

STRATEGY SEARCHING IN STRATEGIC INTERACTION BETWEEN PARTIES

ABSTRACT

Disclosed herein are methods, systems, and apparatus, including computer programs encoded on computer storage media, for performing counterfactual regret minimization (CRF) for strategy searching in strategic interaction between two or more parties. One of the methods includes: storing multiple regret samples in a first data store, wherein the multiple regret samples are obtained in two or more iterations of a CRF algorithm in strategy searching in strategic interaction between two or more parties; storing multiple strategy samples in a second data store; updating parameters of a first neural network for predicting a regret value of a possible action in a state of a party based on the multiple regret samples in the first data store; and updating parameters of a second neural network for predicting a strategy value of a possible action in a state of the party based on the multiple strategy samples in the second data store.

[FIG. 4]