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**Assessment Cover Page**

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| *Module Title* | AI Concepts to Implementation |
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I further confirm that this work has not previously been submitted for assessment by myself or someone else in CCT College Dublin or any other higher education institution.

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# Introduction

# Task 1 – AI and Chess (500words)

Artificial Intelligence (AI) has been inspired by chess for decades, sparked by the IBM’s Deep Blue programs one point victory over then chess world champion Garry Kasparov in 1997. (Campbell, et al., 2002) This section will analyse AI strategies that have been applied to chess gameplay by two chess engines, Stockfish and AlphaZero.

The first chess engine that will be analysed is Stockfish.

The second chess engine that will be analysed is AlphaZero. This is an AI based chess engine that uses Monte Carlo Tree Search and convolutional neural networks (CNNs) to play chess. It uses neural network to appraise positions and predict the best moves. The Monte Carlo Tree Search is used to predict the best next move by using its repeated learnings from previous games. Both the neural network and the Monte Carlo Tree Search are trained together, which means both the ability to examine positions, and its search capabilities are improved continuously. By using this strategy, AlphaZero continuously becomes a better chess engine. (Degni, 2023)

AlphaZero uses the Monte Carlo Tree Search algorithm for decision making on the best moves by using repeated sampling. The algorithm performs random sampling in the form of simulations and then remembers the statistics of moves made to make more educated choices in future games. The search tree starts at the root and works through the branches of the trees according to the node values. The tree is expanded on each move with the node value of the highest probability. Then the algorithm goes back through the tree, updating the probability values of previous nodes passed. After many samples are gathered, the child node with the highest number of samples is selected. (Świechowski, et al., 2023)

Deep CNNs are used by AlphaZero for evaluation of moves and to assign a value to nodes in the tree search. Statistics from millions of self-play chess matches, where AlphaZero plays both sides, is generated. The self-play removes the reliance on human experts and tendencies, letting AlphaZero correct its mistakes and develop game strategies. Following the outcome of a self-play game, the CNN is trained to minimise the loss. During the game the CNN aims to predict the game result and look ahead at future moves to learn probabilities for the tree search. (Maharaj, et al., 2022)

After only four hours of self-play, AlphaZero defeated Stockfish over 100 games, winning 28 and losing zero. (Degni, 2023)

*Research two Artificial Intelligence (AI) strategies that have been used to play chess. Describe the theory and concepts used within these strategies and how they relate to AI.*

# Task 2(b) – Computer Games and AI (500words)

*AI has been essential in computer games since the 1960s. Provide an example of two AI strategies that are used in modern games. You should identify the algorithm being used, provide a high-level description of the algorithm and provide an example of a game where this algorithm has been implemented.*

# Task 3 – AIBO (500words)

*SONY has developed a robot puppy named AIBO. You can find information about this robot at https://us.aibo.com/. a) Discuss the AI characteristics that you think the AIBO exhibits. [15 marks] b) Discuss AI characteristics that you think it still lacks. [15 marks]*

# References

Campbell, M., Hoane Jr, A. & Hsu, F., 2002. Deep Blue. *Artificial Intelligence,* 134(1-2), pp. 57-83.

Degni, R., 2023. *The Ultimate Checkmate: AI and Chess Engines.* [Online]   
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[Accessed 10 November 2024].

Świechowski, M., Godlewski, K., Sawicki, B. & Mańdziuk, J., 2023. Monte Carlo tree search: A review of recent modifications and applications. *Artificial Intelligence Review,* 56(3), pp. 2497-2562.