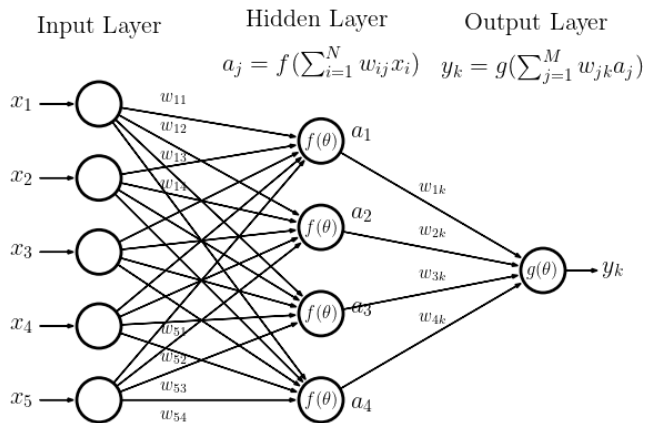
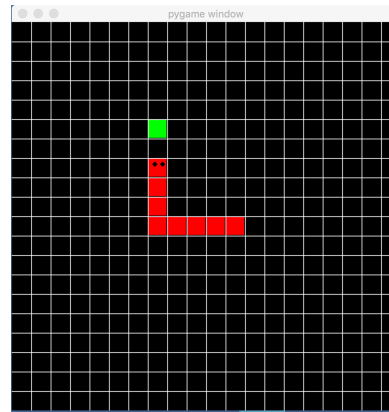


Traditional NN - Analyzing on top of Minimax



Data Collection- Collects data from minimax algorithm, and builds on top of it.



Architecture:

The NN architecture comprises multiple fully connected layers, also known as dense layers. These layers enable the NN to learn complex patterns and relationships within the game data. The input layer of the NN accepts the game state features, which are then passed through one or more hidden layers. These hidden layers perform nonlinear transformations on the input data, extracting abstract representations that capture important features for decision-making. Finally, the output layer produces predictions for the next move based on the learned patterns.

Training:

The NN is trained using a supervised learning approach, where it learns from a dataset containing examples of game states and corresponding optimal moves. During training, the NN adjusts its internal parameters, known as weights and biases, to minimize the difference between its predictions and the true optimal moves. This optimization process is achieved using an algorithm called back propagation, coupled with an optimization algorithm such as Adam.