

How can you develop Evolutionary Neural Networks which learn to play Board Games?

Implementation & Study of Evolutionary Neural Networks using the NEAT Algorithm

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Introduction

- 1.1 Motivation
- 1.2 Thesis Statement

Background

- 2.1 Neural Networks (NNs)
- 2.2 Evolutionary Competition (EC) & Genetic Algorithms (GAs)
- 2.3 Neuroevolution of Augmenting Topologies (NEAT)
- 2.4 Related Work

Building my NEAT

- 3.1 Beta Program
- 3.2 First Findings
- 3.2.1 Simple Nim
- 3.2.2 Nim
- 3.3 Complexification

Wrapping Up

- 4.1 Auto Review
- 4.2 Future Work

Appendix

- **5.1** Code
- 5.2 Data
- 5.3 Documentation
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