Group Project on Blackjack by Wenjim On & Xulai Jiang.

Blackjack Rules and General Setup:

- · Player bets Bk (Sk-1) before round k begins;
- Host gives 2 cards to the player and 2 to himself but only shows the 2nd one.
- · Player choose to:
 - 1. Hit (add I more could to hand)
 - 2. Stand (keep current hand).
- · Losing Conditions =

Fither: 1. Brist = player's total hand (PTH) succeeds 21

Or: 2. PTH after showing stand < Host's total hand ≤ 21 (HTH)

· Draw Condition:

PTH after chaosing stand = HTH.

I. States:

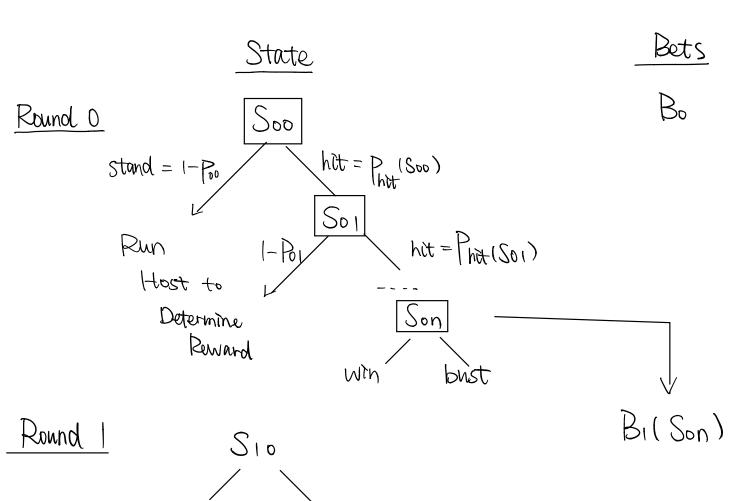
$$S_{kt} = \vec{S} \qquad \text{with } \vec{S} = \begin{pmatrix} \vec{S}_1 \\ \vec{S}_2 \\ \vdots \\ \vec{S}_{10} \\ \vec{S}_{N} \end{pmatrix}$$
round k stept

Whene S_{i} is the counting number of player having cards with value i in this k-th round at step t. So,

If player how,
$$\{2, 2, 7\}$$
, then $\begin{bmatrix} \delta_1 \\ \delta_2 \\ \vdots \\ \delta_{10} \end{bmatrix} = 2e_2 + e_{10}$.

And In is the value of hostis showing card.

When K's round is over, we bet $B_{k+1} = F(S_{k+1-final})$ and then reset S_{k+1} to count cards in hand in this k+1-th round at S_{k+1} -th round.



II. Policy (Action):

Probability of hitting given state Set expressed in NN=

$$P_{hit}(Skt) = \alpha(W_tS + bt)$$

II. Reward/Value Function:

With bet = Bk at k-th round, define value function of Skt = 8 to be=

$$V(Skt) = \frac{\sum_{k=1}^{N} 20}{2} \cdot Bk$$