Chess with Neural Network .

PROJECT REPORT .

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2.1 Biological Neurons

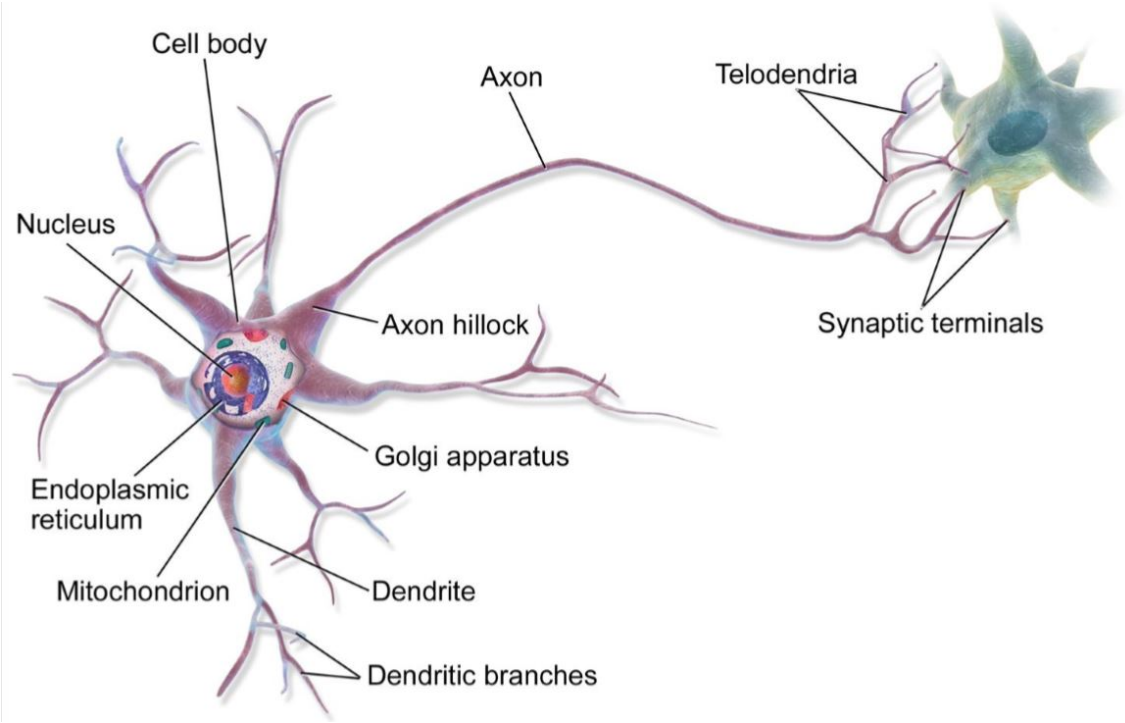

Figure 2.1: title1.

2.2 Logical Computations with Neuron

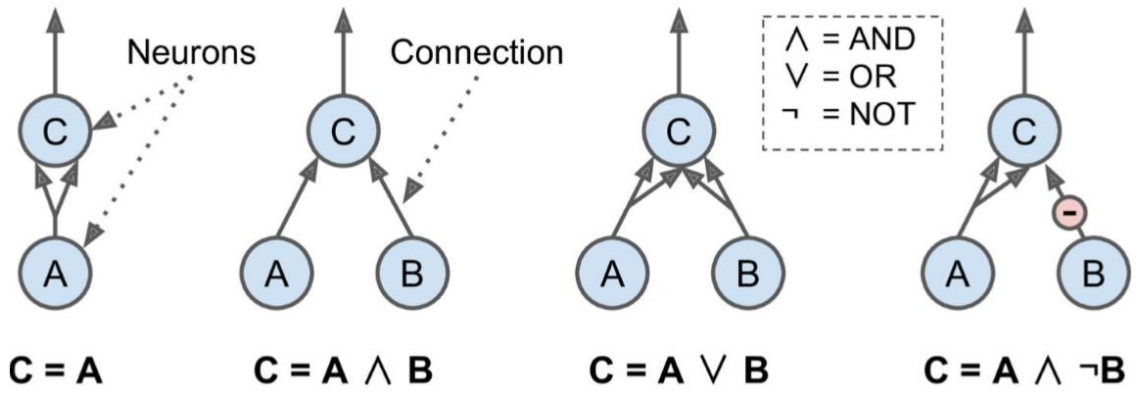

Figure 2.2: title2.

Chapter 3

Technical realization

3.1 The choice of programming language

We can realize this work with almost all the well knowing programming languages such a :C,C++,C,Java,Python ...
There are a number of reasons why the Python programming language is popular with professionals who work on machine learning systems:

1. **Readability and less complexity :**
   You can easily understand it and make someone understand very fast.
2. **Packages everywhere !**
   Numpy,scikit,librosa,pandas,matplotlib,tensorflow, pytorch,Django ...
3. **many features that are attractive for scientific computing :**
   Python has a simple and consistent syntax which makes programming more accessible to people who are not software engineers.

3.2 Choosing framework for building Neural Networks

- Tensorflow and PyTorch are open-source.
- the computational graphs.
- Tensorflow has a more steep learning curve than PyTorch.
- Tensorflow has a much bigger community behind it than PyTorch.
- Pytorch is so easy to debug.

3.3 Web View

3.4 Chess Library

3.5 The Code with the other Tools

Chapter 4

conclusion