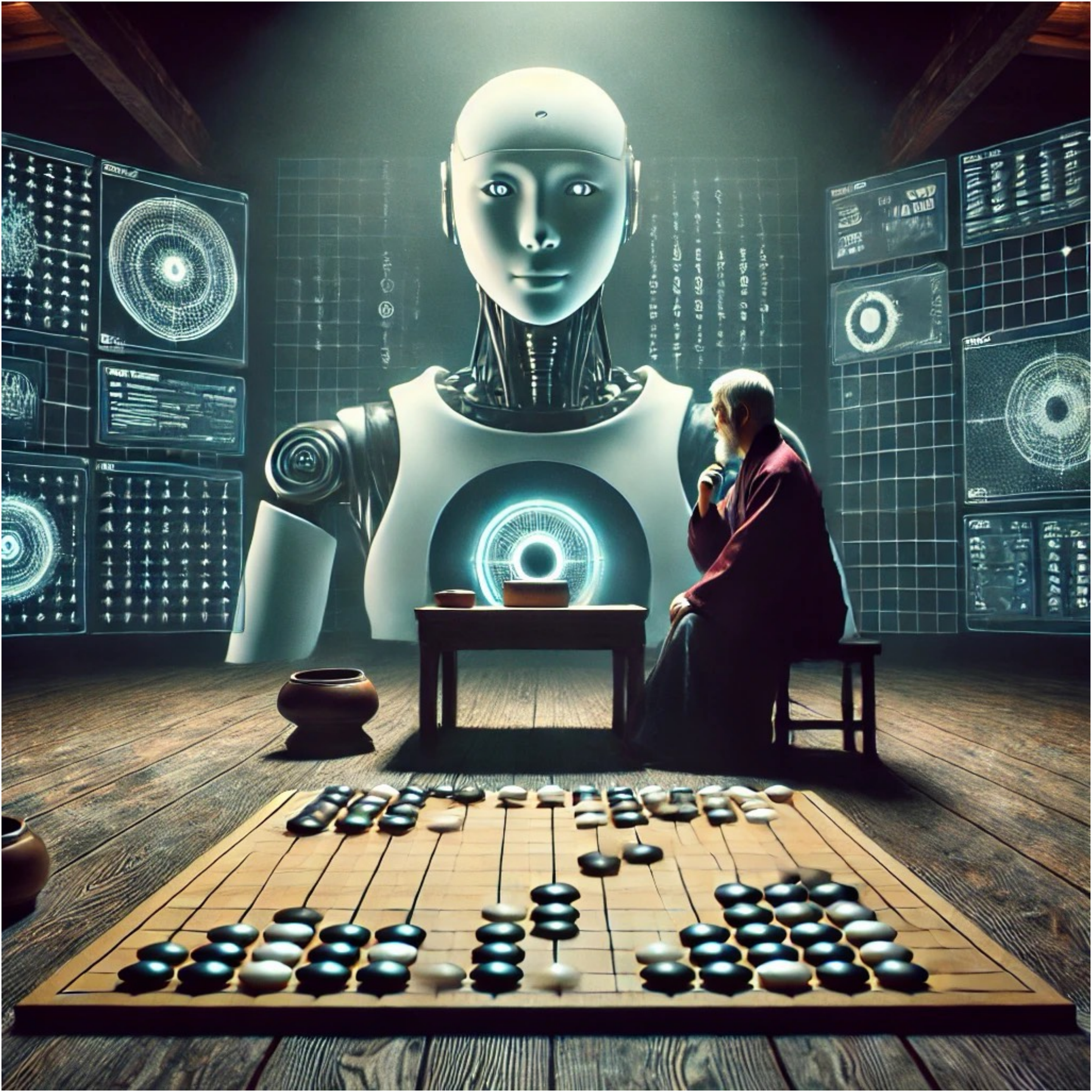
3



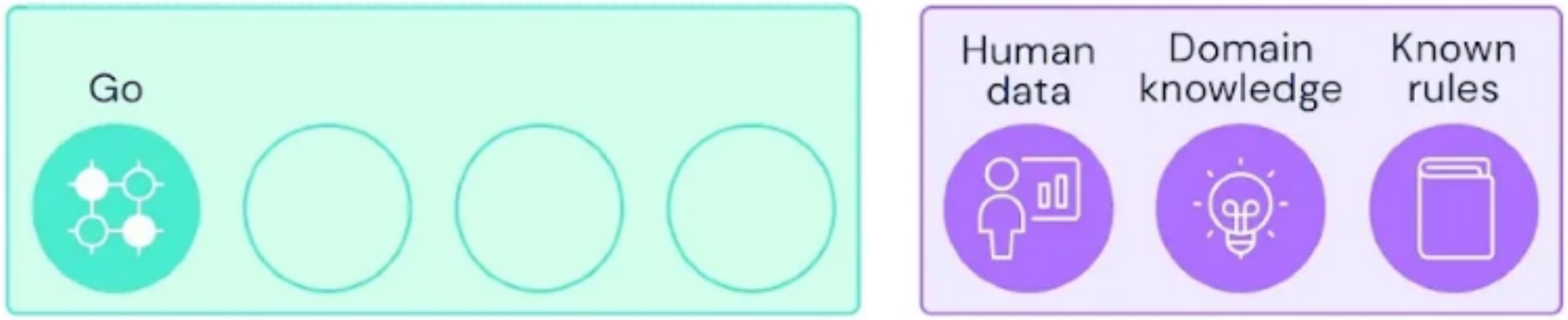
AlphaGo

# Model-based reasoning for games

