AI Poker Tutorial

Table of contents

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

This is the CFR page

$E = mc^2$

7 Texas Hold'em

This is the CFR page

$E = mc^2$

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

This is a book created from markdown and executable code.

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

12 Best Response

This is a book created from markdown and executable code.

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

13 Game Trees

This is the CFR page

$E = mc^2$

Part III

Reinforcement Learning

14 Bandits

This is the CFR page

$E = mc^2$

15 Monte Carlo Methods

This is a book created from markdown and executable code.

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

16 Reinforcement Learning

This is a book created from markdown and executable code.

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

Part IV

Optimal Strategies

17 Kuhn Poker CFR

This is the CFR page

$E = mc^2$

18 CFR (Counterfactual Regret Minimization)

This is the Kuhn Poker page

19 MCCFR (Monte Carlo CFR)

This is a book created from markdown and executable code.

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

Part V

Exploitative Strategies

20 Best Response

This is a book created from markdown and executable code.

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

21 Opponent Modeling

This is a book created from markdown and executable code.

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

Part VI

Abstracting Large Games

22 Card Abstractions

This is a book created from markdown and executable code.

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

23 Bet Abstractions

This is a book created from markdown and executable code.

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

Part VII

Setup

24 Intro to Poker Camp

This is a book created from markdown and executable code.

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

25 Poker Camp Servers

This is a book created from markdown and executable code.

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

26 Agents

This is a book created from markdown and executable code.

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

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