

1. Title: ZP-PreFlop data set
Updated July 11 2018 by M. G. Carneiro

2. Feature Information:

NAME	VALUES	NORMALIZATION
2.1 FIRST_CARD	{A, K, Q, J, T, 9, 8, 7, 6, 5, 4, 3, 2}	min-max
2.2 SECOND_CARD	{A, K, Q, J, T, 9, 8, 7, 6, 5, 4, 3, 2}	min-max
2.3 POSITION	{SB, BB, UTG, MP, CO, BU}	min-max
2.4 SUITED	{Y, N}	
2.5 BROADWAY	{Y, N}	
2.6 CONNECT	{Connector, OneGapper, TwoGappers, Pair, Disconnect}	one-hot encoding
2.7 PREVIOUS_ACTION	{Unopened, Limper, Limpers, EpRaise, EpRaiseAndCall, LpRaise, LpRaiseAndCall, 2Raise, 2RaiseAndCall}	min-max
2.8 TOTAL_POT	REAL	min-max
2.9 POT_ODDS	REAL	min-max
2.10BET_VILLAIN	REAL	min-max
2.11ACTION_HERO	{Fold, Call, Raise, Check}	

3. Metadata:

#Objects	#Attributes	#Classes [Class Distribution]
37685	11	4 [75.7%, 12.7%, 9.1%, 2.5%]

4. Target Class: ACTION_HERO

5. For a complete description about this data set, please read the following paper:
Murillo G. Carneiro and Gabriel A. Lisboa, What's the next move? Learning Player Strategies in Zoom Poker Games.
In IEEE Congress on Evolutionary Computation, 2018, pp. 1951-1958.

6. Contact information:

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7. Please cite the following paper when using this data set:

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@inproceedings{carneiro_alves2018,  
  title={What's the next move? Learning Player Strategies in Zoom Poker Games},  
  author={Murillo G. Carneiro and Gabriel A. Lisboa},  
  booktitle={IEEE Congress on Evolutionary Computation},  
  pages={1951--1958},  
  year={2018}  
}
```