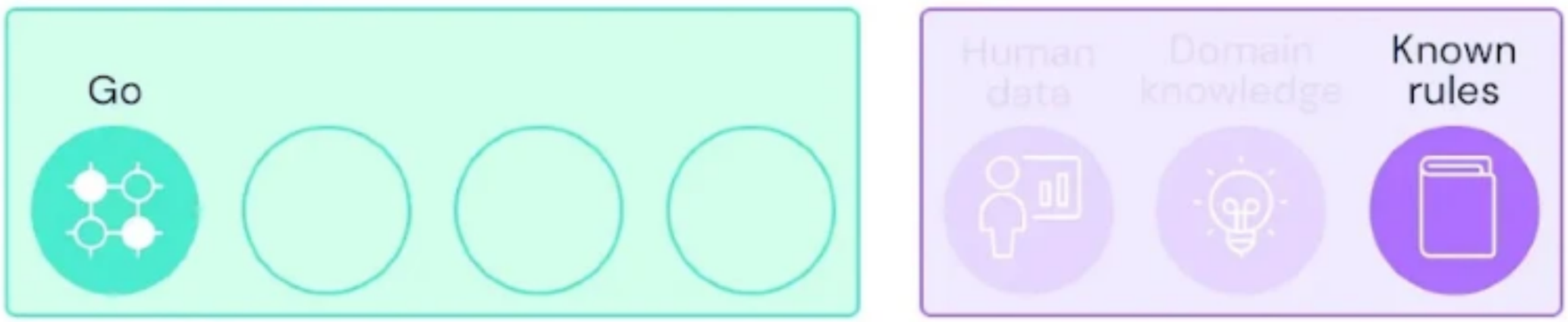
Silver et al. (2016). Mastering the game of Go with deep neural networks and tree search. Nature, 529(7587), 484.



