

Homework 11 – Games

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0 Outline

- 1 Reading
- 2 Theory
- 3 Practice

1 Reading

1. Games

Motivation: understand common uses of xNNs in games applications

https://github.com/arthurredfern/UT-Dallas-CS-6301-CNNs/blob/master/Lectures/xNNs_110_Games.pdf

Complete

2. [Optional] War Games (movie)

Motivation: learn how to use a dial up modem, play online games and teach a computer via self play to save the planet

<https://www.imdb.com/title/tt0086567/>

Complete

3. [Optional] AlphaGo (movie)

Motivation: in class we learned MCTS with a policy network for implicit breadth reduction and a value network for implicit depth reduction to play Go; see this movie to put the accomplishment in context and bring to life the key participants

<https://www.alphagomovie.com>

Complete

2 Theory

None

3 Practice

4. Understand the following tutorials (<https://github.com/tensorflow/agents>) and run them in Google Colab.

Complete