

## Summary

I enjoy every step of the problem-solving process, from the design and theoretical analysis of new algorithms to implementation in large-scale systems. For my PhD research, I developed scalable approaches for computing game-theoretic solution concepts and learning in imperfect-information games. I have applied several of these techniques to the domain of poker: the two-player no-limit Texas hold 'em agent Tartanian7 that I created came in first place in the 2014 AAAI Computer Poker Competition, and Claudico competed against the strongest human specialists in the Brains vs. Artificial Intelligence competition in 2015.

**Interests:** artificial intelligence, game theory, multiagent systems, multiagent learning, large-scale optimization, large-scale data analysis and analytics, knowledge representation.

## Education

- Ph.D., Computer Science, Carnegie Mellon University, 2015
  - Thesis: “Computing Strong Game-Theoretic Strategies and Exploiting Suboptimal Opponents in Large Games”
- M.S., Computer Science, Carnegie Mellon University, 2009
- A.B., Mathematics, Harvard University, 2005
  - Concentration GPA: 3.92

## Awards

- Paper “Reflections on the First Man vs. Machine No-Limit Texas Hold 'em Competition” selected to be feature article in SIGecom Exchange Newsletter for ACM Interest Group on Electronic Commerce.
- First place, Annual Computer Poker competition, two-player no-limit Texas hold 'em bankroll instant run-off and total bankroll divisions, at the *AAAI Conference on Artificial Intelligence (AAAI)*, 2014 (with Noam Brown and Tuomas Sandholm). Our agent beat each opponent with statistical significance.
- Paper “Safe Opponent Exploitation” from *ACM Conference on Electronic Commerce* invited to “Best of EC” special issue of journal *ACM Transactions on Economics and Computation* (with Tuomas Sandholm).
- Finalist, Best Student Paper Award, “Computing an Approximate Jam/Fold Equilibrium for 3-Player No-Limit Texas Hold'em Tournaments” at *International Conference on Autonomous Agents and Multiagent Systems* (with Tuomas Sandholm).
- United States Presidential Scholar.
- National Merit Scholar.

## Employment

- Assistant Professor, Florida International University, Computer Science, 2016–present, Miami, FL
  - Director of Strategic Adversarial Multiagent Artificial Intelligence Laboratory (SAM AI).
- Founder, Ganzfried Research, 2015–present, New York, NY and Miami, FL
  - Research laboratory focusing on fundamental problems in artificial intelligence and game theory.
- Quantitative Trader, Tower Research Capital LLC, 2005–2006, New York, NY
  - Designed, implemented, and deployed high-frequency trading algorithms. I was compensated for several months after I returned to graduate school due to high profitability of the strategies.
- Director’s Summer Program, National Security Agency, Summer 2005
- Research Experiences for Undergraduates, Mathematics, Oregon State University, Summer 2004

## Media

- “Meet the FIU professor who created program that can beat the poker pros,” Miami Herald, front page of “Tropical Life” section, March 2017.
- “Poker-playing AI ‘bot’ carries long-range impact,” Pittsburgh Tribune-Review, August 2016.
- Played in high-stakes poker game for the television series “Poker Night in America,” November 2015.
  - Season 4 episodes 17 and 18, aired in October 2016 on CBS Sports Network.
  - Commentated for and played on the show again November 19–20, 2016.
  - Also commentated on March 11, 2017.

