

Code Appendix:

Open Meerkat Hold'em Testbed

src

- ▷ (default package)
- ▷ bots
- ▷ bots.demobots
- ▷ bots.mctsbot.ai.bots.bot
- ▷ bots.mctsbot.ai.bots.bot.gametree.action
- ▷ bots.mctsbot.ai.bots.bot.gametree.mcts
- ▷ bots.mctsbot.ai.bots.bot.gametree.mcts.listeners
- ▷ bots.mctsbot.ai.bots.bot.gametree.mcts.nodes
- ▷ bots.mctsbot.ai.bots.bot.gametree.mcts.strategies.backpropagation
- ▷ bots.mctsbot.ai.bots.bot.gametree.mcts.strategies.selection
- ▷ bots.mctsbot.ai.bots.bot.gametree.rollout
- ▷ bots.mctsbot.ai.bots.bot.gametree.rollout.rankdistribution
- ▷ bots.mctsbot.ai.bots.bot.gametree.search
- ▷ bots.mctsbot.ai.bots.bot.gametree.search.expander
- ▷ bots.mctsbot.ai.bots.bot.gametree.search.expander.sampling
- ▷ bots.mctsbot.ai.bots.bot.gametree.search.nodevisitor
- ▷ bots.mctsbot.ai.bots.bot.gametree.tls
- ▷ bots.mctsbot.ai.bots.bot.gametree.tls.metatree
- ▷ bots.mctsbot.ai.bots.bot.gametree.tls.nodes
- ▷ bots.mctsbot.ai.bots.bot.gametree.tls.strategies.selection
- ▷ bots.mctsbot.ai.bots.bot.gametree.tls.tests
- ▷ bots.mctsbot.ai.bots.util
- ▷ bots.mctsbot.ai.opponentmodels
- ▷ bots.mctsbot.ai.opponentmodels.listeners
- ▷ bots.mctsbot.ai.opponentmodels.simple
- ▷ bots.mctsbot.ai.opponentmodels.weka
- ▷ bots.mctsbot.ai.opponentmodels.weka.instances
- ▷ bots.mctsbot.ai.opponentmodels.weka.models
- ▷ bots.mctsbot.client.common
- ▷ bots.mctsbot.client.common.gamestate
- ▷ bots.mctsbot.client.common.gamestate.modifiers
- ▷ bots.mctsbot.client.common.playerstate
- ▷ bots.mctsbot.common.api.lobby.holdemtable.event
- ▷ bots.mctsbot.common.api.lobby.holdemtable.holdemplayer.context
- ▷ bots.mctsbot.common.api.lobby.holdemtable.holdemplayer.event
- ▷ bots.mctsbot.common.api.lobby.holdemtable.holdemplayer.listener
- ▷ bots.mctsbot.common.elements.chips
- ▷ bots.mctsbot.common.elements.player

My UCT implementation is located in this directory as "myUCTSelector.java"

My NaiveBayes model of the training data is located in this directory as "NBmodel.zip"