ErikSoft

Gambler Agent

Intelligent and Learning System for 'King'
ErikSoft Members
Background Information
About Gambler Agent
Project Details
Work Done
Work To Do
Presentation Content

- ErikSoft Members
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ErikSoft Members

- Alper Güngör
- Volkan Çetin
- Taylan İşikdemir
- İlkcan Keleş
Presentation Content

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Background Information

- Short explanation about 'King'.

- 'King' on the Web.
Interface Example
# Interface Example #2

<table>
<thead>
<tr>
<th></th>
<th>Player 1</th>
<th>Player 2</th>
<th>Player 3</th>
<th>Player 4</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>El Almaz (50)</strong></td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td><strong>Kupa Almaz (30)</strong></td>
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</tr>
<tr>
<td><strong>Kız Almaz (100)</strong></td>
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<tr>
<td><strong>Erkek Almaz (60)</strong></td>
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<tr>
<td><strong>Soniki Almaz (180)</strong></td>
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<tr>
<td><strong>Rifki Almaz (320)</strong></td>
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<tr>
<td><strong>Ceza Toplamı</strong></td>
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<tr>
<td><strong>Koz Toplamı</strong></td>
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<tr>
<td><strong>Toplam</strong></td>
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</tr>
</tbody>
</table>
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About Gambler Agent

- Modeling King Players.
- Using AI Agents As Players.
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Project Details

- Implementation of intelligent and learning system
  - Training Data Collection
  - Learning Phase
- King Game Implementation
- Tools and Libraries
Tools And Libraries

- Netbeans IDE, www.netbeans.org/
- MySQL, www.mysql.com
- Weka, www.cs.waikato.ac.nz/ml/weka/
- JDBC, www.jdbc.codebase.com
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First Player Hand: [DEUCE of CLUBS, KING of CLUBS, TEN of DIAMONDS, FIVE of SPADES, DEUCE of DIAMONDS, KING of HEARTS, QUEEN of HEARTS, JACK of HEARTS, NINE of DIAMONDS, SEVEN of HEARTS, FOUR of CLUBS, SEVEN of DIAMONDS, EIGHT of HEARTS]

Second Player Hand: [EIGHT of SPADES, ACE of HEARTS, JACK of SPADES, ACE of SPADES, FIVE of DIAMONDS, TEN of SPADES, SEVEN of CLUBS, FOUR of HEARTS, NINE of SPADES, NINE of HEARTS, FIVE of CLUBS, JACK of CLUBS, SIX of CLUBS]
Game Type: KUPAALMAZ
Starting Player: 0
gainer Player: 3

0 has thrown card: DEUCE of CLUBS
1 has thrown card: SEVEN of CLUBS
2 has thrown card: QUEEN of CLUBS
3 has thrown card: ACE of CLUBS

Game Type: KUPAALMAZ
Starting Player: 3
gainer Player: 2

3 has thrown card: SIX of DIAMONDS
0 has thrown card: TEN of DIAMONDS
1 has thrown card: FIVE of DIAMONDS
2 has thrown card: ACE of DIAMONDS
Work Done

hand is finished

0. player point : -270
1. player point : -120
2. player point : 0
3. player point : 0
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Work To Do

- Implementation of Agents
- Collecting Training Data
- Implementing Machine Learning Algorithms
- Implementation of Web Service
- Design of GUI
References

- http://www.cs.cmu.edu/~tom/mlbook.html
- http://aima.cs.berkeley.edu/
- http://www.sciencenews.org/sn_arc98/7_18_98/bob1.htm
ANY QUESTIONS?
Thanks For Your Attention!!!