## Publications

- Sam Ganzfried. What is the Right Solution Concept for No-Limit Poker? *International Conference on Game Theory*, 2017.
- Sam Ganzfried. Endgame Solving: The Surprising Breakthrough that Enabled Superhuman Two-Player No-Limit Texas Hold 'em Play. *International Conference on Game Theory*, 2017.
- Sam Ganzfried and Farzana Yusuf. Computing Human-Understandable Strategies. *AAAI Workshop on Computer Poker and Imperfect Information Games*, 2017. Oral presentation. arXiv:1612.06340 [cs.GT].
- Sam Ganzfried and Farzana Yusuf. Optimal Number of Choices in Rating Contexts. arXiv:1605.06588.
  - Oral presentation at INFORMS, 2017. (Finalist at INFORMS poster competition in 2016.)
  - Accepted as extended abstract at AAMAS, 2017 (acceptance rate 48%) (declined).
  - To appear in Workshop and Conference Proceedings series of the Journal of Machine Learning Research (JMLR).
  - Poster and spotlight presentation at NIPS Workshop on Imperfect Decision Makers: Admitting Real-World Rationality.
- Sam Ganzfried and Qingyun Sun. Bayesian Opponent Exploitation in Imperfect-Information Games. arXiv:1603.03491. *International Conference on Game Theory*, 2017.
  - Oral and poster presentation at AAAI Workshop on Computer Poker and Imperfect Information Games, 2016.
  - Oral presentation at INFORMS, 2016.
  - Oral presentation at UECE Lisbon Meetings in Game Theory and Applications, 2016.
  - Poster presentation at 2016 New York Computer Science and Economics Day.
  - Poster presentation at ACM Conference on Economics and Computation (EC), 2016.
- Sam Ganzfried. Reflections on the First Man vs. Machine No-Limit Texas Hold 'em Competition. Feature article in SIGecom Exchange Newsletter, Volume 14.2, 2015. arXiv:1510.08578 [cs.GT].
  - AI Magazine, Volume 48, Number 2, summer 2017.
  - Oral presentation at 2016 New York Computer Science and Economics Day.
  - Oral presentation at 2016 World Congress of the Game Theory Society (GAMES).
- Sam Ganzfried. Computing Strong Game-Theoretic Strategies and Exploiting Suboptimal Opponents in Large Games. PhD dissertation, 2015, available as CMU technical report CMU-CS-15-104.
- Sam Ganzfried and Tuomas Sandholm. Endgame Solving in Large Imperfect-Information Games. *International Conference on Autonomous Agents and Multiagent Systems (AAMAS)*, 2015. Full paper, acceptance rate 25%. Oral and poster presentation.
  - Also presented at the *Workshop on Computer Poker and Imperfect Information* at AAAI, 2015, oral and poster presentation.
  - Poster presentation at ACM Conference on Economics and Computation, 2015.
  - Oral presentation at INFORMS, 2015.
  - Early version appeared as "Improving Performance in Imperfect-Information Games with Large State and Action Spaces by Solving Endgames" at the *Workshop on Computer Poker and Imperfect Information* at AAAI, 2013, oral and poster presentation, and was also presented at the *Workshop on Computer Games* at IJCAI, 2013.
- Noam Brown\*, Sam Ganzfried\*, and Tuomas Sandholm. Hierarchical Abstraction, Distributed Equilibrium Computation, and Post-Processing, with Application to a Champion No-Limit Texas Hold'em Agent. *International Conference on Autonomous Agents and Multiagent Systems (AAMAS)*, 2015. Full paper, acceptance rate 25%. Oral and poster presentation. \*Listed alphabetically.
  - Also presented at the *Workshop on Computer Poker and Imperfect Information* at AAAI, 2015. Oral and poster presentation.
  - Short version "Tartanian7: A Champion Two-Player No-Limit Texas Hold'em Poker-Playing Program" in Demonstrations Program at AAAI, 2015.
- Sam Ganzfried and Tuomas Sandholm. Safe Opponent Exploitation. *ACM Transactions on Economics and Computation (TEAC)*, 2015. Special issue on selected papers from EC-12.
  - Early version appeared in *ACM Conference on Electronic Commerce (EC)*, 2012. Acceptance rate 33%; 11% for plenary track. Talk in plenary (non-parallel) track. Also presented at poster session.
  - Shorter version presented at AAMAS Workshop on Adaptive and Learning Agents, 2012.
  - Oral presentation at INFORMS, 2012.
- Sam Ganzfried and Tuomas Sandholm. Potential-Aware Imperfect-Recall Abstraction with Earth Mover's Distance in Imperfect-Information Games. *AAAI Conference on Artificial Intelligence (AAAI)*, 2014. Acceptance rate 28%.
  - Also presented at the *Workshop on Computer Poker and Imperfect Information* at AAAI, 2014. Oral and poster presentation.
- Sam Ganzfried and Tuomas Sandholm. Action Translation in Extensive-Form Games with Large Action Spaces: Axioms, Paradoxes, and the Pseudo-Harmonic Mapping. *International Joint Conference on Artificial Intelligence (IJCAI)*, 2013. Acceptance rate 28%. Oral and poster presentation.
  - Also appeared as a poster presentation at the *Workshop on Computer Poker and Imperfect Information* at AAAI, 2013.
- Sam Ganzfried and Tuomas Sandholm. Tartanian5: A Heads-Up No-Limit Texas Hold'em Poker-Playing Program. *Computer Poker Symposium* at the AAAI Conference on Artificial Intelligence (AAAI), 2012. Oral and poster presentation. (Also presented at main AAAI poster session).
- Sam Ganzfried, Tuomas Sandholm, and Kevin Waugh. Strategy Purification and Thresholding: Effec-

tive Non-Equilibrium Approaches for Playing Large Games. *International Conference on Autonomous Agents and Multiagent Systems (AAMAS)*, 2012. Full paper, acceptance rate 20%. Oral and poster.

