1. Title: ZP-Flop data set
   Updated July 11 2018 by M. G. Carneiro

2. Feature Information:

NAME	VALUES	NORMALIZATION
2.1 POSITION	{SB, BB, UTG, MP, CO, BU}	min-max
2.2 EHS	REAL	min-max
2.3 TOTAL_POT	REAL	min-max
2.4 POT_ODDS	REAL	min-max
2.5 BOARD_SUIT	{Rainbow, TwoSuited, Monotone}	min-max
2.6 BOARD_CARDS	{NoPared, Pared, Triplet}	min-max
2.7 BOARD_CONNECT	{Connect, SemiConnect, Disconnect}	min-max
2.8 PREV_ROUND_ACTION	{Check, Call, Bet, Raise}	min-max
2.9 PREVIOUS_ACTION	{NoAction, Check, Bet, BetAndCall, BetAndRaise}	min-max
2.10 BET_VILLAIN	REAL	min-max
2.11 AGG	{IPvsAgg, HeroAgg, OOPvsAgg}	min-max
2.12 IP_VS	{0, 1, 2, 3, 4, 5}	min-max
2.13 OOP_VS	{0, 1, 2, 3, 4, 5}	min-max
2.14 ACTION_HERO	{Fold, Check, Call, Bet, Raise}	

3. Metadata:

#Objects	#Attributes	#Classes [Class Distribution]
25983	14	5 [9.2%, 48.4%, 8.2%, 32.6%, 1.6%]

4. Target Class: ACTION_HERO

5. For a complete description about this data set, please read the following paper:
   Murillo G. Carneiro and Gabriel A. Lisboa, What's the next move? Learning Player Strategies in Zoom Poker Games.
   In IEEE Congress on Evolutionary Computation, 2018, pp. 1951-1958.

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7. Please cite the following paper when using this data set:
   @inproceedings{carneiro_alves2018,
   title={What's the next move? Learning Player Strategies in Zoom Poker Games},
   author={Murillo G. Carneiro and Gabriel A. Lisboa},
   booktitle={IEEE Congress on Evolutionary Computation},
   pages={1951--1958},
   year={2018}
   }