

# Bachelor Thesis - Poker Simulator

Notes and Todos

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# 1 TODOs

## 1.1 Documentation - Todos

- Use citation of diploma template. Is it okay to use this style of citation, which an abbreviation and the year to reference?
- At the beginning of the thesis there should be a section which briefly describes the upcoming chapters (Gliederung).

## 1.2 Program/Code - Todos

- Get the code to run
- check what it still missing
  - basic opponent models. Remember the VPIP and PFR and rank hands accordingly.  
**We can do this on only a single table for testing purposes. To show if it increases the results.**
- think of a way to show some results

## 2 Notes

### 2.1 THESIS STRUCTURE AND ORGANISATION

#### 2.1.1 INTRODUCTION

Introduce the topic of the paper and the goal (what to achieve) and then name the sections/chapters that follow and describe them briefly.

#### 2.1.2 TESTBED

**Things to mention:**

- Why own testbed:  
better control, easier to test stuff
- *Betting System*: faulty implementation (i.e. reraise bet amount when previous all-in < min raise)
- most of the testbeds only single table and cash game capability. No real tournament (multi-table) simulator out there.

#### 2.1.3 FUTURE WORK

Hand rank algorithm can be improved by taking into account opponent models (i.e Sklansky groups) -> don't iterate over every possible hand but rather only over likely groups of hands. Also hand potential can be improved this way.

# Literaturverzeichnis

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