Tile: Performance of Artificial Intelligence (AI) algorithms in games.

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Abstract:

Machine learning is a new and exciting topic in the field of AI. This project will show the performance of two AI algorithms in the game of connect four, which is implemented in Unity. The standard Alpha-beta pruning algorithm is compared with the reinforcement algorithm which is in the available toolsets of Unity. Through analysis of the Machine Learning agents, the rules of the game is visualized through their emergent behaviors. These behaviors can be extrapolated to other games and find hints towards their solutions through the agent interactions.