

CENG 492

Poker Playing Agent

A4



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Problem Definition

Making reasonable decision
with unreliable or incomplete
information



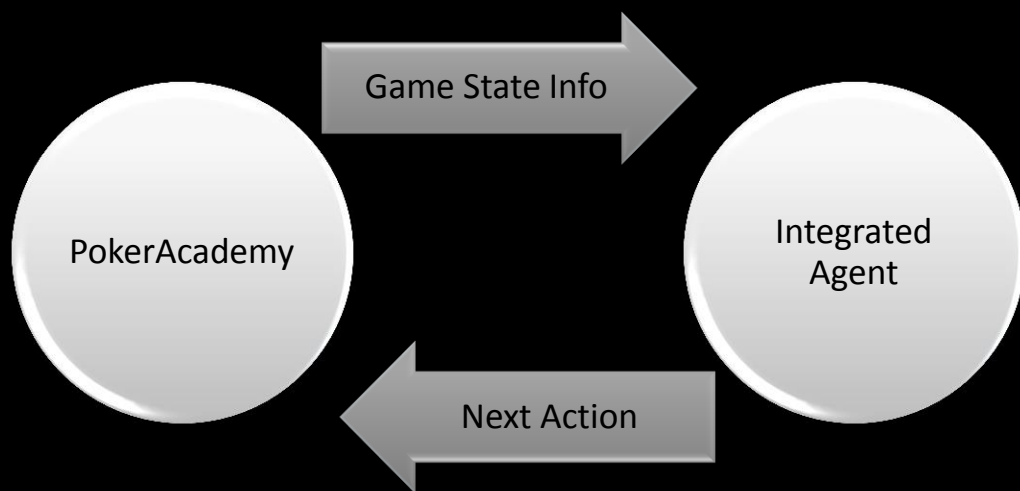
Why Poker?

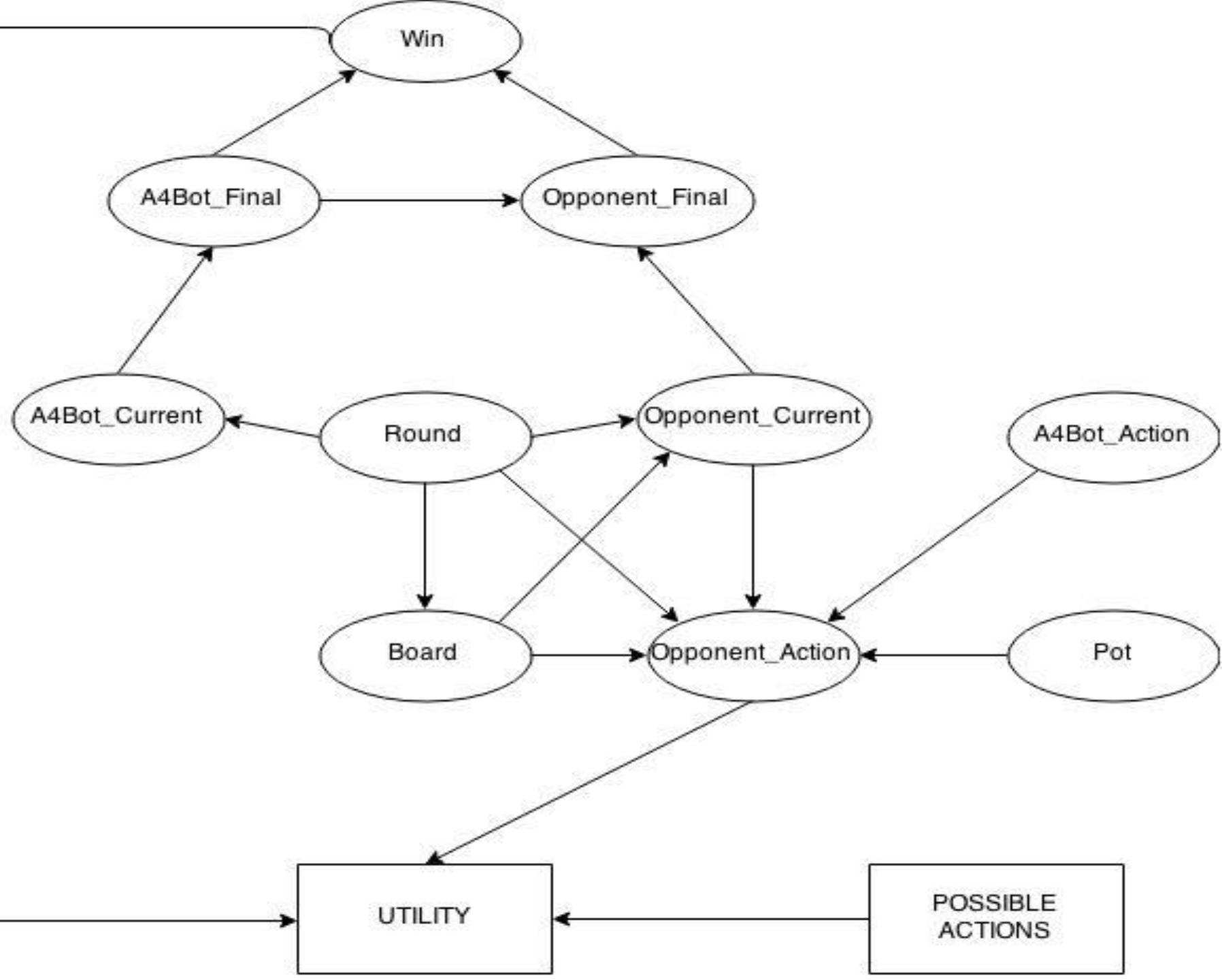
- Game with hidden information
- Logistically simple & strategically complex

So poker is an excellent domain
for AI research



Flow Diagram





Structure of Agent

Implemented nodes:

- Round
- A4_Current & Opponent_Current
- A4_Final & Opponent_Final
- Win



Structure of Agent

Opponent Modelling Nodes:

- Opponent_Action
- Board
- Round
- A4Bot_Action
- Opponent_Current
- Pot



Structure of Agent

Final Decision:

- Utility
- Win
- Opponent Action
- Possible Actions



Current Status

- Decision part finished
- Opponent Modelling almost completed



Future Work

- Completing opponent modelling
- Testing & improving performance



Thank you 😊

Questions?

