

DC GAN – GO GAME

Deep Learning Final Project

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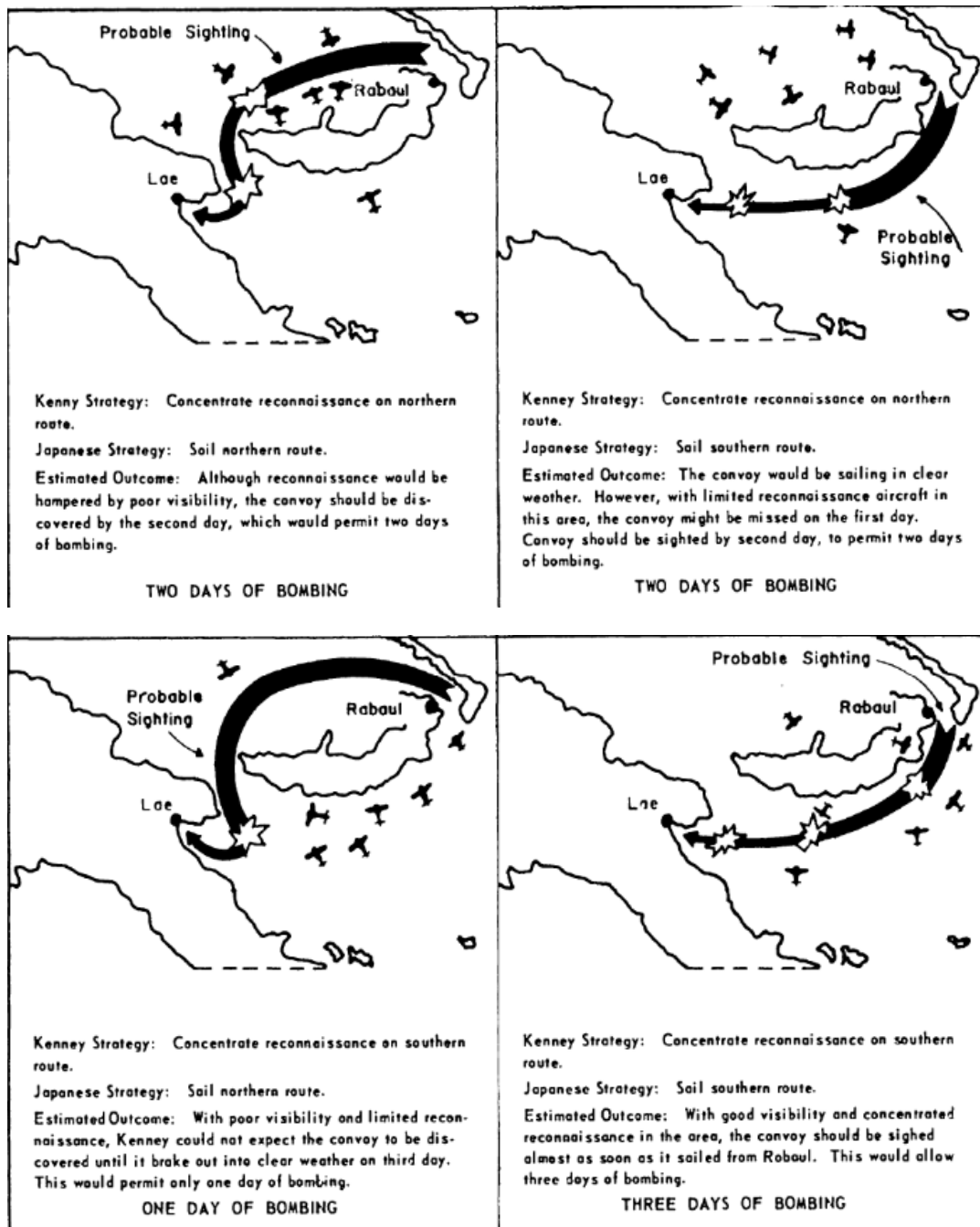
INTRODUCTION

Deep Convolutional Generative Adversarial Networks

“The underlying idea behind GAN is that it contains two neural networks that compete against each other in a zero-sum game framework, i.e. generator and a discriminator.”

