

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

2. Feature Information:

NAME	VALUES	NORMALIZATION
2.1 ROUND	{Flop, Turn, River}	min-max
2.2 POSITION	{SB, BB, UTG, MP, CO, BU}	min-max
2.3 EHS	REAL	min-max
2.4 TOTAL_POT	REAL	min-max
2.5 POT_ODDS	REAL	min-max
2.6 BOARD_SUIT	{Rainbow, TwoSuited, Monotone}	min-max
2.7 BOARD_CARDS	{NoPared, Pared, Triplet}	min-max
2.8 BOARD_CONNECT	{Connect, SemiConnect, Disconnect}	min-max
2.9 PREV_ROUND_ACTION	{Check, Call, Bet, Raise}	min-max
2.10PREVIOUS_ACTION	{NoAction, Check, Bet, BetAndCall, BetAndRaise}	min-max
2.11BET_VILLAIN	REAL	min-max
2.12AGG	{IPvsAgg, HeroAgg, OOPvsAgg}	min-max
2.13IP_VS	{0, 1, 2, 3, 4, 5}	min-max
2.14OOP_VS	{0, 1, 2, 3, 4, 5}	min-max
2.15ACTION_HERO	{Fold, Check, Call, Bet, Raise}	

3. Metadata:

#Objects	#Attributes	#Classes [Class Distribution]
51980	15	5 [9.4%, 49.6%, 9.2%, 30.2% 1.6%]

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}  
}
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