Overview of the module

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The module will contain two aspects :

- Theoretical: Presentations and exercises
- Project : Building a game AI

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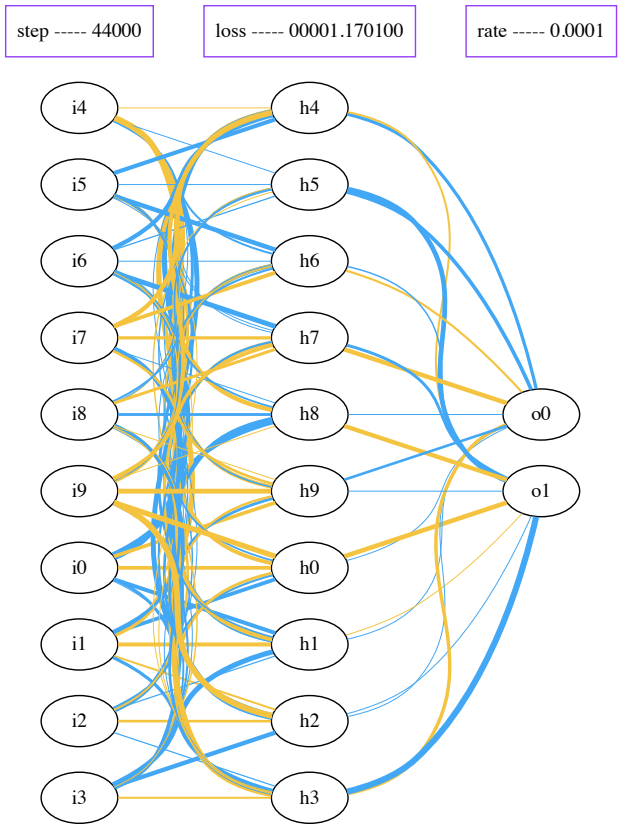

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    - Monte Carlo Methods
    - Game theory and A/B decision trees
  - Continuation of the project

Third party libs

We will work with python, python3.6 is preferred.

- **Thursday:**
  - numpy
  - matplotlib
- **Friday;**
  - graphviz
  - pygraphviz
  - tensorflow
  - keras
- Optionnal : ipdb (debugger)

Libs

The libraries are gathered in presentation/Intro_IA_libs.pdf

Ressources

- **Github of the module** : contains presentations and exercises.
  `https://github.com/nlehir/Intro-AI`
- **Github of the game** : contains the server and examples.
  `https://github.com/groznyniko/ia_fopera`