AlphaGo

CODEGIRLS2016

下棋的机器人/人工智能

- Board games: chess, checkers, backgammon etc.
- Classic AI: A* search etc.
- Reinforcement learning: learning based on a signal from the environment

- Alphago has three components: supervised policy network, reinforcement policy network, value network
- Why can we use convolutional neural networks in the value and policy networks?
- Incorporated with Monte Carlo Tree Search
- Objective of model is to not win more stones, but maximize probability of winning

- Compare with Deep Blue: Alphago evaluated fewer positions, but more precisely with its value network, and places moves intelligently using the policy network; Alphago does not use handcrafted value functions, but general-purpose methods which are trained through game-play