Game Theory (Minimax)

		Japanese strategies		Minimum of row
		#1	#2	
Kenney strategies	#1	2 days	2 days	2 days (maximin)
	#2	1 day	3 days	1 day
Maximum of column		2 days (minimax)	3 days	

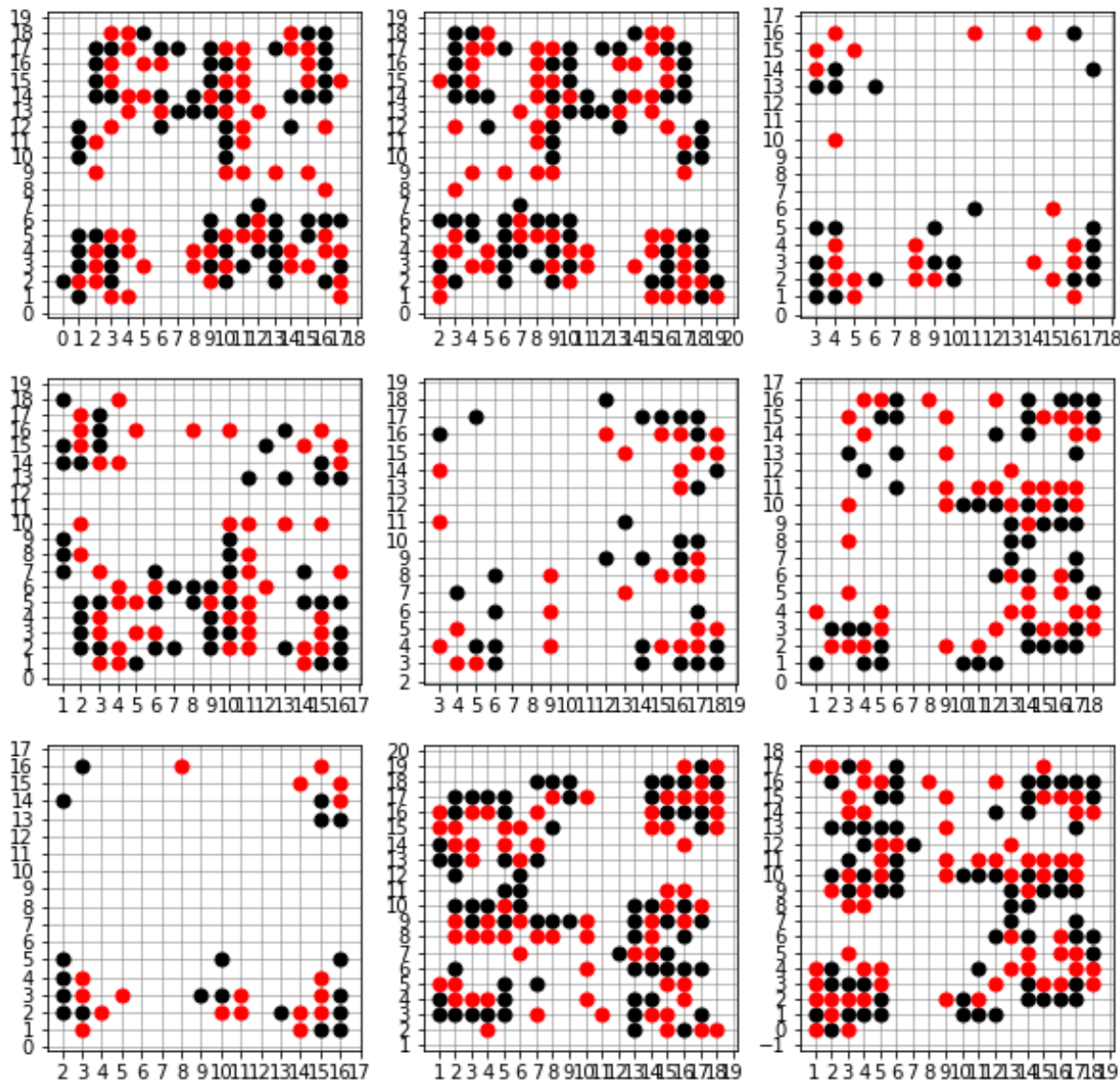


How to Play GO



Data preparation

- Source
 - github <https://github.com/timlyrics/gangengo>
 - Download with git clone
- Format
 - Kifu formatted zipped text files
 $B[p_d] ; W[d_d] ; B[p_p] ; W[d_p] ;$
 - From old professional and AI games
- Extraction
 - Over 80,000 games
 - Remove bad characters
- Unrolling
 - Replay each step and record snapshot
 - Bitmap of 20x20 (padded from 19x19)
 - Two binary channels
 - Transpose and mirror

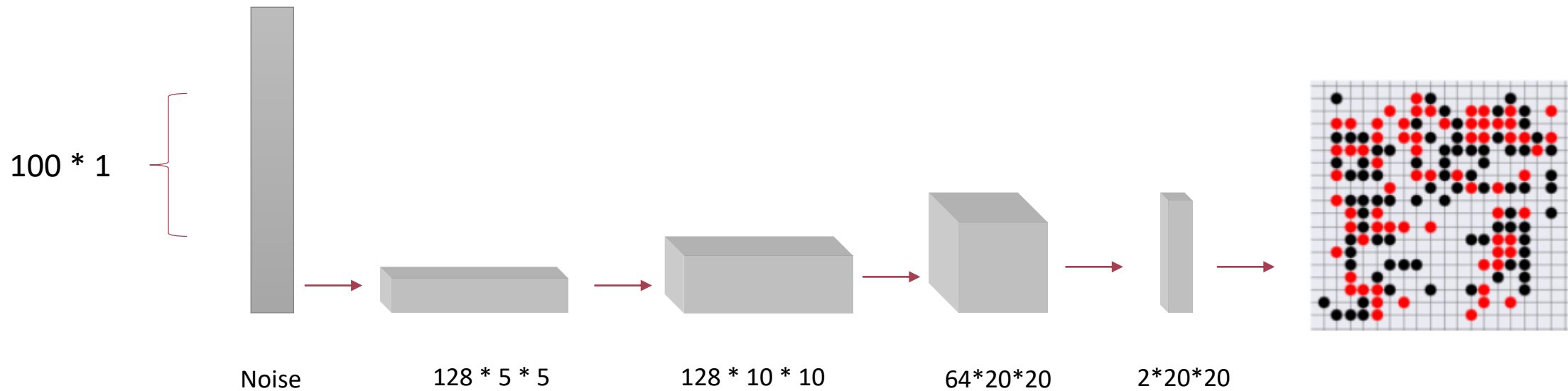


Data preparation

- Packaging
 - Over 512 GB of raw data
 - That's too much! Even after zipping
 - Dynamically unroll kifu while training
- Unsupervised training
 - All data is considered real (1)
 - Random noise is considered fake (0)
- Testing & validation
 - No objective way to either test or validate
 - Observe loss function to have confidence
- Example snapshot

