

THE GREAT POKER HAND EVALUATOR ROUNDUP

FRIDAY, SEPTEMBER 5, 2008

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120 Responses to “The Great Poker Hand Evaluator Roundup”



Anonymous

October 31st, 2011 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-5227>)

my vote of 5

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December 29th, 2011 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-5365>)

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December 30th, 2011 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-5375>)

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totolemuto

February 21st, 2012 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-5459>)

I am writing mine. Sure to beat everyone !

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Denis

March 28th, 2012 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-5502>)

I've ported 2+2 evaluator to OpenCL, It evaluates 700 000 000 ****random**** hands per second using Ati Radeon HD5970

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**hayvlad**

March 30th, 2012 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-5505>)

Very good reference for poker evaluators! I have a [question][1] on 2+2. I've posted it on stackexchange. Please help!

[1]: <http://stackoverflow.com/questions/9935212/on-two-plus-two-poker-hand-evaluator-how-do-you-get-the-best-5-cards-combinatio> (<http://stackoverflow.com/questions/9935212/on-two-plus-two-poker-hand-evaluator-how-do-you-get-the-best-5-cards-combinatio>)

Reply (</archives/poker-hand-evaluator-roundup/?replytocom=5505#respond>)

**ラルフローレン (<http://www.poloralphlauren-jp.net/>)**

April 4th, 2012 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-5547>)

クリントン米国務長官は4日、ミャンマーの国会補選実施などの民主化努力を評価し、同国に対する金融サービス投資禁止や政府高官の渡米禁止など一部制裁の緩和措置を取る用意があると発表した。また、駐ミャンマー米大使を近く指名すると明らかにした。

民主化運動指導者アウンサンスーチー氏と同氏率いる国民民主連盟（NLD）が補選で圧勝したことを受け、制裁緩和に着手する姿勢を示すことで、一層の民主化を促すのが狙い。ただ、緩和の対象を限定し、全政治犯釈放や北朝鮮との軍事協力停止を含めた改革を推進するよう圧力を維持する方針も示した。

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**Lei Zhenzi**

May 16th, 2012 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-5622>)

Why are you talking about politics and Secretary Clinton in Japanese on a coding site. WTF!!!

Reply (</archives/poker-hand-evaluator-roundup/?replytocom=5622#respond>)

**Nanang**

March 25th, 2013 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-7931>)

, I believe exetrps' are called specifically that because they have learnt the relevant heuristics and apply them implicitly in their expert review'. As you point out, sticking to a fixed set of heuristics can feel restricting to an expert and moreover, it does add overhead. Also, the point of a proper' heuristic evaluation

is to identify the most pressing issues, as per how many (non expert) evaluators have identified the same issues. You need to utilize a consistent set of heuristics to achieve this. If a single expert is running an evaluation/review, that benefit of a set list of heuristics is gone, and it is left to the expert to judge which issues are more serious than others. Nevertheless, an expert will apply relevant heuristics implicitly Patricia said on October 12, 2012 at 5:57 am |

Reply (/archives/poker-hand-evaluator-roundup/?replytocom=7931#respond)



Lei Zhenzi

May 16th, 2012 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-5623>)

And why is your bloody name Ralph Lauren!!!!!!!!!!

Reply (/archives/poker-hand-evaluator-roundup/?replytocom=5623#respond)



Jeremy Kun (<http://jeremykun.wordpress.com/>)

April 9th, 2012 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-5564>)

I recently used Senzee's method for computing optimal stackings in Texas Hold 'Em. Check it out! <http://jeremykun.wordpress.com/2012/04/09/optimal-stacking-hold-em/> (<http://jeremykun.wordpress.com/2012/04/09/optimal-stacking-hold-em/>)

Reply (/archives/poker-hand-evaluator-roundup/?replytocom=5564#respond)



codestrikken

April 16th, 2012 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-5572>)

