

AI Poker Tutorial

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Home

This is a Quarto book.

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Part I

Intro

1 Intro and Poker Foundations

This is a book created from markdown and executable code.

See Knuth (1984) for additional discussion of literate programming.

2 TEST POKER TRADING

3 Poker and Trading

3.1 Test layer 2

3.1.1 Test layer 3

3.2 Test layer 2 again

abc

abc abc

abcabc

abcabc

abcabc

abcabc

abcabc

abcabc

abcabc

abcabc

abcabc

abcabc

abcabc

abc

inline math: $E = mc^2$

4 Python Foundations and Hello Poker Poker Math

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Part II

Game Theory and Decision Making

5 Game Theory Foundations

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6 Decision Making Under Uncertainty

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Part III

CFR and Solvers

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10 Monte Carlo Methods

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Part IV

Machine Learning and Deep Learning

12 Machine Learning Math

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13 Machine Learning

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14 Deep Learning

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15 Reinforcement Learning

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Part V

AI Poker Today

16 AI Poker Agents

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17 Recent AI Advances

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Part VI

Advanced Topics

18 Opponent Modeling

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19 Transformers and LLMs with PokerGPT

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20 AI Risks and Safety

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Part VII

Projects

21 Projects

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Knuth, Donald E. 1984. “Literate Programming.” *Comput. J.* 27 (2): 97–111. <https://doi.org/10.1093/comjnl/27.2.97>.