# **Poker Strategy Advisor**

### **Group Members**

- Ngoc Tran
- Tri Bui

# What We're Doing

The app teaches poker rules, estimates win probability, and suggests fold/call/raise based on real game data.

# **Programming Language**

• Python 3.x (with Streamlit, Pandas, NumPy, Plotly)

#### **Datasets**

- Kaggle Poker Hold'Em Games: Hand and board cards with strength score
- Huggingface PokerBench: Game-state features (hole, pot, players) and action labels

# **Existing Code & Extensions**

- Core Libraries: Streamlit (UI), Pandas/NumPy (data handling), Plotly (visualizations).
- Hand Evaluation: Custom RealPokerDataProcessor class for:
  - CSV upload and demo data generation
  - Card-to-feature mapping (rank and suit encoding)
  - Linear regression model for win probability
  - Rule-based action decision (win% vs. pot odds)
- **UI Structure:** Four tabs in Streamlit for analysis, exploration, practice, and progress tracking.

# Algorithm/Approach

- 1. Load Data: Upload the real Kaggle CSV or click to generate the demo dataset.
- 2. **Feature Extraction:** Convert hole cards and board cards into numeric features (rank and suit mappings).
- 3. **Model Training:** Fit a simple linear regression model (numpy least-squares) to predict win probability from card features.
- 4. Action Logic: Compare predicted win% against pot odds to decide fold, call, or raise.
- 5. UI Workflow:
  - Real Data Analyzer: Upload/train model, enter hand & board, see win% and recommended action.
  - Dataset Explorer: Visualize dataset stats, strength distribution, and sample rows.
  - Practice: Generate random hands, collect user win% guesses, compare to model predictions.
  - Learning Analytics: Track and plot user estimation accuracy over practice sessions.

#### **Platform**

Works on any laptop

# **Roles & Responsibilities**

Both Ngoc and Tri has ML experiences

- **Tri Bui:** Implement data loading and demo generation
- Ngoc Tran: Create features and train models
- Both: Develop Streamlit UI, write project report, and prepare slides