

AI Poker Tutorial

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Table of contents

Home	4
I Intro	5
1 Intro and Poker Foundations	6
2 Trading and Poker	7
3 Poker and Trading	8
3.1 Test layer 2	8
3.1.1 Test layer 3	8
3.2 Test layer 2 again	8
4 Python Foundations and Hello Poker Poker Math	9
II Game Theory and Decision Making	10
5 Game Theory Foundations	11
6 Decision Making Under Uncertainty	12
7 Toy Poker Games and Optimization	13
8 Game Trees	14
III CFR and Solvers	15
9 Counterfactual Regret Minimization (CFR)	16
10 Monte Carlo Methods	17
11 Solvers and Poker Strategy	18

IV Machine Learning and Deep Learning	19
12 Machine Learning Math	20
13 Machine Learning	21
14 Deep Learning	22
15 Reinforcement Learning	23
V AI Poker Today	24
16 AI Poker Agents	25
17 Recent AI Advances	26
VI Advanced Topics	27
18 Opponent Modeling	28
19 Transformers and LLMs with PokerGPT	29
20 AI Risks and Safety	30
VII Projects	31
21 Projects	32

Home

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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 Trading and Poker

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

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abc

$$E = mc^2$$

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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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>.