CLAIMS

1. An object information management method, wherein the method comprises:

acquiring, in response to an object state change event corresponding to a placement area, at least one object identifier that is obtained by detecting an object in the placement area by using a communication identification system;

determining a first identification result based on the at least one object identifier and an object information mapping table, wherein the object information mapping table comprises a mapping relationship between an object identifier and object information, and the first identification result comprises first object information of the object in the placement area;

acquiring a second identification result that is obtained by identifying the object in the placement area by using a visual identification system, wherein the second identification result comprises second object information of the object in the placement area; and

determining, based on the first object information and the second object information, real object information corresponding to the object state change event;

wherein in a case where the second object information comprises second subject information of a second holder of the object, acquiring the second identification result by using the visual identification system comprises:

acquiring, by the visual identification system, a plurality of image frames corresponding to the object state change event, wherein the plurality of image frames comprises at least one top-view image frame of the placement area and at least one side-view image frame of the placement area;

determining an associated image frame from the at least one top-view image frame, wherein the associated image frame comprises an intervening part that has an association relationship with the object in the placement area;

determining a target image frame corresponding to the associated image frame from the at least one side-view image frame, wherein the target image frame comprises the intervening part that has an association relationship with the object in the placement area, and at least one intervener; and

determining the second subject information of the second holder from the at least one intervener based on the associated image frame and the target image frame.

2. The method of claim 1, wherein the first object information comprises first subject information of a first holder of the object, and the second object information comprises second subject information of a second holder of the object; and determining, based on the first object information and the second object information, the real object information corresponding to the object state change event comprises:

comparing the first subject information with the second subject information, and determining a real holder of the object in the placement area based on a comparison result.

3. The method of claim 2, wherein the determining a real operator of the object in the placement area based on the comparison result comprises:

in a case of determining, based on the comparison result of the first subject information and the second subject information, that the first holder is the same as the second holder, determining that the real holder is the first holder or the second holder; or

in a case of determining, based on the comparison result of the first subject information and the second subject information, that the first holder is different from the second holder, generating first warning information, wherein the first warning information is used to indicate that a holder of the object in the placement area is abnormal; and

receiving a first feedback message for the first warning information, and parsing the first feedback message to determine the real holder, wherein the first feedback message carries manually specified subject information of the real holder of the object in the placement area.

4. The method of any one of claims 1 to 3, wherein the first object information comprises first value information of the object, and the second object information comprises second value information of the object;

wherein determining, based on the first object information and the second object information, the real object information corresponding to the object state change event comprises:

comparing the first value information with the second value information of the object in the placement area, and determining real value information of the object in the placement area based on a comparison result.

5. The method of claim 4, wherein determining the real value information of the object in the placement area based on the comparison result comprises:

in a case where the first value information and the second value information of the object in the placement area are the same, determining that the real value information of the object in the placement area is the first value information or the second value information; or

in a case where the first value information and the second value information of the object in the placement area are different, generating second warning information, wherein the second warning information is used to indicate that value information of the object in the placement area is abnormal and/or the second warning information is used to request to manually adjust the object in the placement area.

6. The method of any one of claims 1 to 5, wherein the placement area comprises a prop placement area of a game;

wherein the method further comprises:

in a case of determining that the game generates a game result, determining an area state corresponding to the prop placement area, wherein the area state is used to represent a game result of a game party corresponding to the prop placement area;

wherein determining, based on the first object information and the second object information, the real object information corresponding to the object state change event comprises:

determining the real object information corresponding to the object state change event based on the area state of the prop placement area, the first object information, and the second object information.

7. The method of claim 6, wherein the determining the real object information corresponding to the object state change event based on the area state of the prop placement area, the first object information, and the second object information comprises:

in a case where the area state of the prop placement area is a first state, deleting a mapping relationship between the at least one object identifier and a corresponding holder from the object information mapping table, wherein the first

state represents that the game result of the game party corresponding to the prop placement area is a failure; or

in a case where the area state of the prop placement area is a second state, establishing the mapping relationship between the at least one object identifier and the corresponding holder in the object information mapping table, wherein the second state represents that the game result of the game party corresponding to the prop placement area is a victory.