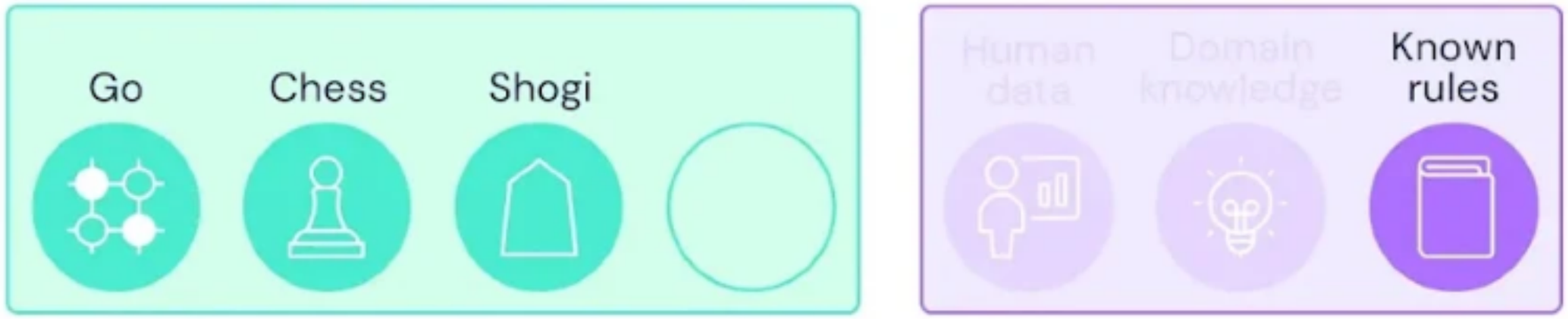





**AlphaGo** becomes the first program to master Go using neural networks and tree search
(Jan 2016, Nature)




**AlphaGo Zero** learns to play completely on its own, without human knowledge
(Oct 2017, Nature)

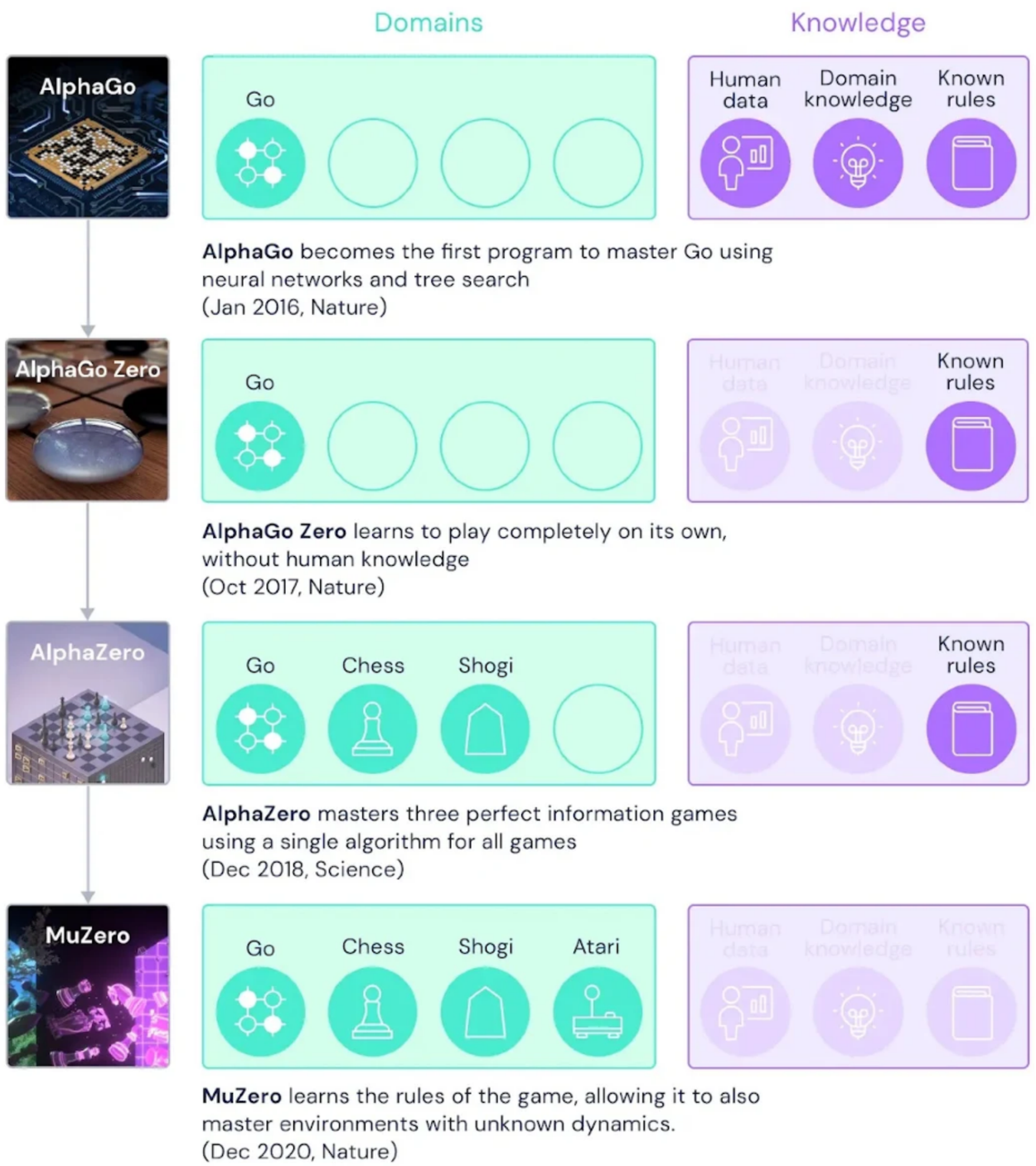



**AlphaZero** masters three perfect information games using a single algorithm for all games
(Dec 2018, Science)


**MuZero** learns the rules of the game, allowing it to also master environments with unknown dynamics.
(Dec 2020, Nature)

