Schedule for AAAI-14 Workshop on Computer Poker and Imperfect Information

Organizers: Sam Ganzfried and Eric Jackson

http://www.cs.cmu.edu/~sganzfri/AAAI14_Workshop.html

July 27, 2014

- 9:40–9:50. Welcome.
- 9:50–10:10. Search in Imperfect Information Games using Online Monte Carlo Counterfactual Regret Minimization. Marc Lanctot, Viliam Lisy, and Michael Bowling.
- 10:10–10:30. Self-Play Monte-Carlo Tree Search in Computer Poker. Johannes Heinrich and David Silver.
- 10:30–10:45. Coffee break.
- 10:45–11:05. Potential-Aware Imperfect-Recall Abstraction with Earth Mover's Distance in Imperfect-Information Games. Sam Ganzfried and Tuomas Sandholm.
- 11:05–11:25. Asymmetric Abstractions for Adversarial Settings. Nolan Bard, Michael Johanson, and Michael Bowling.
- 11:25–11:35. Break.
- 11:35–11:55. Extensive-Form Game Abstraction With Bounds. Christian Kroer and Tuomas Sandholm.
- 11:55–12:15. Results presentation. Neil Burch and Kevin Waugh.
- 12:15–1:40. Lunch.
- 1:40–2:00. Regret Transfer and Parameter Optimization. Noam Brown and Tuomas Sandholm.
- 2:00–2:20. Using Response Functions to Measure Strategy Strength. Trevor Davis, Neil Burch, and Michael Bowling.
- 2:20–2:30. Break.
- 2:30–2:50. Using Kullblack-Leibler Divergence to Model Opponents in Poker. Jiajia Zhang, Xuan Wang, Lin Yao, Jingpeng Li, and Xuedong Shen.
- 2:50–3:10. A Time and Space-Efficient Algorithm for Approximately Solving Large Imperfect Information Games. Eric Jackson.
- 3:10–3:30. An Interior Point Approach to Large Games of Incomplete Information. Francois Pays.
- 3:30–4:30. Coffee break/poster session.
- 4:30–5:30. Roundtable discussion.