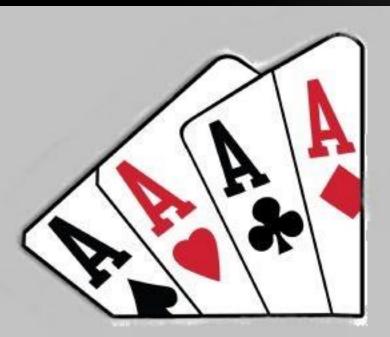
CENG491 Poker Playing Agents Prototype Presentation





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Problem Definition

Problem: Making reasonable decision with unreliable or incomplete

information

Poker is a game with imperfect information:

The inability to observe opponents' cards

Chance factor

Motivation

"Successfully achieving high computer performance in a non-trivial game can be a stepping stone toward solving more challenging real-world problems"

Jonathan Schaeffer

Existing Solutions

- Knowledge based systems
 - Loki: One of the first computer poker agents.
- Monte Carlo and enhanced simulation
 - Poki: This agent evolved from Loki
- Game theoretic equilibrium solutions

- **Hyperborean:** winner of the AAAI Computer Poker Competition in 2006.

- Exploitive counter strategies
 - Hyperborean-BR

Existing Solutions

- Case based reasoning
 - Sartre
- Evolutionary algorithms and neural networks

- **MANZANA:** winner of the bankroll division of the limit hold'em competition at the 2009 and 2010 ACPC.

Bayesian poker

- BPP: achievements in 2006 and 2007 AAAI Computer Poker Competitions.

Our Solution

Two main components :

- Decision Component
- Learning Component

Our Progress

- Literature Survey
- Game Client Application
- Integration of An Agent
- Building Process of An Agent

Scenes From API



Scenes From API



Scenes From API



THANKYOU FOR LISTENING...

