

CFR Design Discussion

Tuesday, March 31, 2020 11:03 AM

1. CFR(\emptyset , i, t, 1, 1)
- How to define Terminal -> is_terminal(h)

- Game Definition
- 2 Rounds
1. Round Pre flop- maximum 4 Rounds of bets and calls
2. Flop - maximum 4 Rounds of bets and calls
3. Exit

1. If last action is F OR
2. If last is call in history and round is 2 OR
3. If last 8 characters 8*b and round is 2

Assumption ->
Shuffle the card
First 2 cards to p1
Next 2 to p2
Next 3 to public

Doing it for billion times

- Utility(H):
1. If 1 player folded then value of pot till now to other player
2. How to calculate HS <- Solved from Web

- Let I be the information set containing h
1. I = combination of self private card and public card

- A(I)
1. If last char is f than null
2. If last char belongs to cards than b,f
3. Else b,f,c

- P(h)
1. If last char is c or f or 8 bs then return chance
2. Else go to last chnace node and take length %2

$\sigma t(I, a)$
Function(t,I,a)
If not define return $\sigma t(I, a)$
= 1/A(I) and retuirn
Else $\sigma t(I, a)$

rI [a]
Function(I,a)
If not exist initalize and return 0
Else return value

sI [a]
Same as r

Poker .env.

End of Thursday

1. Shuffling Cards
2. Return who won HS
HS(comb1,comb2)
3. U(H)
4. P(H)
5. Is_Terminal(H)
6. Deal Cards(1/2)

a. If 1 return 4 cards

b. If 2 return remaining 3 cards

2

Info sets

H

Info set

Today

Input - H
Filter H and get key

If not exist then create one
Else return existing one

A(I) -> Returnr actions

①

CFR

Discussed already

Today

①

Merging Code

By Sunday

Play/Run

1. Initialize everything
2. Run CFR
3. Need to store weights after every 100 iterations
4. Get strategy
5. Store it in a file

③

By Tuesday

Result Analysis

- Play game with given strategies
Get a series of money loosing plot
1. While Training
2. After Training

②

By Wednesday

Play a game with a strategy sigma with human

①