Chess Engine Optimisation using Naïve Bayes

Progress Update 2

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Progress so far

So far I have started a naïve bayes model and have trained it using Material Balance and evaluated it using a F1 score.

Currently working on

Now I need to preprocess my data further and create new features that I can use to train my model.

Next Steps

Now I need to train the model on more features and also evaluate the model and also consider which features are useful and which are not needed.