8. The method of claim 6 or 7, wherein the method further comprises:

acquiring a game result of the game by identifying a game prop on a game table based on the visual identification system, wherein the game table comprises a plurality of prop placement areas, and the game result comprises an area state corresponding to each of the prop placement areas.

9. The method of claim 1, wherein the visual identification system comprises a first image capturing device located above the placement area and a second image capturing device located on a side of the placement area, and

the at least one top-view image frame of the placement area is captured by the first image capturing device and the at least one side-view image frame of the placement area is captured by the second image capturing device.

10. The method of claim 9, wherein in a case where the second object information comprises second value information of the object, identifying the object in the placement area in the plurality of image frames by using the visual identification system, to obtain the second object information comprises:

acquiring a side image of the object in the placement area based on the at least one side-view image frame; and

determining the second value information of the object based on the side image of the object in the placement area.

11. An object information management device, comprising a memory and a processor,

wherein the memory stores a computer program capable of running on the processor;

wherein when executing the computer program, the processor is configured to:

acquire, in response to an object state change event corresponding to a placement area, at least one object identifier that is obtained by detecting an object in the placement area by using a communication identification system;

determine a first identification result based on the at least one object identifier and an object information mapping table, wherein the object information mapping table comprises a mapping relationship between an object identifier and object information, and the first identification result comprises first object information of the object in the placement area;

acquire a second identification result that is obtained by identifying the object in the placement area by using a visual identification system, wherein the second identification result comprises second object information of the object in the placement area; and

determine, based on the first object information and the second object information, real object information corresponding to the object state change event;

wherein in a case where the second object information comprises second subject information of a second holder of the object, the processor is further configured to:

acquire, through the visual identification system, a plurality of image frames corresponding to the object state change event, wherein the plurality of image frames comprises at least one top-view image frame of the placement area and at least one side-view image frame of the placement area;

determine an associated image frame from the at least one top-view image frame, wherein the associated image frame comprises an intervening part that has an association relationship with the object in the placement area;

determine a target image frame corresponding to the associated image frame from the at least one side-view image frame, wherein the target image frame comprises the intervening part that has an association relationship with the object in the placement area, and at least one intervener; and

determine the second subject information of the second holder from the at least one intervener based on the associated image frame and the target image frame.

12. The device of claim 11, wherein the first object information comprises first subject information of a first holder of the object, and the second object information comprises second subject information of a second holder of the object; wherein when determining, based on the first object information and the second object information, the real object information corresponding to the object state change event, the processor is configured to:

compare the first subject information with the second subject information, and determine a real holder of the object in the placement area based on a comparison result.

13. The device of claim 12, wherein when determining the real operator of the object in the placement area based on the comparison result, the processor is configured to:

in a case of determining, based on the comparison result of the first subject information and the second subject information, that the first holder is the same as the second holder, determine that the real holder is the first holder or the second holder; or

in a case of determining, based on the comparison result of the first subject information and the second subject information, that the first holder is different from the second holder, generate first warning information, wherein the first warning information is used to indicate that a holder of the object in the placement area is abnormal; and

receive a first feedback message for the first warning information, and parse the first feedback message to determine the real holder, wherein the first feedback message carries manually specified subject information of the real holder of the object in the placement area.

14. The device of any one of claims 11 to 13, wherein the first object information comprises first value information of the object, and the second object information comprises second value information of the object;

wherein when determining, based on the first object information and the second object information, the real object information corresponding to the object state change event, the processor is configured to:

compare the first value information with the second value information of the object in the placement area, and determine real value information of the object in the placement area based on a comparison result.

15. The device of claim 14, wherein when determining the real value information of the object in the placement area based on the comparison result, the processor is configured to:

in a case where the first value information and the second value information of the object in the placement area are the same, determine that the real value information of the object in the placement area is the first value information or the second value information; or

in a case where the first value information and the second value information of the object in the placement area are different, generate second warning information, wherein the second warning information is used to indicate that value information of the object in the placement area is abnormal and/or the second warning information is used to request to manually adjust the object in the placement area.

