Machine Learning to Study Patterns in Chess Games

Student Number: 690065435

Academic Year 2022/2023

Abstract

Abstract here.

I certify that all material in this report which is not my own work has been identified.
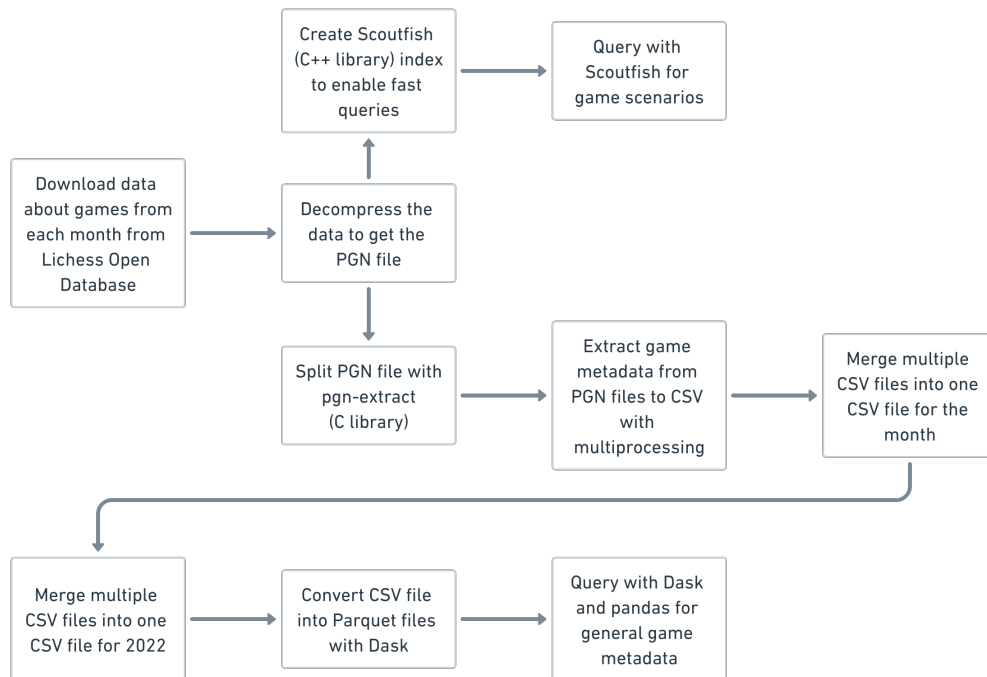
Signature: _____

1 Introduction

2 Project Specification

3 Design

3.1 Data Pipeline

Figure 1: Data Pipeline Diagram for the Project

Data processing was paramount to the success of my project – it was important to use a large sample size to ensure that our insights represent the general population of chess games. I used the Lichess Open Database of standard rated games for my data source – they upload tens of millions of games every month in PGN format, and they are easily accessible to the public. I decided to focus on games in 2022, as this enables me to capture the latest trends in chess.

4 Development

5 Testing

6 Description of the Final Project

7 Evaluation of the Final Project

8 Critical Assessment of the Project

9 Conclusion

References