# A Reinforcement Learning Approach for Solving Chess Endgames

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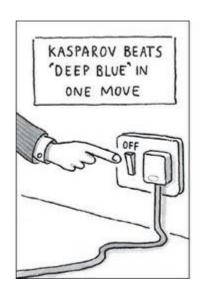
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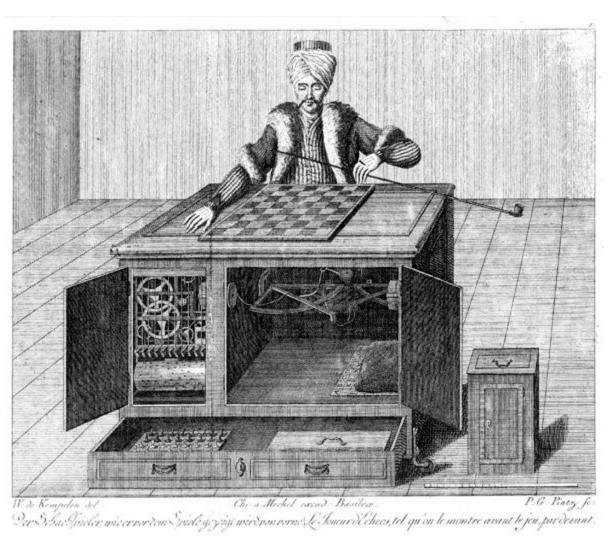
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### Introduction

- Chess and Al
- Chess endgames
- Our project
  - Reinforcement Learning
  - Q-Learning
- Results
- Final demo



