Mdnotes File Name: <u>undefined</u>

Extracted Annotations (2022-01-10)

"In contrast, the AlphaGo Zero program recently achieved superhuman performance in the game of Go, by tabula rasa reinforcement learning from games of self-play." (Silver et al 2017:1)

"In AlphaGo Zero , self-play games were generated by the best player from all previous iterations." (Silver et al 2017:3)

"After each iteration of training, the performance of the new player was measured against the best player; if it won by a margin of 55% then it replaced the best player and self-play games were subsequently generated by this new player." (Silver et al 2017:3)

"Self-play games are generated by using the latest parameters for this neural network, omitting the evaluation step and the selection of best player." (Silver et al 2017:4)