

Machine Learning Project: Report 2

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1 Introduction

1.1 Evaluation metrics

2 Kuhn Poker

- Which algorithm is most suitable to develop an agent to play Kuhn Poker, maximizing exploitability?
- Can we exploit properties of Kuhn Poker to optimize parameters?

3 Leduc Poker

- Which algorithm is most suitable to develop an agent to play Leduc Poker, maximizing exploitability?
- Can we exploit properties of Kuhn Poker to optimize parameters?

References

Appendix

3.1 Time spent