

# RL module & structure

Robert Tseng

# Outline



**Require Softwares and modules**



**RLcard module flow**



**Customized Agent**

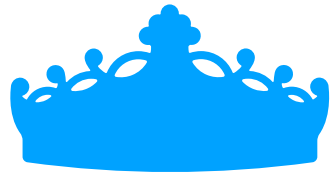


**Customized Game**



**Customized Env**

# Require Softwares and modules



## Softwares

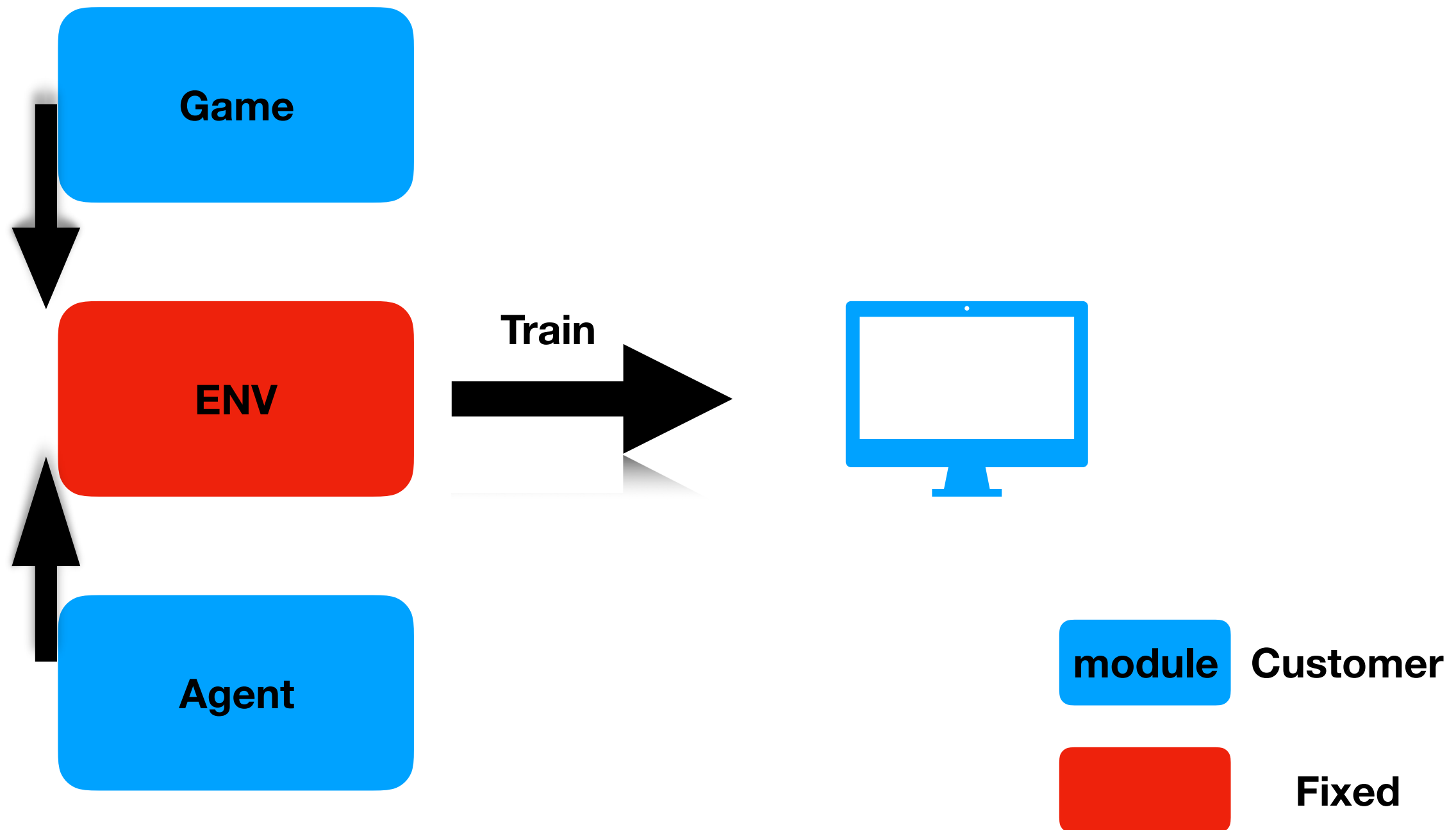
- Python:3.6.3



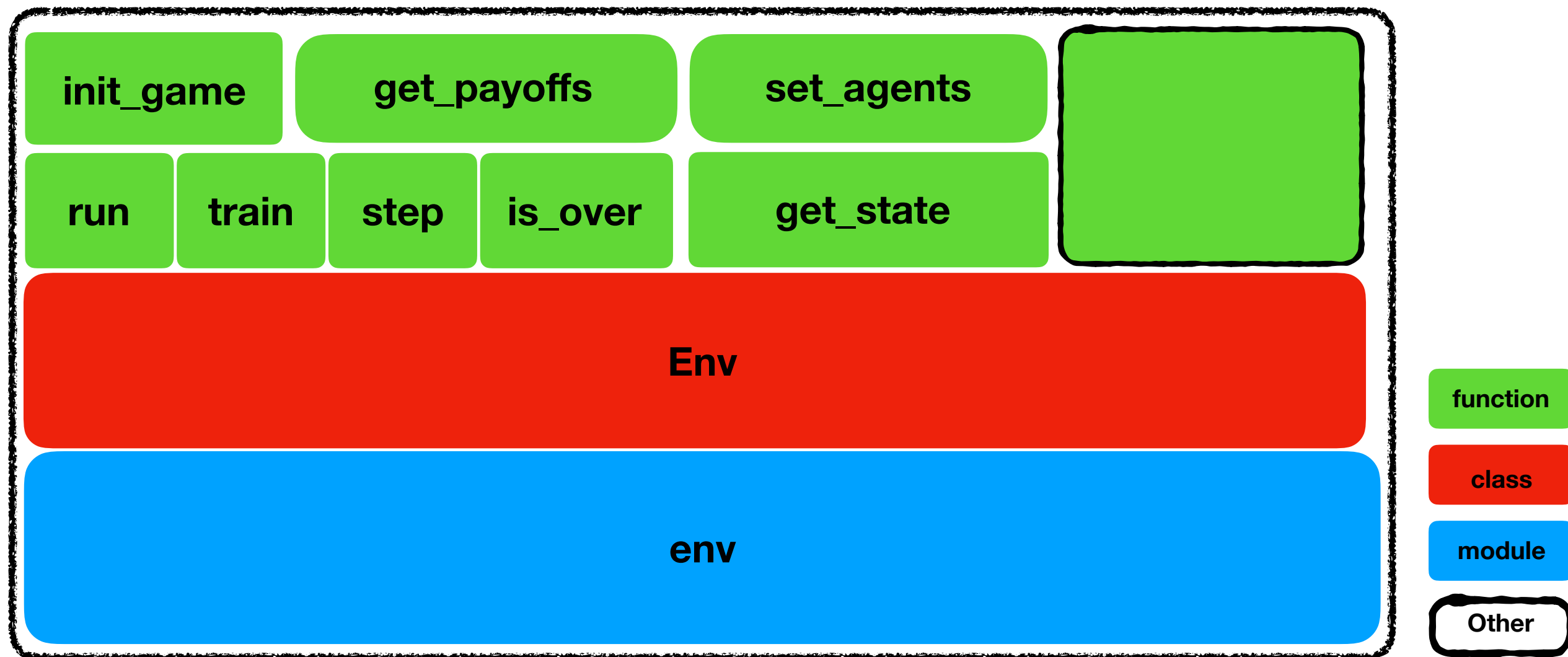
## Modules

- Tensorflow:1.14.0
- Numpy:1.16.4
- Scikit-learn:0.21.3
- Keras:2.2.5
- Pandas:1.0.3

