Ryan Handlon

COS 470 – Intro to AI

Professor Turner

Due: 2/18/21

Project Pre Proposal

I’m currently thinking of making a chess playing AI for my project. Recently I’ve gotten into chess and have playing a lot with my friends. I currently have a rating of around 1100 elo on chess.com compared to grandmasters who are rated 2500 elo and higher. So, while I’m not the greatest at the game, I think it would be cool to build an AI that could at least beat me. This would be an implementation project and I’d be working as an individual. I’ve read about chess AI implementations a little for this pre proposal and it seems like there are 2 options, a mini-max approach and or a deep learning approach. I’m not entirely sure which I want to do, but they both sound interesting. Generally there seems to be a lot of guides online for implementing the minimax approach while using things like Alpha-beta pruning and board evaluation functions to make it stronger. My concern about this approach is that there may be too easy given just how much information I was able to find so quickly online. The other option, using deep learning and/or a genetic algorithm sounds cooler and more interesting, but also very complicated and I’m not sure how I would even start implementing it.