Commented Bibliography

Étienne Houzé

[1] is a discussion on the article presenting AlphaZero as a *tabula rasa* method [2]. It objects that since it has been engineered by experts in the go game, its very architecture already carries some specificities aimed at solvig this particular problem.

[3] is a good handbook presenting the main techniques in AI. In particular, it describes knowledge-based systems and logic representation of the environment (Part III).

References

[1] Gary Marcus. Innateness, alphazero, and artificial intelligence. *arXiv preprint arXiv:1801.05667*, 2018.

[2] David Silver, Julian Schrittwieser, Karen Simonyan, Ioannis Antonoglou, Aja Huang, Arthur Guez, Thomas Hubert, Lucas Baker, Matthew Lai, Adrian Bolton, et al. Mastering the game of go without human knowledge. *Nature*, 550(7676):354, 2017.

[3] Stuart J Russell and Peter Norvig. *Artificial intelligence: a modern approach.* Malaysia; Pearson Education Limited,, 2016.