16. The device of any one of claims 11 to 15, wherein the placement area comprises a prop placement area of a game;

wherein the processor is further configured to:

in a case of determining that the game generates a game result, determine an area state corresponding to the prop placement area, wherein the area state is used to represent a game result of a game party corresponding to the prop placement area;

wherein when determining, based on the first object information and the second object information, the real object information corresponding to the object state change event, the processor is configured to:

determine the real object information corresponding to the object state change event based on the area state of the prop placement area, the first object information, and the second object information.

17. The device of claim 16, wherein when determining the real object information corresponding to the object state change event based on the area state of the prop placement area, the first object information, and the second object information, the processor is configured to:

in a case where the area state of the prop placement area is a first state, delete a mapping relationship between the at least one object identifier and a corresponding holder from the object information mapping table, wherein the first state represents that the game result of the game party corresponding to the prop placement area is a failure; or

in a case where the area state of the prop placement area is a second state, establish the mapping relationship between the at least one object identifier and the corresponding holder in the object information mapping table, wherein the second state represents that the game result of the game party corresponding to the prop placement area is a victory.

18. A computer storage medium, wherein the computer storage medium stores at least one program, and the at least one program, when executable by at least one processor, is configured to:

acquire, in response to an object state change event corresponding to a placement area, at least one object identifier that is obtained by detecting an object in the placement area by using a communication identification system;

determine a first identification result based on the at least one object identifier and an object information mapping table, wherein the object information mapping table comprises a mapping relationship between an object identifier and object information, and the first identification result comprises first object information of the object in the placement area;

acquire a second identification result that is obtained by identifying the object in the placement area by using a visual identification system, wherein the second identification result comprises second object information of the object in the placement area; and

determine, based on the first object information and the second object information, real object information corresponding to the object state change event;

wherein in a case where the second object information comprises second subject information of a second holder of the object, the at least one program is further configured to:

acquire, through the visual identification system, a plurality of image frames corresponding to the object state change event, wherein the plurality of image frames comprises at least one top-view image frame of the placement area and at least one side-view image frame of the placement area;

determine an associated image frame from the at least one top-view image frame, wherein the associated image frame comprises an intervening part that has an association relationship with the object in the placement area;

determine a target image frame corresponding to the associated image frame from the at least one side-view image frame, wherein the target image frame comprises the intervening part that has an association relationship with the object in the placement area, and at least one intervener; and

determine the second subject information of the second holder from the at least one intervener based on the associated image frame and the target image frame.

19. A computer program, comprising computer instructions executable by an electronic device, wherein when executed by a processor in the electronic device, the

computer instructions are configured to:

acquire, in response to an object state change event corresponding to a placement area, at least one object identifier that is obtained by detecting an object in the placement area by using a communication identification system;

determine a first identification result based on the at least one object identifier and an object information mapping table, wherein the object information mapping table comprises a mapping relationship between an object identifier and object information, and the first identification result comprises first object information of the object in the placement area;

acquire a second identification result that is obtained by identifying the object in the placement area by using a visual identification system, wherein the second identification result comprises second object information of the object in the placement area; and

determine, based on the first object information and the second object information, real object information corresponding to the object state change event;

wherein in a case where the second object information comprises second subject information of a second holder of the object, the computer instructions are further configured to:

acquire, through the visual identification system, a plurality of image frames corresponding to the object state change event, wherein the plurality of image frames comprises at least one top-view image frame of the placement area and at least one side-view image frame of the placement area;

determine an associated image frame from the at least one top-view image frame, wherein the associated image frame comprises an intervening part that has an association relationship with the object in the placement area;

determine a target image frame corresponding to the associated image frame from the at least one side-view image frame, wherein the target image frame comprises the intervening part that has an association relationship with the object in the placement area, and at least one intervener; and

determine the second subject information of the second holder from the at least one intervener based on the associated image frame and the target image frame.