Good morning everyone, the title of our proposed project topic is “A Solution to China Competitive Poker Using Deep Learning with Computer Generated Training Examples.” Such topic is inspired by a study done by Liu, Hu and Zhang, A Solution to China Competitive Poker Using Deep Learning. There are three keywords of their study: China Competitive Poker, Deep Learning, and real games played by human experts as training data. In our study, however, we plan to change the source of training example to computer generated data. There are two reasons why we make such change, one is that we cannot gather enough real games as the training data, and another is that the computer-generated data is even better than real games, because CCP in nature is an imperfect information game so the actions of each player in real games may not be the best ones, but in computer-generated games, we can use search algorithms based on the assumption of perfect information game and obtain the best move for each player in each round. Therefore, the goal of our project is to train a neural network with computer-generated, unbiased training data and obtain a CCP AI that can not only “imitate” human beings but also “beat” human beings with high winning rate. The detailed training process is placed in the appendix which will not be covered today. That’s all of our presentation and thank you very much!