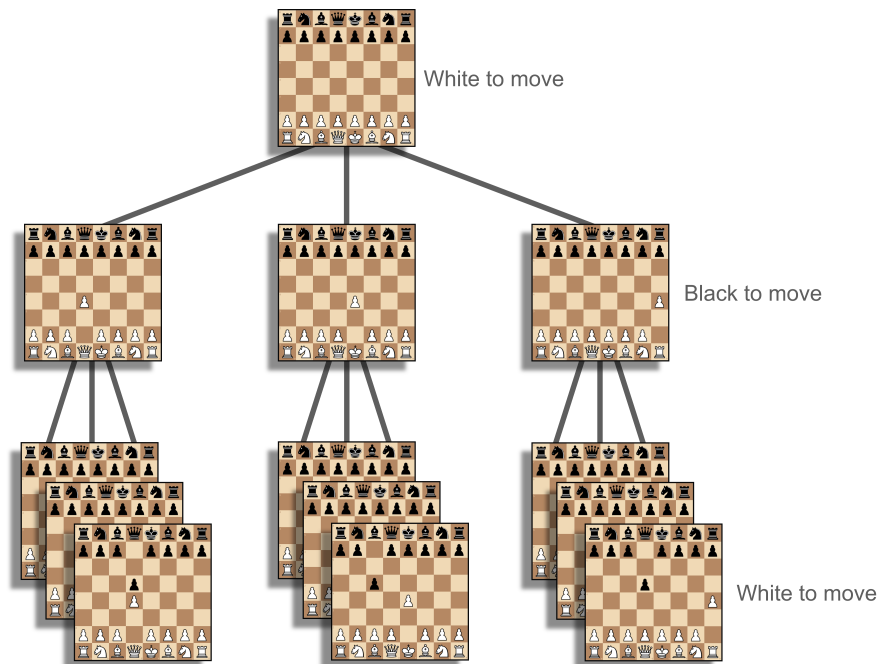


# Designing Chess Playing Programs using Deep Learning Algorithms



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## Contents

0	Idea and Motivation	2
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## 0 Idea and Motivation

Things I want to talk about :

- How and why did I choose this Maturarbeit ?
- Which Methods are there, why did I choose this specific Method ?
- How does this method (mathematically and intuitively) work? (explain with illustrations and formulas)

What are the advantages/disadvantages of this Method?