Just wondering, did anyone create a 2+2 datafile version for a pre-sorted hand. I would imagine if the hand is sorted (ex highest to lowest) then the 2+2 .dat file would be much smaller since you would only have 1 possibility for a hand such as: As-Ad-2d-4c-Js (which would be passed as A-A-J-4-2) rather than all the various permutations of it (A-2-A-4-J, A-A-4-J-2...etc)

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Fish

June 7th, 2012 (<http://www.codingthewheel.com/archives/poker-hand-evaluator->

[roundup/comment-page-3/#comment-5637](#))

Not sure, if I correctly understood the construction of the handrank.dat file than the pointer is the same for the A-2-A-4-J and A-A-4-J-2 and the also for the every permuted subset i.e. A 2 and 2 A, A 2 A and A A 2, and so on. Also the file contains only 32M integers and the number of different 7-card hands are 132M, so the pointer-(addresses) must be reused.

Reply (</archives/poker-hand-evaluator-roundup/?replytocom=5637#respond>)



Ethan Waldo

July 30th, 2012 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-5751>)

I've created a Ruby port of the CactusKev.PerfectHash. Although it increases execution speed from 82ms to over 4s, it may be easier for some non-C/C++ savvy programmers to absorb.

Reply (</archives/poker-hand-evaluator-roundup/?replytocom=5751#respond>)



Ethan Waldo

July 30th, 2012 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-5752>)

And here is the [actual link][1].

[1]: https://github.com/Dishwasha/cactus_key (https://github.com/Dishwasha/cactus_key)

Reply (</archives/poker-hand-evaluator-roundup/?replytocom=5752#respond>)



lien_rom_one_51

December 21st, 2012 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-5907>)

awesome. like this magic numbers 4 19 99 1739 67769 to limit of our knowledge.

Reply (</archives/poker-hand-evaluator-roundup/?replytocom=5907#respond>)



Lee Daniel Crocker (<http://www.etceterology.com>)

April 5th, 2013 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup>)

/comment-page-3/#comment-10712)

Some recent updates: Jan Varho has a fast 7-card evaluator similar to the 2+2, but with slightly smaller tables, at [<http://jan.varho.org/?p=99>]. I have what is probably now the fastest 5-card evaluator in my OneJoker library: <https://github.com/lcrocker/onejoker> (<https://github.com/lcrocker/onejoker>). For five cards, I got the lookup tables down to about 1.5 MB, which I think is minimal for this approach. Surprisingly, even this isn't that much faster than the Suffecool/Senzee evaluator.

Reply (</archives/poker-hand-evaluator-roundup/?replytocom=10712#respond>)



Fishy McFishpants

April 26th, 2013 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-14520>)

I have a stupid question. Is there any reason to use any method other than the 2+2 tables? It doesn't get much faster than 7 RAM lookups, so I don't understand why it isn't automatically THE method to use for hand evaluation. Are the others listed here for academic value (learning purposes)? Or are the others considered to be alternatives for situations where memory is limited?

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Nat

May 7th, 2013 (<http://www.codingthewheel.com/archives/poker-hand-evaluator-roundup/comment-page-3/#comment-15792>)

Wow. Thank you so much for turning me on to Ray Wotton's evaluator. I had been doing things the 'naive' way and thinking I had it fairly fast (~500 clocks per random lookup). But the Ray Way is 10X faster – not even close – and truly and honestly 10 clocks for sequential lookups. I was even able to adapt his code to the more specific problem of five cards on the board, two in the pocket – what do you have? (no, not just 'Straight' – more like '2 cards to a medium straight vs. 3-flush on board, and btw there's an ace out there too). Almost the same technique with some twists, exact same lookup speeds.

I also read through that 22-page treatise on 2+2 and you're right: Semi-mandatory reading for any serious coder. I thought those guys were nutz talking about 10 clocks for an eval, but it's true!

My sims are now 700% faster. Advice to anyone considering a hand eval: forget the others, go straight to Ray's.

THANKS FOR READING!

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