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Class:SY\_IT-B4

Sem\_4- IAI

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**MPL:POKER:ONLINE GAME**

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| **Observable** | **Deterministic** | **Episodic** | **Discrete** | **Static** | **Agents** |  |
| Partially  Observable | Stochastic | Sequential | Discrete | Dynamic | Multiplayer |  |

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| Performance Measures: |
| Expert systems — to hardwire our own or a fixed strategy, this method is generally good .measurement. 2. a problem-solving approach that results in an approximation for a decision.  3. predicting an opponent to behave according to his track record. However, this method is susceptible to an opponent that constantly changes his betting habits.  4. Neural Networks (NN) : a generic system that is able to predict the opponent’s next action NN are relatively easy to create, are accurate, and significantly better than the previous three, but we cannot obtain the learned information. NN receives a large input (possibilities for our next move) and processes it until an output (the next move) is chosen.  5. Decision Trees (DT) : AI can classify an opponent’s future action, by asking a question in each tree node and climbing down the tree to the end leaf which holds the final decisions. DT are not as robust as NN, but are human-readable, and achieve similar results. |

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| **Actuators** |
| each player is dealt five cards . Players then assess the relative strength of their hands and wager chips accordingly. The player who bids the most chips wins unless someone else is willing to match the player's bet. |

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| Sensors: |
| Visual Sensors and Timer |