

Machine learning in chess

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June 14, 2024

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The Goal of this project is to use some machine learning techniques to develop a computer program with good chess playing capabilities

- Minimax
- Negamax
- Alpha-beta pruning
- Others

- Algorithm
 - Hand-crafted
 - Machine learning
- Information
 - Material
 - Mobility
 - Center control
 - Game Phase
 - etc...

- [Programming a computer to play chess](#)
- [Alpha-Beta Heuristic](#)
- [Evaluation](#)
- [Overview of evaluation options](#)