

Connect Four Bot using Reinforcement Learning

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About the project

- Games form one of the most important learning curve in developing a child's intelligence
- Human brain learns from experience and develop a strategy to learn
- This type of learning is known as reinforcement learning
- Reinforcement learning is learning to analyze a current state and take an action that maximizes a future reward, through continuous interaction.
- Develop a bot to play Connect 4 game using reinforcement learning





Possible Approaches

- Using Neural Networks to decide on a policy
- Temporal difference learning (TDL), a well-known variant of the reinforcement learning
- N- tuple network to develop policy lasting over moves

Thank You