- Early version "Strategy Purification" in *AAAI Workshop on Applied Adversarial Reasoning and Risk Modeling*, 2011.
- Extended abstract in *AAMAS*, 2011 (acceptance rate 45%).
- Oral presentation at *INFORMS*, 2012.
- Poster presentation at *ACM Conference on Electronic Commerce (EC)*, 2012.
- Sam Ganzfried. Computing Strong Game-Theoretic Strategies in Jotto. *Conference on Advances in Computer Games (ACG)*, 2011. Oral presentation. arXiv:1107.3342 [cs.GT].
- Sam Ganzfried and Tuomas Sandholm. Game Theory-Based Opponent Modeling in Large Imperfect-Information Games. *International Conference on Autonomous Agents and Multiagent Systems (AAMAS)*, 2011. Full paper, acceptance rate 22%. Oral and poster presentation.
  - Also presented at *INFORMS*, 2011.
  - Poster presentation for the Annual Computer Poker Competition at *AAAI*, 2010.
- Sam Ganzfried and Tuomas Sandholm. Computing Equilibria by Incorporating Qualitative Models. *International Conference on Autonomous Agents and Multiagent Systems (AAMAS)*, 2010. Full paper, acceptance rate 24%. Oral and poster presentation. Extended version as tech. report CMU-CS-10-105.
  - Also presented at *INFORMS*, 2010.
  - Oral presentation at *Brazilian Workshop of the Game Theory Society*, 2010.
- Sam Ganzfried and Tuomas Sandholm. Computing Equilibria in Multiplayer Stochastic Games of Imperfect Information. *International Joint Conference on Artificial Intelligence (IJCAI)*, 2009. Full paper, acceptance rate 25.7%. Oral presentation.
  - Also presented at *INFORMS*, 2008.
- Sam Ganzfried and Tuomas Sandholm. Computing an Approximate Jam/Fold Equilibrium for 3-Player No-Limit Texas Hold'em Tournaments. *International Conference on Autonomous Agents and Multiagent Systems (AAMAS)*, 2008. Full paper, acceptance rate 22%. Oral and poster presentation.
  - Also presented as poster presentation at *International Congress of the Game Theory Society*, 2008.
- Sam Ganzfried. A New Algorithm for Knight's Tours. *Proceedings of the Research Experiences for Undergraduates (REU) Program in Mathematics*, 2004.

## Other presentations

- "Endgame Solving: The Surprising Breakthrough that Enabled Superhuman Two-Player No-Limit Texas Hold 'em Play"
  - Microsoft Research Asia Lab, 5/11/17.
  - Tsinghua University, 5/7/17.
  - Princeton University, 3/13/17, organized by Princeton Poker Club.
- "First Man vs. Machine No-Limit Texas Hold 'em Competition" 2/1/17, Stanford University.
- "Computing Strong Game-Theoretic Strategies in Large Games" 3/24/16, Princeton University, organized by Princeton Poker Club.
- "Reflections on the First Man vs. Machine No-Limit Texas Hold 'em Competition" 3/18/16 at Susquehanna International Group.

## Professional service

- Organizer: Tutorial on Computer Poker at *AAAI Conference on Artificial Intelligence (AAAI)* (2017).
- Organizer: First Tutorial on Computer Poker at *Conference on Economics and Computation* (2016).
- Organizer: *AAAI Workshop on Computer Poker and Imperfect Information* (2014, 2015).
- Program committees: *AAAI* (2012, 2014–2018), *AAMAS* (2014, 2016), *IJCAI* (2013, 2015, 2016), *WWW* (2018), *AAAI Workshop on Computer Poker and Imperfect-Information Games* (2017).
- Additional conference reviewing: *AAAI* (2010), *AAMAS* (2013), *EC* (2013), *NIPS* (2016).
- Journal reviewing: *Artificial Intelligence* (2010, 2011, 2012, 2013, 2014), *Computational Intelligence* (2010), *Games* (2014), *Transactions on Computational Intelligence and AI in Games* (2014, 2015, 2017).

## Teaching

- Instructor, Game Theory, new graduate course at *FIU* (2017), [www.bestgametheoryclass.com](http://www.bestgametheoryclass.com).
- Teaching assistant for Undergraduate AI and Graduate AI at *Carnegie Mellon*.

## Mentoring

- Farzana Yusuf, PhD student at *FIU*, 9/2016–present. Areas: artificial intelligence, machine learning.
- Worked with Princeton undergraduate student Bradley Snider on his thesis in mathematics (2017).
- Working with Stanford mathematics PhD student Qingyun Sun on opponent exploitation algorithms.