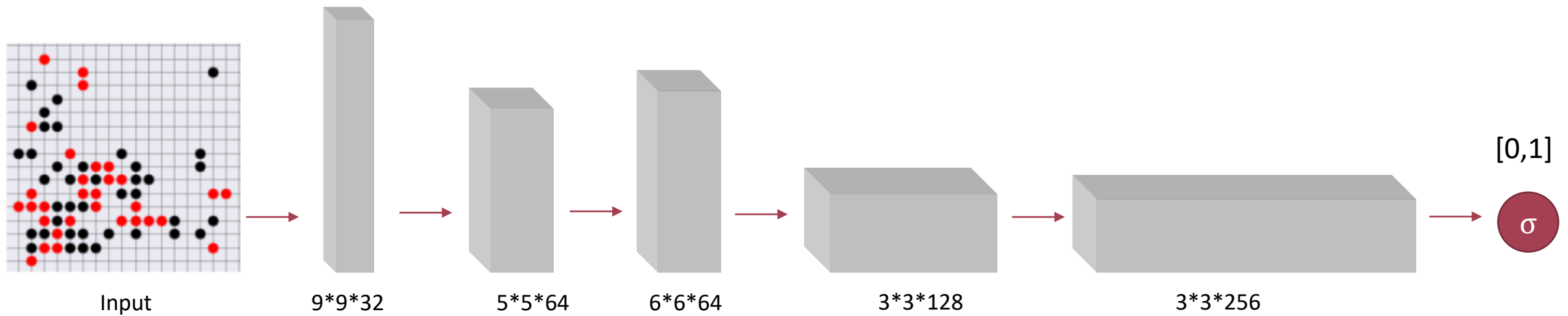
Generator

- Generative Model
- Selection of layers
- Regularization Method: Dropout
- Parameter
- Loss function

