Opponent Model Evaluation

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| **Test Case** | **Test Class (to run)** | **Values** | **Result** |
| Default Opponent Model (Player 1) vs ‘Tight’ Opponent Model (Player 2) | TestDefaultVsTightOpponentModel | Default Opponent Model  Tight Opponent Model | Player 2 won : 0.114848 big blind per hand +- 0.14597. |
| Default Opponent Model (Player 1) vs ‘Loose’ Opponent Model (Player 2) | TestDefaultVsLooseOpponentModel | Default Opponent Model  Loose Opponent Model | Player 1 won : 0.85546 big blinds per hand +- 0.2127229. |
| Default Opponent Model (Player 1) vs ‘Unusual’ Opponent Model (Player 2) | TestDefaultVsUnusualOpponentModel | Default Opponent Model  Unusual Opponent Model | Player 1 won : 0.1326 big blinds per hand +- 0.1019436 |
| Default Opponent Mode (Player 1) vs ‘Cluster 1’ Opponent Model | TestDefaultVsCluster1Model | Default Opponent Model  Cluster 1 Opponent Model | Player 1 won : 0.3749 +- 0.16 big blinds per hand |
| Default Opponent Model (Player 1) vs ‘Cluster 2’ Opponent Model (Player 2) | TestDefaultVsCluster2Model | Default Opponent Model  Cluster 2 Opponent Model | Player 1 won : 0.087 big blinds per hand +- 0.1548 |
| Default Opponent Model (Player 1) vs ‘Cluster 3’ Opponent Model (Player 2) | TestDefaultVsCluster3Model | Default Opponent Model  Cluster 3 Opponent Model | Player 1 won : 0.6269 +- 0.1059 big blinds per hand |

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