

# Review of the AlphaGo Article

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## 1 Introduction

AlphaGo article link

## 2 Goals

improve winning rate over existing game agents

## 3 Techniques Introduced

- \* convolutional neural networks: alternating convolutional layers and rectifier non-linearization and final softmax
  - \* policy network for move selections: generate a distribution from softmax
  - \* value network for evaluation functions
  - \* supervised learning from human expert moves
  - \* reinforcement learning from self-plays
  - \* Monte-Carlo Tree Search

## 4 Results

- \* against existing game agents
  - \* against the human player
  - \* SL vs RL