Schedule for AAAI-15 Workshop on Computer Poker and Imperfect Information

Organizer: Sam Ganzfried

http://www.cs.cmu.edu/~sganzfri/AAAI15_Workshop.html

January 26, 2015

- 9:45–9:55. Welcome.
- 9:55–10:15. A Unified View of Large-scale Zero-sum Equilibrium Computation. Kevin Waugh and J. Andrew Bagnell.
- 10:15–10:35. Solving Games with Functional Regret Estimation. Kevin Waugh, Dustin Morrill, J. Andrew Bagnell, and Michael Bowling.
- 10:35–10:50. Coffee break.
- 10:50–11:10. Endgame Solving in Large Imperfect-Information Games. Sam Ganzfried and Tuomas Sandholm.
- 11:10–11:30. Contract Bridge Bidding by Learning. Chun-Yen Ho and Hsuan-Tien Lin.
- 11:30–11:40. Break.
- 11:40–12:00. Hierarchical Abstraction, Distributed Equilibrium Computation, and Post-Processing, with Application to a Champion No-Limit Texas Hold'em Agent. Noam Brown, Sam Ganzfried, and Tuomas Sandholm.
- 12:00–12:15. Results presentation for 3-player Kuhn poker competition. Neil Burch and Kevin Waugh.
- 12:15–2:00. Lunch.
- 2:00–2:20. Solving Hanabi: Estimating Hands by Opponent's Actions in Cooperative Game with Incomplete Information. Hirotaka Osawa.
- 2:20–2:40. Decision-Theoretic Clustering of Strategies. Nolan Bard, Deon Nicholas, Csaba Szepesvri, and Michael Bowling.
- 2:40–2:50. Break.
- 2:50–3:10. Nash Reweighting of Monte Carlo Simulations. David L. St-Pierre, Jialin Liu, and Olivier Teytaud.
- 3:10–3:30. Using Linear Programming and Divide and Conquer to Solve Large Games of Imperfect Information. Jon Parker.
- 3:30–4:30. Poster session.
- 4:30–5:30. Roundtable discussion.