AlphaGo Zero's neural network was trained using TensorFlow, with 64 GPU workers and 19 CPU parameter servers. The neural network initially knew nothing about Go beyond the rules. Unlike earlier versions of AlphaGo, Zero only perceived the board's stones, rather than having some rare human-programmed edge cases to help recognize unusual Go board positions. The AI engaged in reinforcement learning, playing against itself until it could anticipate its own moves and how those moves would affect the game's outcome. In the first three days AlphaGo Zero played 4.9 million games against itself in quick succession. It appeared to develop the skills required to beat top humans within just a few days, whereas the earlier AlphaGo took months of training to achieve the same level