

Poker Project - Team 47: Modelling Poker Players

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1 Introduction

In a stochastic game like Limit Poker, how far can we exploit imperfect information to maximise our gains?

Our poker agent is also placed under a time constraint for every action, so

1. Functionality, the agent should be rational and be at least able to recognise statistically optimal hole cards which are worth investing in. However, chance alone does not make our agent a winner. In Poker, a core strategy is the ability to model and subsequently predict how an opponent is behaving. This enhancement allows our agent to gain an advantage over randomness, and rake the opponent's money.
- 2.
3. Why did you choose this implementation (i.e. why should the reader be interested?)
4. What is the result that you achieved? (i.e. why should the reader believe you?)

It should be about a column long.

1.1 Word Processing Software

some text

Special Sections

Any appendices directly follow the text and look like sections, except that they are numbered with capital letters instead of arabic numerals.

1.2 Citations

¹ Separate them from the text by a short line.

2 Training

Acknowledgments

A \LaTeX and Word Style Files

¹This is how your footnotes should appear.