

# IT3105 Project I: Texas Hold 'Em

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## Innhold

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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 |
|-------------|-------|------------------|---------------|
| Martin      | 1     | Loose aggressive | XXX           |
| Mikael      | 1     | Loose aggressive | XXX           |
| Marius      | 1     | Tight passive    | XXX           |
| Jostein     | 1     | Tight passive    | XXX           |
| Emil        | 1     | Tight passive    | XXX           |
| Steinar     | 1     | Tight passive    | XXX           |
| Stian       | 1     | Tight passive    | XXX           |

Tabell 6: First phase 2 run

### Phase 2: 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 7: Second phase 2 run

## Phase 2: 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 8: Third phase 2 run

## Phase 2: 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 9: Fourth phase 2 run

## Phase 2: 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 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