of chips included in the chip stack, and

a type of chips included in the chip stack.

2. The system according to claim 1, wherein the management control device is configured to determine the chip stacks in the first image and the chip stack in the second image, which are in the same position of the game table as each other, and determine the number of chips contained in the determined chip stacks.

3. The system according to claim 1, wherein the plurality of placement areas includes at least a player area and a banker

area provided vertically for each of a plurality of player positions provided horizontally.

4. The system according to claim 1, wherein the plurality of placement areas include placement areas adjacent to each other by being separated by a single line.

5. The system according to claim 1, wherein the first camera or the second camera is installed on a pole on the game table.

6. The system according to claim 1, wherein the first camera or the second camera is installed such that a top of the topmost chip in the chip stack can be captured.

7. The system according to claim 1, wherein the first camera and the second camera are installed such that each of the first camera and the second camera are configured to capture a top surface of the topmost chip in the chip stack.

8. The system according to claim 1, wherein the management control device is configured to identify a predetermined portion of a chip in the first image and the second image.

9. The system according to claim 1, wherein the management control device is configured to determine an amount of the chip stack based on the determination of the placement area where the chip stack is placed, the number of chips included in the

chip stack, and the type of chips included in the chip stack.

10. The system according to claim 1, wherein the first camera, the second camera, or a third camera that is different from the first camera and the second camera, is configured to capture one or more chips housed in the chip tray of the game table.

11. The system according to claim 10, wherein the management control device is configured to recognize a total amount of chips housed in the chip tray and determine whether an increase or decrease in the total amount of chips in the chip tray after a collection and redemption of a set of chips in a game corresponds to one or more amounts to be collected and redeemed.

12. The system according to claim 11, wherein the management control device is configured to determine an amount to be collected and an amount to be redeemed based on the placement, type, and number of chip stacks placed by a player and a game result.

13. The system according to claim 1, wherein the first camera or the second camera is configured to acquire video images including a plurality of images.

14. The system according to claim 13, wherein the management control device is configured to, based on fraud,

record the video images with an index or time to enable identification of a scene of the fraud.

15. A system comprising:

a game table having a chip tray and a plurality of placement areas arranged vertically and horizontally for placement of chips;

a first camera configured to capture to capture a plurality of chip stacks placed in the same placement area or in adjacent placement areas of a plurality of placement areas from diagonally above to generate a first image, the plurality of chip stacks including a chip stack including one or more chips;

a second camera, different from the first camera, configured to capture the chip stack from diagonally above to generate a second image of the chip stack positioned in the plurality of placement areas, wherein the first camera and the second camera are configured to capture images of the same chip stack from different directions; and

a management control device configured to:

use deep learning techniques to perform image analysis for the first image and the second image, and

based on the image analysis:

if a portion of a first chip included in the chip stack is not visible due to a blind spot in either of the first image or the second image, determine, based on the first image and the second image:

a placement area of the plurality of placement areas where the chip stack is located,

a number of chips included in the chip stack, and

a type of chips included in the chip stack.

16. The system according to claim 15, wherein the management control device is configured to determine the chip stacks in the first image and the chip stack in the second image, which are in the same position of the game table as each other, and determine the number of chips contained in the determined chip stacks.

17. The system according to claim 15, wherein the plurality of placement areas arranged vertically and horizontally on a surface of the game table.

18. The system according to claim 15, wherein the management control device is configured to determine, based on the first image, the second image, or both the first image and the second image, for each chip stack of the plurality of chip

stacks:

a placement area in which the chip stack is placed,

a number of chips included in the chip stack, and

a type of chips included in the chip stack.