基于强化学习的黑白棋的设计与实现

Design and Implementation of Othello Based on Reinforcement Learning

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Outline1

Backgrounds

- 1111111111111
- 2222222222222

1. 3333333
2. 44444444

First Item Description of first item
Second Item Description of second item
Third Item Description of third item
Forth Item Description of forth item

My Photo

图: hahahaha...

Emmm...

Sequence Tagging Loss

$$\mathcal{L}_p = -\sum_{i=1}^{S}\sum_{j=1}^{N} p_{i,j}\log(\hat{p}_{i,j})$$

Language Classifier Loss

$$\mathcal{L}_a = -\sum_{i=1}^{S} l_i \log(\hat{l}_i)$$

Bidirectional Language Model Loss

$$\mathcal{L}_l = -\sum_{i=1}^{S}\sum_{j=1}^{N} \log(P(w_{j+1}|f_j)) + \log(P(w_{j-1}|b_j))$$

References

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