

IT3105 Project I: Texas Hold 'Em

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1 Basic code structure

1.1 Phase 1

To be filled in..

1.2 Phase 2

To be filled in..

1.3 Phase 3

To be filled in..

2 Betting decision logic

2.1 Phase 1

To be filled in..

2.2 Phase 2

To be filled in..

2.3 Phase 3

To be filled in..

3 Opponent models and contexts

To be filled in..

4 Multi-hand runs

4.1 Phase 1

Phase 1: First 1000-hand run

All players start with 1000 credits.

Player name	Phase	Style	Final credits
Martin	1	Loose aggressive	22682,50
Mikael	1	Loose aggressive	10307,50
Marius	1	Tight passive	-2600
Jostein	1	Tight passive	-7152,50
Emil	1	Tight passive	-5877,50
Steinar	1	Tight passive	-5427,50
Stian	1	Tight passive	-4932,50

Tabell 1: First phase 1 run

Phase 1: Second 1000-hand run

All players start with 1000 credits.

Player name	Phase	Style	Final credits
Martin	1	Loose aggressive	24467,50
Mikael	1	Loose aggressive	3617,50
Marius	1	Tight passive	-620
Jostein	1	Tight passive	-2960
Emil	1	Tight passive	-4580
Steinar	1	Tight passive	-6972,50
Stian	1	Tight passive	-5952,50

Tabell 2: Second phase 1 run

Phase 1: Third 1000-hand run

All players start with 1000 credits.

Player name	Phase	Style	Final credits
Martin	1	Loose aggressive	11035
Mikael	1	Loose aggressive	16802,50
Marius	1	Tight passive	-4212,50
Jostein	1	Tight passive	-5382,50
Emil	1	Tight passive	-5712,50
Steinar	1	Tight passive	-4565
Stian	1	Tight passive	-965

Tabell 3: Third phase 1 run

Phase 1: Fourth 1000-hand run

All players start with 1000 credits.

Player name	Phase	Style	Final credits
Martin	1	Loose aggressive	12325
Mikael	1	Loose aggressive	24475
Marius	1	Tight passive	-3322,50
Jostein	1	Tight passive	-7440
Emil	1	Tight passive	-7880
Steinar	1	Tight passive	-5107,50
Stian	1	Tight passive	-6050

Tabell 4: Fourth phase 1 run

Phase 1: Fifth 1000-hand run

All players start with 1000 credits.

Player name	Phase	Style	Final credits
Martin	1	Loose aggressive	13877,50
Mikael	1	Loose aggressive	13172,50
Marius	1	Tight passive	-4505
Jostein	1	Tight passive	-2517,50
Emil	1	Tight passive	-4445
Steinar	1	Tight passive	-5135
Stian	1	Tight passive	-3447,50

Tabell 5: Fifth phase 1 run

4.2 Phase 2

Phase 2: First 1000-hand run

All players start with 1000 credits.

Player name	Phase	Style	Final credits
Andre the giant	1	Loose aggressive	5740
Marius	2	Loose aggressive	21572,50
Jostein	2	Tight passive	-9740
Steinar	1	Tight passive	-7557,50

Tabell 6: First phase 2 run

Phase 2: Second 1000-hand run

All players start with 1000 credits.

Player name	Phase	Style	Final credits
Andre the giant	1	Loose aggressive	5560
Marius	2	Loose aggressive	16825
Jostein	2	Tight passive	-10370
Steinar	1	Tight passive	-3245

Tabell 7: Second phase 2 run

Phase 2: Third 1000-hand run

All players start with 1000 credits.

Player name	Phase	Style	Final credits
Andre the giant	1	Loose aggressive	5740
Marius	2	Loose aggressive	21572,50
Jostein	2	Tight passive	-9740
Steinar	1	Tight passive	-7557,50

Tabell 8: Third phase 2 run

Phase 2: Fourth 1000-hand run

All players start with 1000 credits.

Player name	Phase	Style	Final credits
Andre the giant	1	Loose aggressive	5740
Marius	2	Loose aggressive	21572,50
Jostein	2	Tight passive	-9740
Steinar	1	Tight passive	-7557,50

Tabell 9: Fourth phase 2 run

Phase 2: Fifth 1000-hand run

All players start with 1000 credits.

Player name	Phase	Style	Final credits
Andre the giant	1	Loose aggressive	5740
Marius	2	Loose aggressive	21572,50
Jostein	2	Tight passive	-9740
Steinar	1	Tight passive	-7557,50

Tabell 10: Fifth phase 2 run

4.3 Phase 3

Tables from phase 3 runs

5 Discussion

5.1 Phase 1

5.2 Phase 2

5.3 Phase 3