

AI Poker Tutorial

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Home

AI Poker Camp Beta Course Materials

Visit <https://poker.camp> for info on the course

Part I

Games

1 Expected Value Example: Poker

1.1 Section 1

1.2 Section 2

1.2.1 Section 2.1

1.2.2 Section 2.2

1.3 Section 3

1.3.1 Section 3.1

1.3.2 Section 3.2

1.3.3 Section 3.3

1.4 Section 4

2 Kuhn Poker

This is the CFR page

$$E = mc^2$$

3 Blackjack

This is the CFR page

$$E = mc^2$$

4 Tic Tac Toe

This is the CFR page

$$E = mc^2$$

5 Leduc Poker

This is the CFR page

$$E = mc^2$$

6 Rock Paper Scissors

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$$E = mc^2$$

7 Texas Hold'em

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$$E = mc^2$$

8 Texas Tac Toe

This is the CFR page

$$E = mc^2$$

9 Rock Poker Scissors

This is the CFR page

$$E = mc^2$$

Part II

Game Theory

10 Best Response

This is a book created from markdown and executable code.

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

11 Game Theory Foundations

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12 Best Response

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13 Game Trees

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Part III

Reinforcement Learning

14 Counterfactual Regret Minimization (CFR)

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15 Monte Carlo Methods

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16 Reinforcement Learning

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Part IV

Optimal Strategies

17 Kuhn Poker CFR

This is the CFR page

$$E = mc^2$$

18 Kuhn Poker

This is the Kuhn Poker page

19 MCCFR (Monte Carlo CFR)

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Part V

Exploitative Strategies

20 Best Response

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21 Opponent Modeling

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Part VI

Abstracting Large Games

22 Card Abstractions

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23 Bet Abstractions

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Part VII

Setup

24 Intro and Poker Foundations

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25 Poker Camp Servers

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26 Agents

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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>.