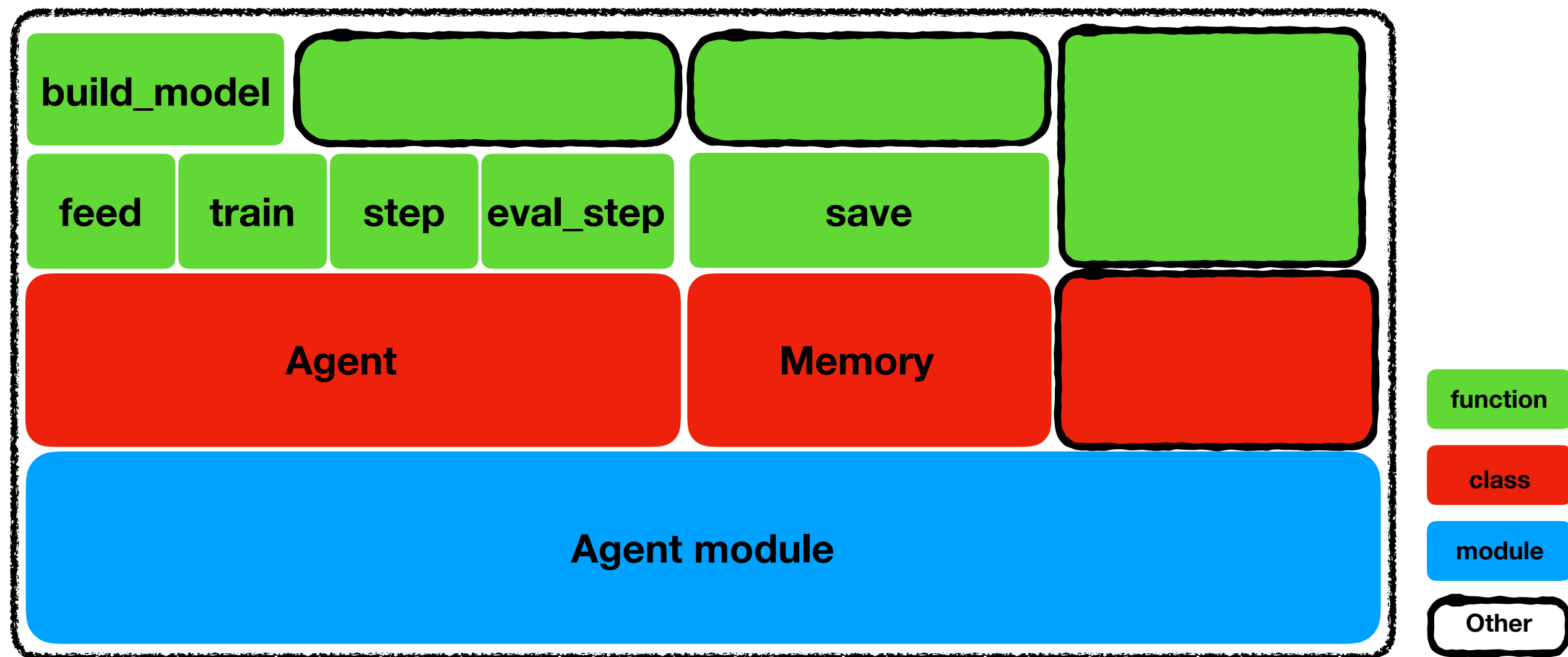
# rlcard flow



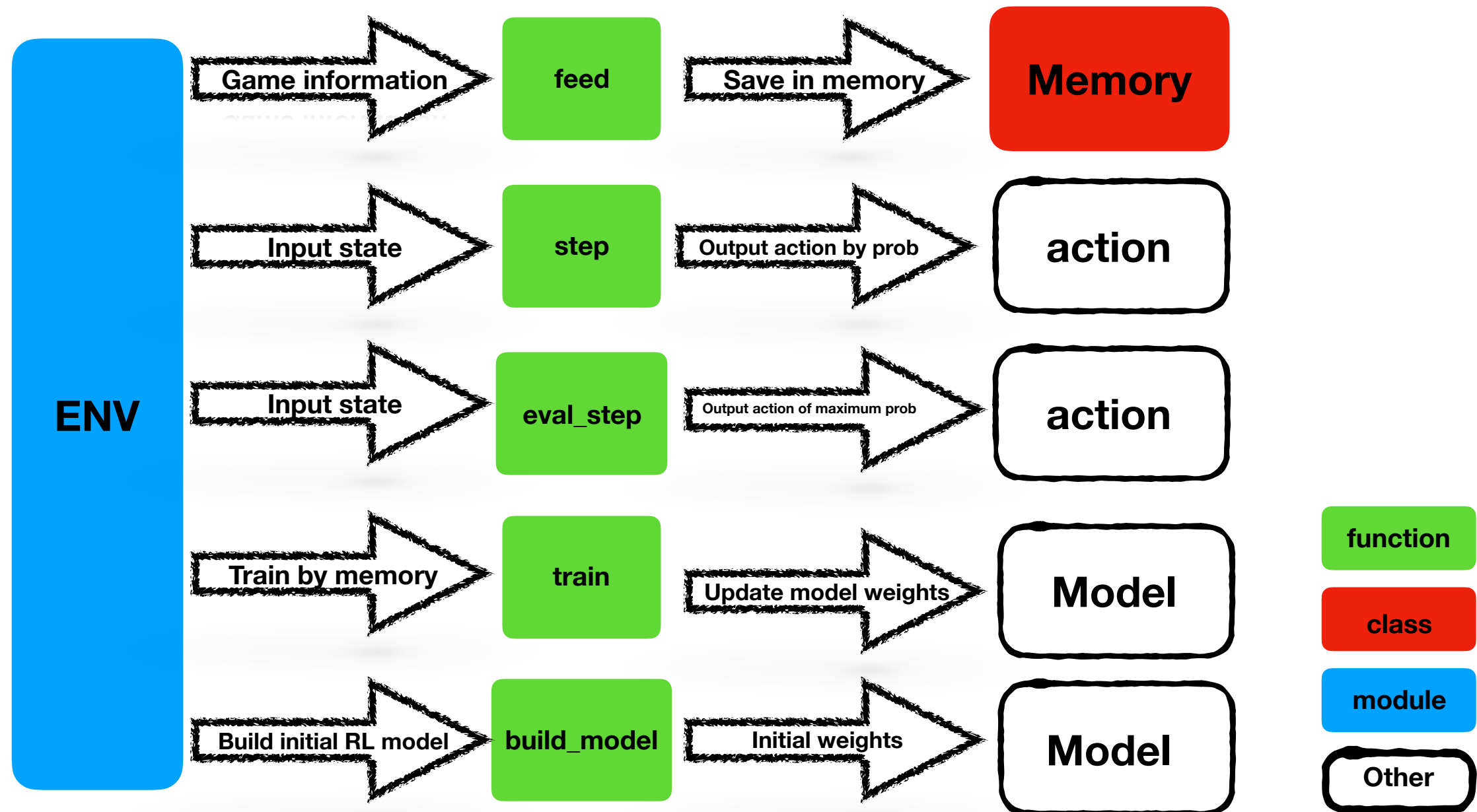
# Env



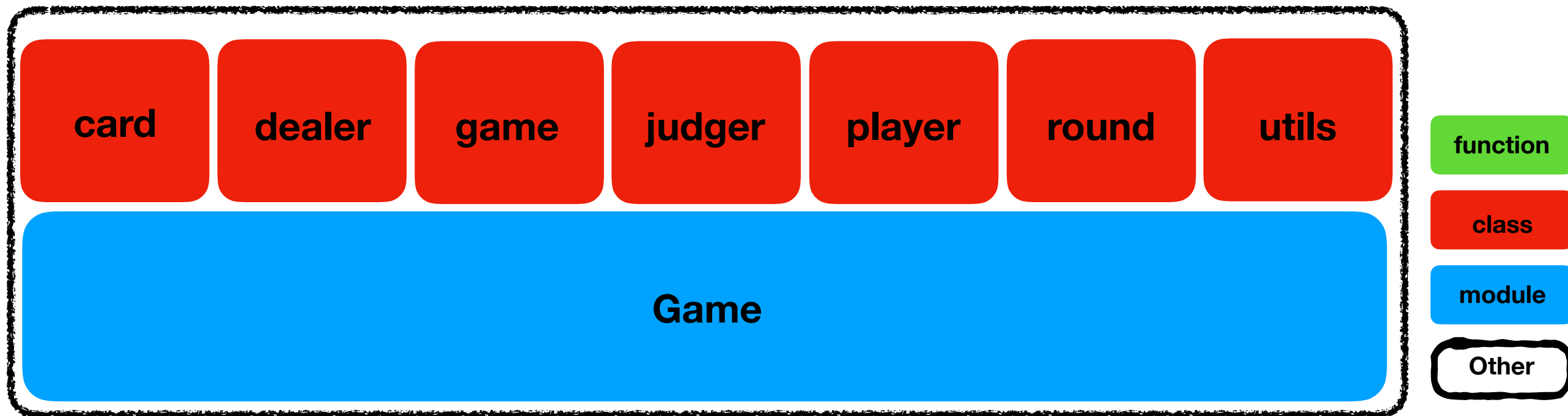
# Customized Agent



# Customized Agent



