



# Mahjong model via Reinforcement Learning

Group 16

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# Goal and Progress

- **Goal**

Train an AI robot using reinforcement learning to play Taiwanese Mahjong in the most optimal way.

- **Progress**

Understand and implement Taiwanese Mahjong rules and game logic.

Define state and action spaces for the game.

Design a reward system for reinforcement learning.

Select and implement a reinforcement learning algorithm.

Train initial models with simulated games.

Evaluate and refine the models based on performance.



# Reference and Dataset

- Reference

<https://github.com/lucylow/Deep-Learning-Mahjong---?tab=readme-ov-file>

<https://arxiv.org/abs/2202.12847>

<https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=10179593>