# AlphaGo

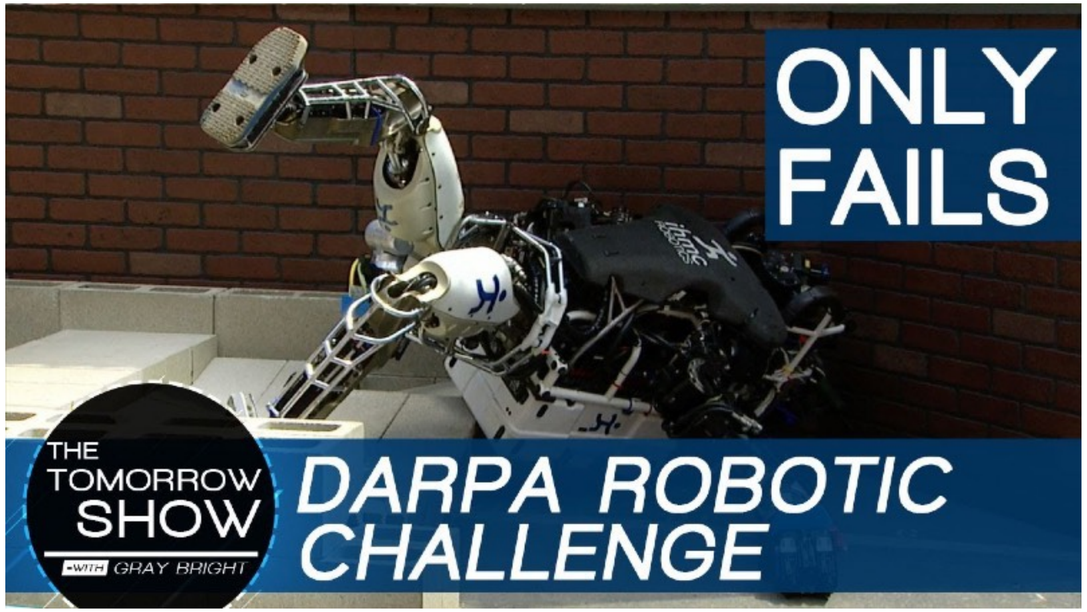
## Model-based reasoning for games



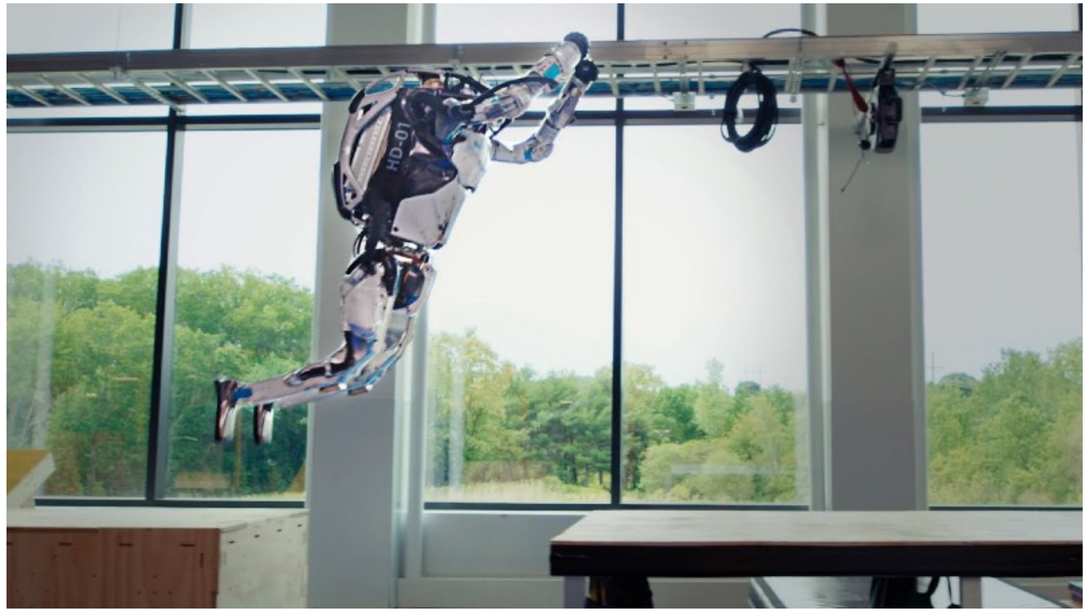

Silver et al. (2016). Mastering the game of Go with deep neural networks and tree search. Nature, 529(7587), 484.

FCAI

# Machine Learning for Robotics




DARPA Robotics Challenge 2015



Boston Dynamics Atlas - Partners in Parkour