

Human-Chessbot: Training a Neural Net- work to Play Chess Like a Hu- man

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Abstract— This report presents the development and evaluation of Human-Chessbot, a neural network-based chess engine designed to play chess in a human-like manner. Unlike traditional chess engines that prioritize optimal play, this project focuses on creating an AI that mimics human decision-making patterns and playing styles.

Index Terms— Chess, Neural Networks, Machine Learning, Human-like AI, Deep Learning

Introduction

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This report is organized as follows: Section 2 provides background on chess engines and related work, Section 3 describes the methodology used to develop the system, Section 4 details the implementation, Section 5 presents results and evaluation, Section 6 discusses findings and limitations, and Section 7 concludes with future work directions.

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