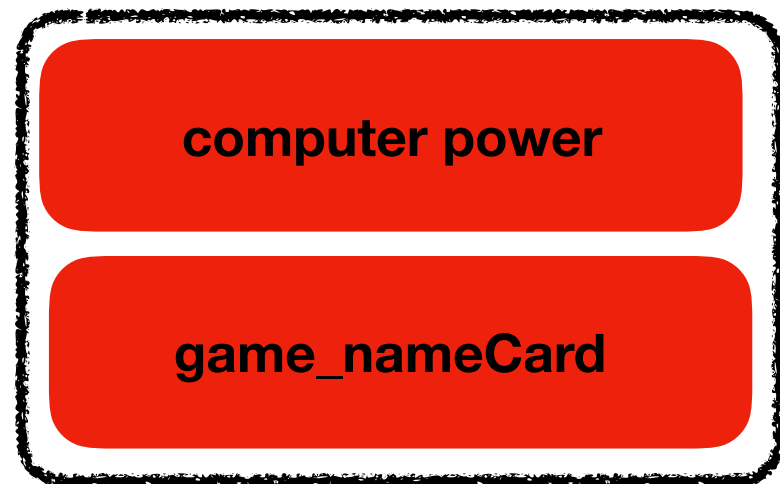
# Customized Game



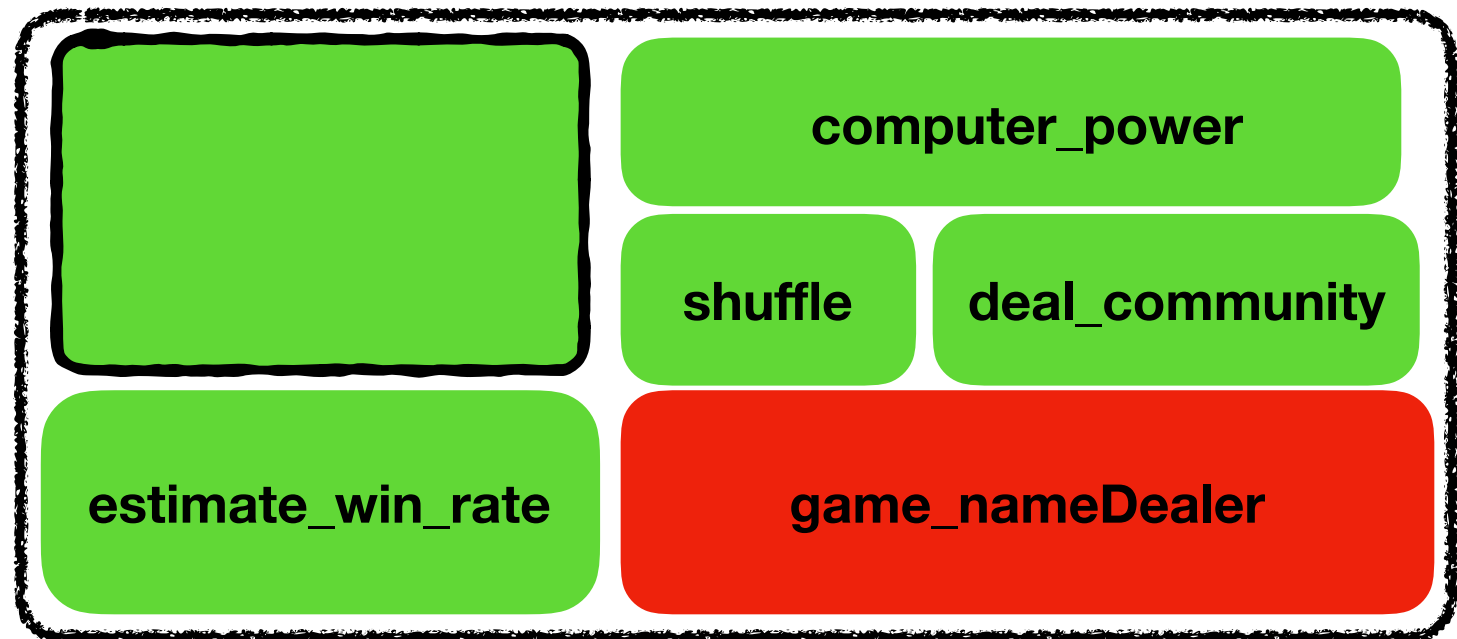


# Customized Game

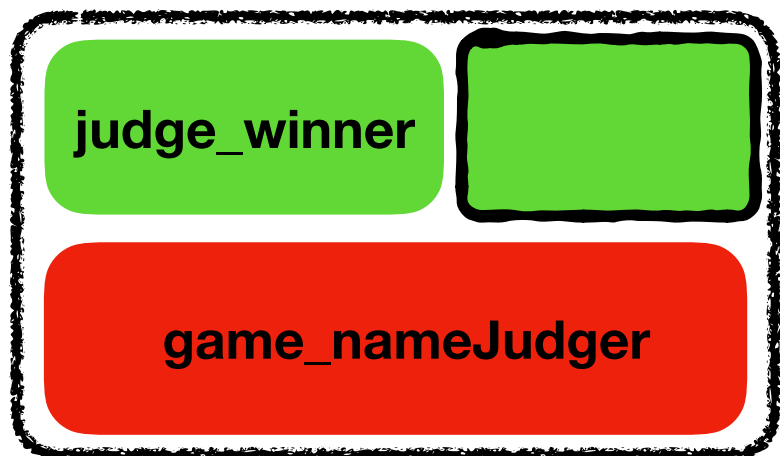
card



dealer



