

# ANALYSIS OF REINFORCED NEURAL NETWORKS

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*Adam Amanbaev, Hugo Åkerfeldt, Jonathan Hallström, Romeo Patzer*

*Supervisors: Ulf Backlund & Bertil Lundberg*

## Abstract

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In late 2017 DeepMind announced a groundbreaking system in a preprint [1] and the results were astonishing. The system was called AlphaZero and utilized *artificial neural networks* in order to teach itself the game chess without any proprietary knowledge, except the rules. After approximately 9 hours it was able to beat the strongest hand-crafted engines, such as Stockfish and it had learned centuries of human knowledge of chess. In this paper we aim to study the effectiveness of different *neural networks* such as the one used in AlphaZero. To be precise, we will analyze the efficiency of those networks in combination with varying *algorithms*, *optimizations*, *hyperparameters* and *architectures* applied to the classic game and variations of connect-four.

**Keywords** — Machine Learning, AI, Reinforcement Learning, Neural Network, Deep Learning

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# **I Introduction**

## **I.1 subsection**

### **References**

- [1] Silver, David; Hubert, Thomas; Schrittwieser, Julian; Antonoglou, Ioannis; Lai, Matthew; Guez, Arthur; Lanctot, Marc; Sifre, Laurent; Kumaran, Dharshan; Graepel, Thore; Lillicrap, Timothy; Simonyan, Karen; Hassabis, Demis (December 5, 2017). "Mastering Chess and Shogi by Self-Play with a General Reinforcement Learning Algorithm".