Multi-Agent Deep RL in Imperfect Information Games: Eric V York (zataomm@stanford.edu)

Proposed Problem

- Learn Catch Five (Pitch with Fives)
- Four Player Card Game
- Bidding
- Suit Selection
- Strategy (Catching the Five)
- State/Action Space > $1.9 \times 10^{11}$

Solution

- Proximal Policy Optimization
- Learns online
- Sample Efficient
- Easy to Implement
- Relatively Robust
- Easy to Implement :-)