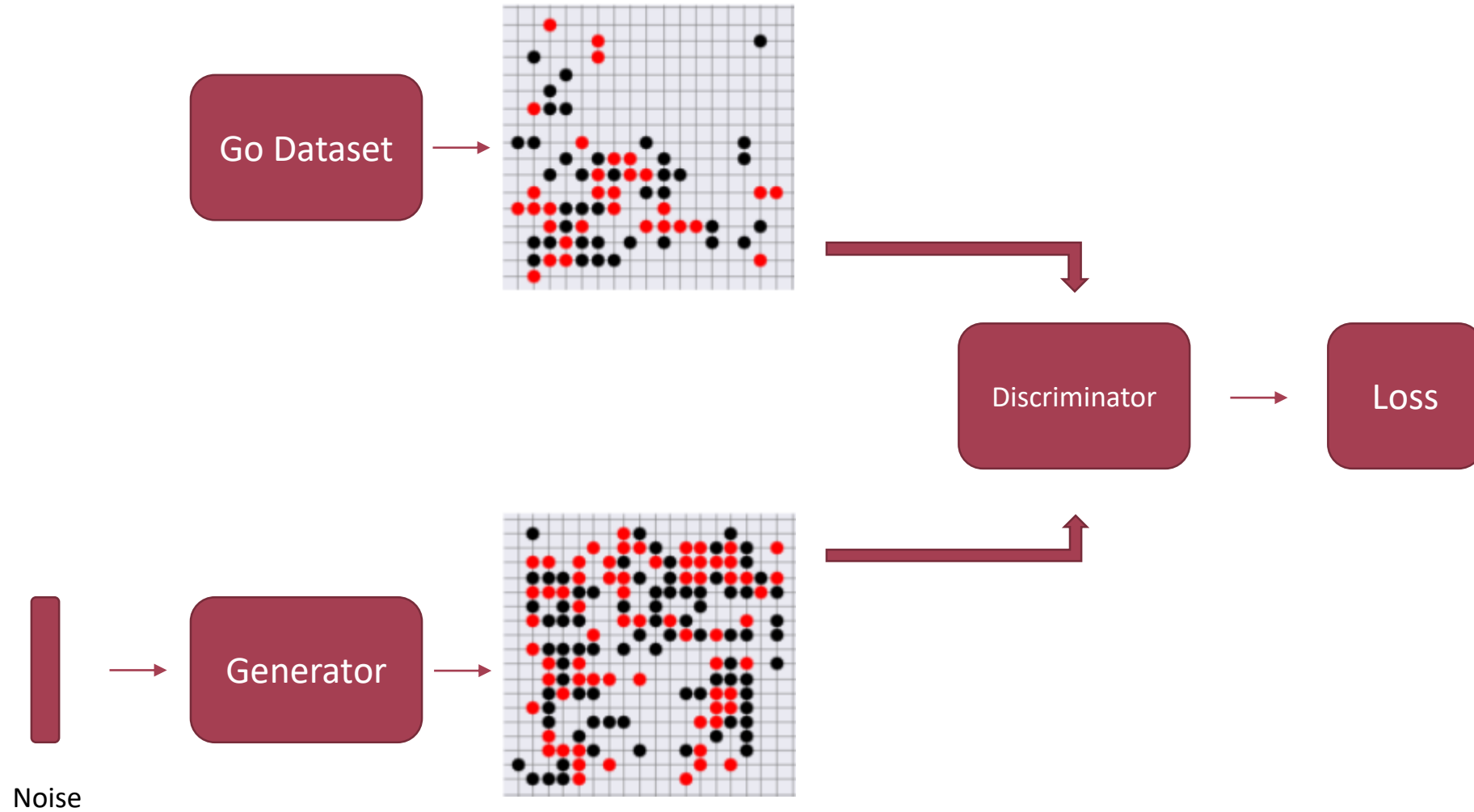


Discriminator

- Discriminator Model
- Selection of layers
- Regularization Method: Dropout
- Parameter
- Loss function



