

ABSTRACT

Provided is a method for data processing. The method includes the following actions. Recognition data obtained by performing game object recognition on each frame of game image in a game image frame sequence is acquired. The recognition data includes type data of a game object and position data of the game object on a game table. At least one heat zone map corresponding to a surface of the game table is acquired. Each heat zone map represents a game region on the surface of the game table corresponding to each of respective at least one type of game object. Based on the type data, the position data, and the at least one heat zone map, recognition data of a game object that is located in a corresponding game region in each frame of game image in the game image frame sequence is filtered out. Also provided is a game table based apparatus for data processing, an electronic device and a storage medium.

FIG. 2