

Algorithmic Poker Event hosted by ACM at Northeastern in Collaboration with Code4Community, Disrupt, AI Club, Sandbox

Created by



Northeastern University ACM Student Chapter

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The poster features a red background with white text. At the top, it says "ALGORITHMIC POKER". Below that is a button-like shape containing the text "BUILD BOTS AND COMPETE FOR PRIZES". In the center, there's an illustration of playing cards (four aces) and poker chips. At the bottom, it says "A MINI HACKATHON" followed by the date "THU 5PM - 7PM | EXP 204 | 27 FEB" and the website "NEU.AC.M.O.R.G". At the very bottom, it says "Sponsored By Kaleidoscope" next to their logo.

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RSVP*



*There are limited spots, an RSVP does not guarantee a spot.

Join us for an exciting evening of strategic thinking and computational creativity at NUACM's Algorithmic Poker Event! This unique competition challenges participants to develop and implement their own poker-playing algorithms, combining elements of game theory, probability, and artificial intelligence.

Whether you're a seasoned programmer or just starting out, this event offers a fantastic opportunity to test your skills, learn from peers, and experience the thrill of watching your algorithm compete in real-time against other participants' creations. Prizes will be awarded to the most successful algorithms, but the real reward lies in the valuable experience of applying computer science concepts to create intelligent decision-making systems.

Event Details

Date: Thursday Feb 27

Time: 5-7pm

Location: EXP 204

The event will proceed as follows:

1st hour: Team-building and bot-building.

2nd-hour: Compete against each other for prizes.

Ready to code?

Test our bot system locally.

1. Create an `.env` file at your root poker folder.
2. Set `WS_URL` to `localhost`
3. `PORT` to 3000
4. For `SOCKET_KEY`, put whatever password you want (eg. "password").
 - This is for your client/server to communicate with each other with authentication (for dealing/kicking, etc)
4. For `ADMIN_PASS_HASH`, create whatever password you want.

- Use the SHA256 converter below, put your password in and copy the has. Put that in the env.
 - Converter: <https://emn178.github.io/online-tools/sha256.html>

Find the docs to build a bot here.

Connecting your bot

- Find your team ID on the spreadsheet - the first digit will be your table number
- Go to `main.py`
- Locate the line where the port is assigned: `port = os.getenv('PORT', 3002)` (should be on line 13)
 - Change the port number to the one corresponding to your table number
 - Table 0: `3002`
 - Table 1: `3004`
 - Table 2: `3006`
- Locate the line where the bot is initialized: `bot = PokerBot(strategy=example_strat_1, name="ARMAN", id='0.0')` (should be on line 21)
 - Set `strategy` to whichever strategy file you are using (i.e. `example_strat_3`)
 - Set `name` to a name of your choice
 - Set `id` to your team ID



How the Tournament Will Proceed (IMPORTANT)

1. For the first hour, we will be building bots in teams of 2 or 3. (**Find instructions in the repository links above.**)
2. In the second hour, you will run your bot and compete with other bots.
 - a. By this point, make sure your team is registered and has a unique ID for your seat at the table. If you don't reach out to one of the organizing members walking around!



The tournament will proceed in a knockout format:

1 1st Round (~24 minutes)

Bots will be evenly divided into 3 tables. The bot with the lowest stack will be kicked out every 4 minutes. In total, 6 bots will be kicked in this round. The top 3 will then proceed to the next round.

In Blocks of 4 minutes (3 tables total)

1st Block: 9/9/9 bots

2nd Block: 8/8/8 bots

...

6th Block 3/3/3 bots

2 2nd Round (~24 minutes)

The top 3 bots from all 3 tables will compete on a single table against each other. The bot with the lowest stack will be kicked out every 4 minutes. The top bot remaining will win!

In Blocks of 4 minutes (1 table total)

1st Block: 9 bots

2nd Block: 8 bots

9th Block: 1 bot remaining

! At any point if a bot takes more than 10 seconds to make a move, they will be kicked out.

Prizes TBA!

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