### Chess and Al



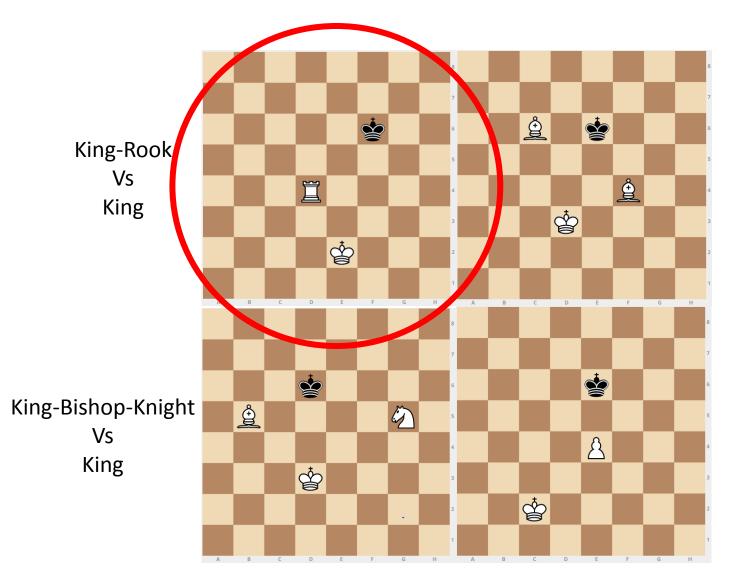
The Turk first "AI" chess player

### Chess and Al

Deep Blue computer Winning Kasparov



# Chess endgames



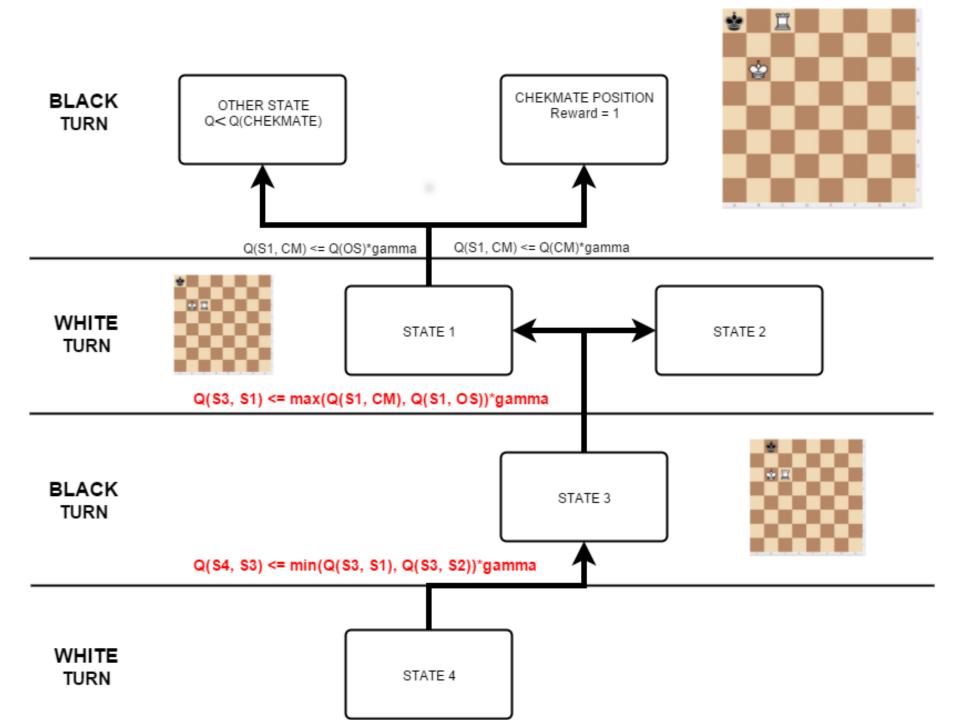
King-Bishop-Bishop Vs King

> King-Pawn Vs King

## Our Project

- Machine Learning Method: Reinforcement Learning
- Learning Algorithm: Q-Learning
  - Starting from a random position
  - Policy: Random exploration
  - Creation of a basic memory (with all the possible states 2\*64^3)
  - Training of the agent

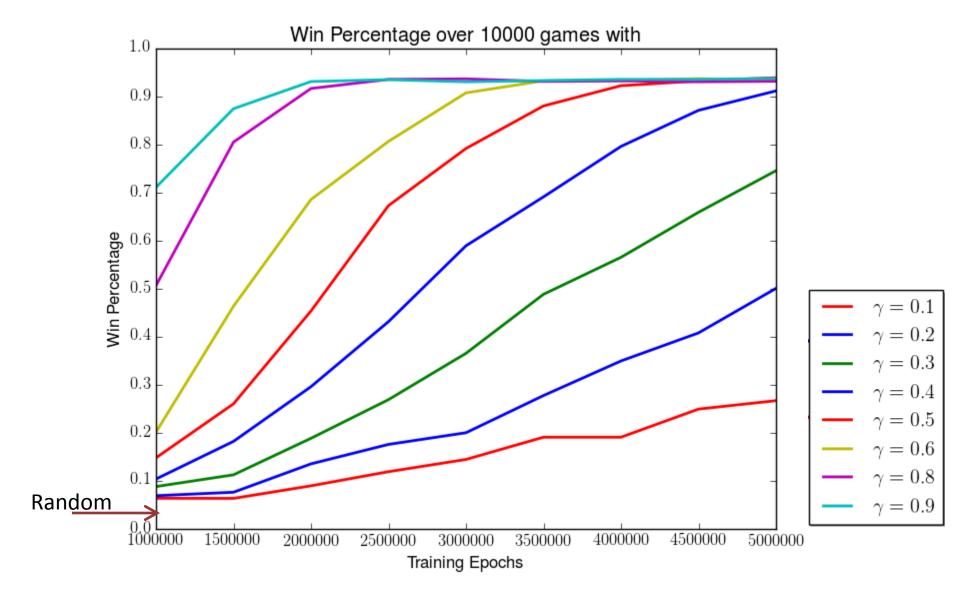
$$Q_{t+1}(s_t, a_t) = \underbrace{Q_t(s_t, a_t)}_{\text{old value}} + \underbrace{\alpha_t(s_t, a_t)}_{\text{learning rate}} \cdot \left(\underbrace{\underbrace{R_{t+1}}_{\text{reward discount factor}} \underbrace{\max_{a} Q_t(s_{t+1}, a)}_{\text{estimate of optimal future value}} - \underbrace{Q_t(s_t, a_t)}_{\text{old value}}\right)$$



# Playing process (after training)

1. Black plays 2. White plays 雪置 3. End 4

### Results



# Expansion, restrictions and improvements

- How can we expand?
  - Try different algorithms and compare them
  - Try different endgames
- Restrictions
  - Too big data set (2\*64^3)
  - Approximately 30.5 million states with 4 pieces
- Improvements
  - TD learning where you only save states and not actions
  - Multithreading
  - Data compression

#### LITTLE KNOWN CHESS FACTS #2

Thank you

THE WHITE AND BLACK KINGS ARE, IN SECRET, **DEEPLY** IN LOVE.

