

Paper List

CSCE631 Intelligent Agents

October 3, 2024

[1, 2, 3, 4, 5, 6, 7, 8, 9]

References

- [1] David Blackwell. An analog of the minimax theorem for vector payoffs. *Pacific Journal of Mathematics*, 6(1):1–8, January 1956.
- [2] Michael Bowling, Neil Burch, Michael Johanson, and Oskari Tammelin. Heads-up limit hold'em poker is solved. *Science*, 347(6218):145–149, January 2015.
- [3] Chao-Kai Chiang, Tianbao Yang, Chia-Jung Lee, Mehrdad Mahdavi, Chi-Jen Lu, Rong Jin, and Shenghuo Zhu. Online Optimization with Gradual Variations. In *COLT*, 2012.
- [4] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Faster Game Solving via Predictive Blackwell Approachability: Connecting Regret Matching and Mirror Descent. In *AAAI*, March 2021.
- [5] Alhussein Fawzi, Matej Balog, Aja Huang, Thomas Hubert, Bernardino Romera-Paredes, Mohammadamin Barekatain, Alexander Novikov, Francisco J. R. Ruiz, Julian Schrittwieser, Grzegorz Swirszcz, David Silver, Demis Hassabis, and Pushmeet Kohli. Discovering faster matrix multiplication algorithms with reinforcement learning. *Nature*, 610(7930):47–53, October 2022.
- [6] Sergiu Hart and Andreu Mas-Colell. A Simple Adaptive Procedure Leading to Correlated Equilibrium. *Econometrica*, 68(5):1127–1150, 2000.
- [7] Elon Kohlberg and Abraham Neyman. Cooperative strategic games. *Theoretical Economics*, 16(3):825–851, 2021.
- [8] Alexander Rakhlin and Karthik Sridharan. Online Learning with Predictable Sequences. In *COLT*, May 2014.
- [9] Oskari Tammelin. Solving Large Imperfect Information Games Using CFR+, July 2014.