

AI Poker Tutorial

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2024-05-28

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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 Poker and Trading

2.1 Test layer 2

2.1.1 Test layer 3

2.2 Test layer 2 again

abc

abc abc

abcabc

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abc

$$E = mc^2$$

3 Python Foundations and Hello Poker Poker Math

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Part II

Game Theory and Decision Making

4 Game Theory Foundations

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5 Decision Making Under Uncertainty

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Part III

CFR and Solvers

8 Counterfactual Regret Minimization (CFR)

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9 Monte Carlo Methods

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10 Solvers and Poker Strategy

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Part IV

Machine Learning and Deep Learning

11 Machine Learning Math

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12 Machine Learning

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13 Deep Learning

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14 Reinforcement Learning

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Part V

AI Poker Today

15 AI Poker Agents

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16 Recent AI Advances

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Part VI

Advanced Topics

17 Opponent Modeling

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18 Transformers and LLMs with PokerGPT

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19 AI Risks and Safety

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Part VII

Projects

20 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>.