

AI REPORT

Go game (Wei Qi) Artificial Intelligence

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Introduction

This report is about the GO contest of the AI course.

It contains detailed description of the

1 Common Part

In this part, we will discuss about the common work of the group.

Firstly, we will discuss our choice to use OCaml, a functional language. Then, we will see the different algorithms we choose to implement and, last but not least, we will analyze our results.

1.1 The choice of a functional Language

1.1.1 Explanations

1.1.2 Why OCaml

1.2 Algorithms

1.2.1 Upper bound for Confidence Tree (Uct)

1.2.2 Negascout

1.2.3 Genetic Algorithm

1.3 Results

2 Individual Part

2.1 Tasks

2.2 Personnal value in the project

2.3 Individual Conclusion

Conclusion

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