Presentation outline (if you want to add ur own script lines add em here)

Introduction, framing the problem

* Deep learning has seen huge success in perfect information games
  + Applying these concepts/strategies into hidden information and strategic deception remains an open challenge
* Compare hidden vs complete
* Why traditional doesn’t work

Approach to the Problem: simplest way possible to explore characteristics of the problem

* Bluffing game similar to poker
* Check report

Baseline, using a DQN

Baseline is poop, why is it bad, why our model might be good

Our Approach + Results

* Probabilistic
* Intermediate reward signals
* Computational Time
* Local minima easier to find in two smaller functions compared to one big thing
* Mixed strategy

Reflection

* Tehcnically, a NN can learn anything, but being an AI engineer is about finding the best way for the network to learn