**Opponent Modeling in Poker - 1998**

<http://poker.cs.ualberta.ca/publications/AAAI98.pdf>

Darse Billings, Denis Papp, Jonathan Schaeffer, Duane Szafron

Notes: Not very interesting. Essentially models opponents by weighting all hands based on pre-flop hand strength which was found via simulation and then modifying the weights based on previous opponent acitons. Validated via play against very weak opponents. It performs better than same strategy without opponent modelling.

**Computing an Approximate Jam/Fold Equilibrium**

**for 3-player No-Limit Texas Hold’em Tournaments – 2008**

<http://www.cs.cmu.edu/~sganzfri/JamFold_AAMAS08.pdf>

Sam Ganzfried, Tuomas Sandholm

Notes: Interesting equilibrium found for 3 player short stacked tournaments. However no proof given that jam/fold is optimal when other strategies are allowed. Strategy space appears too large at that level. Interesting discussion on details of implementation for calculating the odds of one set of whole cards beating another, which talks of how to use symmetry and some pre-computations to yield an accurate percentage although I suspect there to be a faster way to come up with odds than to try every possibility. Also the use of look up tables and indexing for fast memoizing.