

Libratus: Beating Top Humans in No-Limit Poker

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Abstract

Poker has been a challenge problem in AI and game theory for decades. As a game of imperfect information, poker involves obstacles not present in games like chess or Go. No program has been able to beat top professionals in large poker games, until now. In January 2017, our AI Libratus decisively defeated a team of the top professional players in heads-up no-limit Texas Hold'em. Libratus features a number of innovations which form a new approach to AI for imperfect-information games. The algorithms are domain-independent and can be applied to a variety of strategic interactions involving hidden information. This is joint work with Professor Tuomas Sandholm.

Note: Please contact Abdeslam Boularias (boularias@gmail.com) for arranging meetings with the guest speaker after his talk.

Faculty Host: Abdeslam Boularias