chapter 3 -> the random agent

chapter 4 -> - choose with heuristic to improve the random agent by counting stones

-monte carlo tree search

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Chapter 5 – understanding neural networks

Chapter 6 – encoding the board using the one plane encoder - generating mcts data set games to train the nn keras model - craeate cnn 3la nfs el data

Chapter 7 – downloading expert data set and sgf

Train cnn model on expert moves -modification to nueral networks optimization

Chapter 8 -making an agent that uses the previous cnn to -communication

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Chapter 9 – understanding reinforment learing and applying it to improve agent

1. Self-played games
2. Collect experience
3. Update weights
4. Evaluate the agent

Chapter 10 – training the model and updating the previous weight by applying policy gradient techniques

Chapter 11 – create a value network using q learning techniques

Chapter 12 – actor critique method to combine the 2 networks

Chapter 13 – alpha go

1-strong policy

2- fast policy

3- value

4 monte carlo

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