Machine Learning / Project Proposal

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- 1 Introduction
- 2 Application

We will train a computer to play chess end-games.

- 1. Learn to play from the dataset
- 2. Something

3 data set

We will use the Chess (King-Rook vs. King-Pawn) Data Set from the UCI Machine Learning Repository

4 Methods

5 Setup of Experiment

6 Programming language

7 Planning

References