Chess ML

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Abstract

Here I am

1   Introduction

It should have motivation, brief review of others ideas, what is your approach and how this differs from others.

2   Extensive review of other ideas

3   Problem Statement

In this era, there is a massive amount of data collected in a large variety of different topics, of which lots of information can be extracted. The issue here comes with the fact that we cannot simply extract the information by visual inspection. There is currently too much data.

One such domain that contains a large amount of data is the game of chess. Many players like to study chess games to try and improve their play, but it's very hard to find games that are relevant or interesting to learn from amidst the plethora of games to choose from. Although there are many famous known games such as the Opera game of Paul Morphy vs Duke Karl or game 6 from the 1972 world championship match between Robert Fischer vs Boris Spassky [1], these are usually kept as beginner studies. Also, the fact that they are already well known doesn't necessarily help us discover anything new.

On top of these numerous known games, surely there are many more games that you could learn from. In fact, the website lichess.org logged 68,027,862 games at all levels of play in September of 2020 alone [2]. Some of these could be interesting to study, irrespective of the players ratings not being at the level of Grandmaster. All of this to say, there must be support from algorithms or machine learning techniques to be able to group similar games of interest together, or show games that lie far outside the norm, which could be interesting studies.

4 Our Approach/Model

5 Algorithm and Discussion

6 Implementation

7 Conclusions

References

[1]   Timothy Glenn Forney. *Best Chess Games of All Time*. URL: https://www.chessgames.com/perl/chesscollection?cid=1001601.

[2]   *lichess.org game database*. URL: https://database.lichess.org/. (accessed: 22.10.2020).