

POKER PLAYING AGENT PROJECT AIMS TO FIND EFFECTIVE SOLUTIONS TO REAL LIFE PROBLEMS CONTAINING UNRELIABLE AND INCOMPLETE INFORMATION. POKER GAME IS THE MOST SUITABLE DOMAIN TO REFLECT ALL THESE CONSTRAINTS IN A COMPUTATIONAL ENVIRONMENT AND LIMIT TEXAS HOLD-EM WAS CHOSEN IN THE SCOPE OF THE PROJECT AS POKER TYPE. IN THIS PROJECT, WE ARE BUILDING A SUCCESSFUL POKER AGENT IN TERMS OF MAKING RATIONAL DECISIONS, HAVING GOOD RATE OF WIN AND MEANINGFUL OPPONENT MODELLING IN CASE OF UNCERTAINTY. WE ADAPTED BAYESIAN POKER METHODOLOGY IN THE DESIGN AND THE IMPLEMENTATION OF THE PPA. WE ARE DYNAMICALLY UPDATING THE BAYESIAN NETWORK AS GAME TURN CHANGES AND OBTAINING USEFUL INFORMATION ABOUT HAND STRENGTH AND OPPONENT BEHAVIOUR. WITH THIS INFORMATION, WE ARE TRYING TO ENSURE AGENT TO MAKE RATIONAL DECISIONS IN OBSCURE CONDITIONS.



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POKER PLAYING AGENT