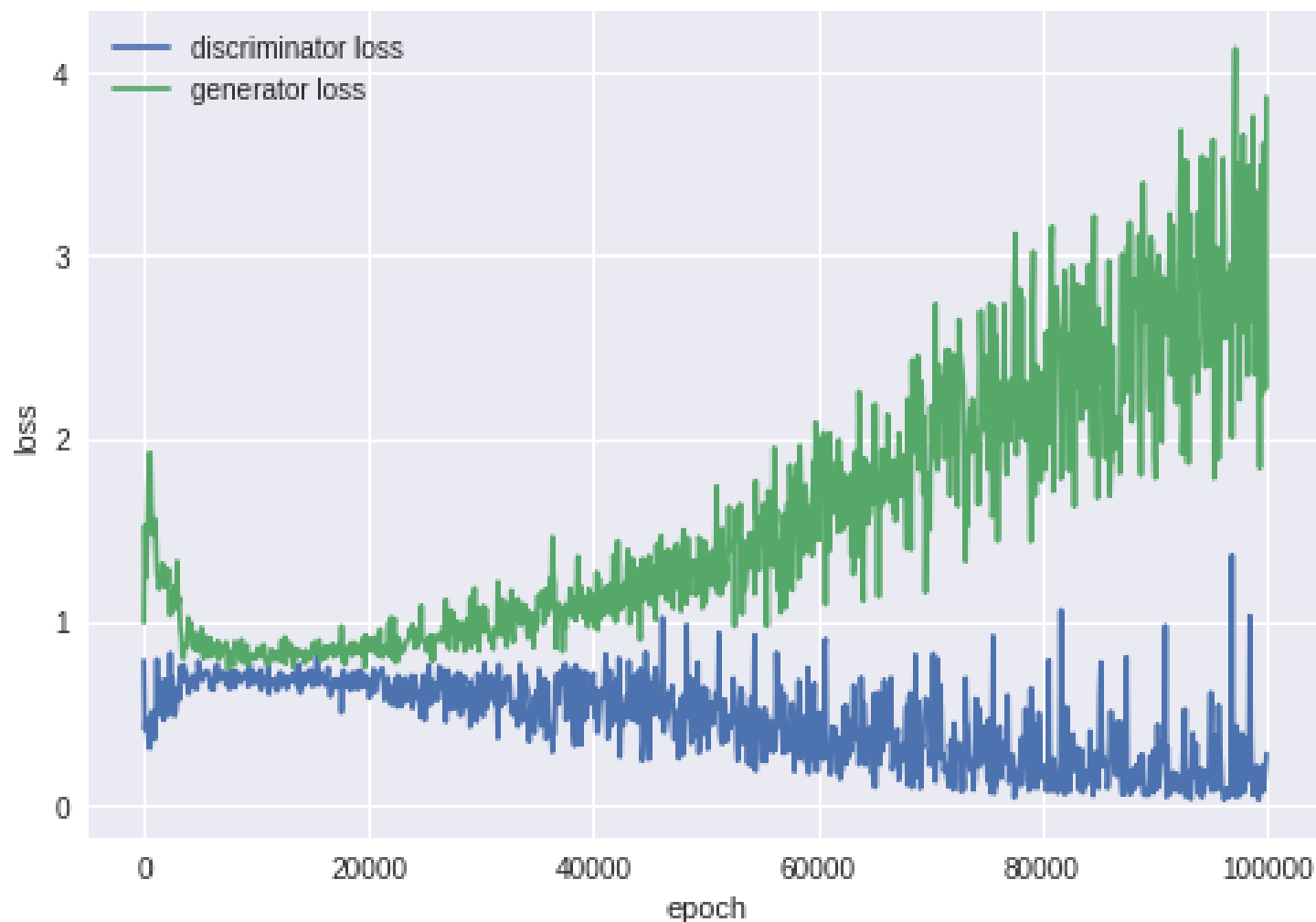
Loss Function



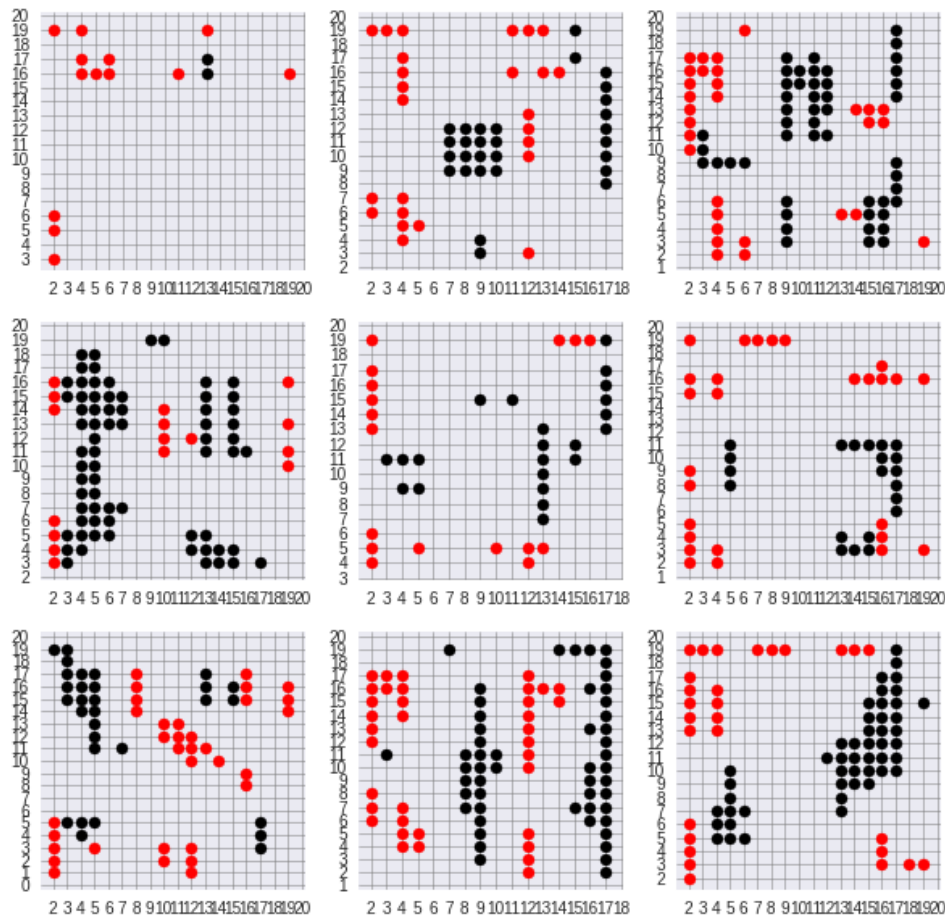
Fine Tune

- Deviated from DC Gan reference design
 - Each pixel carries two channel
 - Two channels do not coincide
 - Each channel is binary
 - Go has global and local logic
- Learning rate
 - Discriminator can easily overpower
 - $\text{gen}=0.0001$ $\text{disc}=0.00002$ ($\text{decay} = 1e-6$)
- Batch size
 - Must feed the beast slowly
 - Batch size = 128
- Generator
 - Output activation is sigmoid
 - Latent dimension is reduced to 32
- Discriminator
 - First CNN layer has no zero padding

