

A. What did you know about the topic prior to reading the article?

AI is able to detect human patterns in basic games like rock paper scissors, but can also detect strategy to counter humans in games like chess.

b. What did you learn from reading the article?

AI now has the ability to beat humans in poker, which is interesting because of the extra element of randomness and risk. The computer thus has to infer how to react to situations. In poker, a large part of betting is reliant on consistently reassessing the odds of winning a hand and how they choose to demonstrate the strengths of their hands. According to the article, bluffing is a mathematical phenomenon that can be detected from game theory/ML algorithms.

c. What more would you like to know about the topic?

It would have been nice to read a little bit about how the algorithm works. Understandably, it would have been very complex to explain, but reading a general overview would have been cool.