CLAIMS

1. A system used for a gaming table for playing games by betting chips, the system comprising:

a camera, wherein the camera is configured to capture an image of the gaming table;

a database; and

a control device;

wherein:

the control device is configured to:

recognize an amount of cash paid by a player and placed on the gaming table;

recognize an amount of chips placed on the gaming table for being exchanged for the cash even when the chips placed on the gaming table include one or more of chips that are at least partially concealed from view:

by using an image recognition for the image captured by the camera; or

based on signals from a radio frequency identification (RFID) reader of the system that reads IDs embedded in the chips;

compare the recognized amount of cash and the recognized amount of chips; and

store in the database a history of the exchange of the cash and the chips.

2. The system according to claim 1, wherein the control device is configured to recognize the amount of cash paid by the player based on the image captured by the camera.

3. The system according to claim 1, wherein the control device is configured to recognize the amount of cash paid by the player based on input from a dealer.

4. The system according to claim 1, wherein the control device is configured to assign different values to different types of the chips for recognizing the amount of the chips.

5. The system according to claim 1, wherein the control device is configured to recognize the amount of the chips based on information read by the RFID reader from respective RFID tags embedded in the chips.

6. The system according to claim 1, wherein the control device is configured to compare (a) information obtained by an image analysis of the image captured by the camera to (b) user-entered information.

7. The system according to claim 1, wherein the control device is configured to detect that the exchange of the cash and the chips is conducted under a circumstance other than

during card dealing based on a result of a game played on the gaming table that is determined by a game result determining device, using the image obtained by the camera, or based on input from a dealer.

8. The system according to claim 1, wherein the control device is configured to identify a player by extracting a face image of the player within the image captured by the camera and identifying an identification number (ID) associated with the extracted face image.

9. The system according to claim 1, wherein the control device is configured to determine whether a recognized amount of chips in a chip tray of a dealer of the gaming table, after the exchange of the cash and the chips, increases or decreases according to the recognized amount of the chips placed on the gaming table for being exchanged for the recognized amount of cash.

10. The system according to claim 1, wherein the control device is configured to recognize the amount of cash paid by the player based on the image captured by the camera, and is configured to determine whether a payment amount of cash input by a dealer and the amount of cash recognized based on the image captured by the camera match.

11. The system according to claim 1, wherein the control

device is configured to detect positions, types, and numbers of the chips wagered by the player in a game based on the image captured by the camera.

12. The system according to claim 1, wherein the control device is configured to perform the recognition of the amount of chips placed on the gaming table by using the image recognition.

13. The system according to claim 12, wherein the using of the image recognition includes executing an artificial intelligence program.

14. The system according to claim 13, wherein the artificial intelligence program is a learning type artificial intelligence program.

15. The system according to claim 1, wherein the control device is configured to perform the recognition of the amount of the chips placed on the gaming table even when part of the chips is concealed due to a blind spot of the camera by executing an artificial intelligence program.

16. The system according to claim 15, wherein the artificial intelligence program is a learning type artificial intelligence program.

17. The system according to claim 1, wherein the system

comprises the RFID reader and the control device is configured to perform the recognition of the amount of chips placed on the gaming table based on the signals from the RFID reader that reads the IDs embedded in the chips.

18. The system according to claim 1, further comprising a black light configured to irradiate the cash placed on the gaming table with black light, wherein the control device is configured to perform the recognition of the amount of the cash based on a representation of a mark of the cash that is included in the image captured by the camera in response to the irradiation.