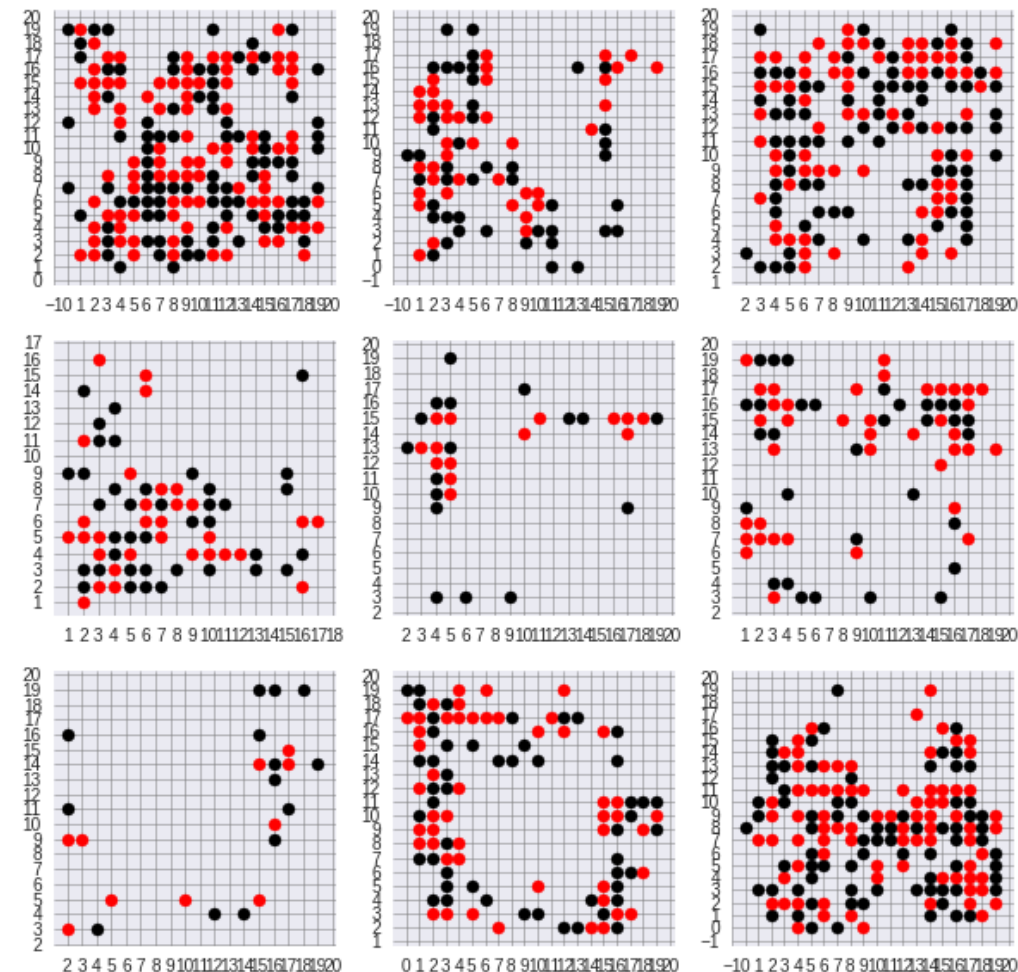
Result – Loss Function



Result - Output



500 Epochs



100,000 Epochs

Question





THANK YOU