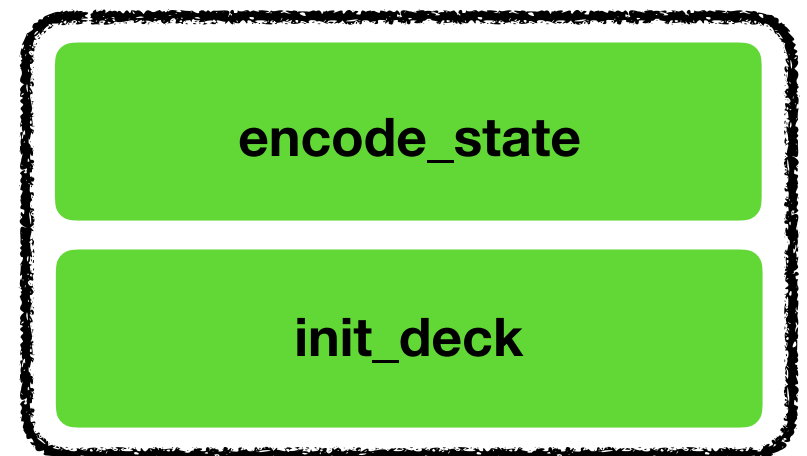
judger



player



util



# Customized Game

**game**

**get\_player\_num**

**get\_action\_num**

**get\_player\_id**

**get\_payoffs**

**get\_legal\_actions**

**is\_over**

**init\_game**

**step**

**get\_state**

**game\_nameGame**

**round**

**get\_legal\_actions**

**judge**

**proceed\_round**

**game\_nameRound**

# Customized Env

