Goal: P(strategy | Deck, My card, Dealer’s card)

DB: P(win | Deck, My card, Dealer’s card, strategy) / P(win | Deck, My card, Dealer’s card) | P(strategy | Deck, My card, Dealer’s card, win)

By Bayesian rule

* 근데 뭔가 이상함 왜 세 개 다 0.333이 나오지??
* 전체에 대해서 검증해볼 필요가 있음
* Goal 자체가 잘못되었음
* 현재 goal은 normalization term일 뿐임 아무 의미 없음. 그러니 0.333이 나오는 것이 당연함. 실제로 구해야 할 goal은 P(win | Deck, My card, Dealer’s card, strategy)이며, 이는 현재 DB가 가지고 있는 값에 포함되는 결과이니 굳이 따로 계산할 필요는 없음
* 현재 AI를 개선하기 위해서는 D의 변화에 따른 P(win | Deck, My card, Dealer’s card, strategy)의 변화를 계산하는 방식이 들어가야 함 (일명 카드 카운팅이라고 하는 방식)

Decision criteria

Assumptions

1. No split – Double means hit & stay
2. Evaluate probability of wining by hit and stay every time

Probability

1. P(nextvalue | Deck, My cards)
2. P(dealer’s final value | Deck, Dealer’s cards)

Conditions

1. If probability of dealer’s burst is higher than certain value, player would stay
2. If probability of player’s burst is higher than another certain value, player would stay
3. If probability that ‘nextvalue – dealer’s final value’ is more than 0 is higher than opposite probability (except burst), player would go double
4. If condition 1-3 are not satisfied, player would hit (iteratively)