Prova orale 1

What is the hardware technologies state of the art one can adopt when developing an AI system?

Leggere e tradurre

Poker has served as a challenge problem for the fields of artificial intelligence (AI) and game theory for decades (1). In fact, the foundational papers on game theory used poker to illustrate their concepts (2, 3). The reason for this choice is simple: No other popular recreational game captures the challenges of hidden information as effectively and as elegantly as poker. Although poker has been useful as a benchmark for new AI and game-theoretic techniques, the challenge of hidden information in strategic settings is not limited to recreational games. The equilibrium concepts of von Neumann and Nash have been applied to many real-world challenges such as auctions, cybersecurity, and pricing.

Prova orale 2

What is the software libraries state of the art one can adopt when developing an AI system?

Leggere e tradurre

The past two decades have witnessed rapid progress in the ability of AI systems to play increasingly complex forms of poker (4–6). However, all prior breakthroughs have been limited to settings involving only two players. Developing a superhuman AI for multiplayer poker was the widely recognized main remaining milestone. In this paper we describe Pluribus, an AI capable of defeating elite human professionals in six-player no-limit Texas hold'em poker, the most commonly played poker format in the world.