Mutual Training in Late-Game Chess: A Comparison Between Dataset-Based and Reinforced Learning Algorithms

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1 Application

We will train a computer to play chess end-games involving 4 or 6 chess pieces. Several 'agents' will be designed, each using a different machine learning technique. Then we will do the following.

- 1. Train agents using a dataset.
- 2. Train agents by having them play against each other.

We will then do the following.

- 1. Compare the rate of succes between data-learned agents. For this we will find the correct evaluation metrics in literature.
- 2. Compare the rate of succes between play-trained agents.
- 3. Compare the play-trained agents with data-trained agents. We want to see if the play-trained agent is able to compete with the data-trained algorithm, and if it will surpass it in skill.
- 4. If time permits, we modify the data-trained agent to learn from games it plays while teaching the other algorithms.

2 Data set

We will use the Chess (King-Rook vs. King-Pawn) Data Set from the UCI Machine Learning Repository 1 .

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¹ https://archive.ics.uci.edu/ml/datasets/Chess+(King-Rook+vs.+King-Pawn)

3 Methods

For reinforced learning we will definitely use Q-learning. We will explore other options in the first week, not necessarily deep learning.

4 Programming language

We will use the Python programming language. We are familiar with this language and many machine learning libraries are available for it.

5 Planning

The final presentations are on the 24-25th of January, after which we have ten more days to finish the report. We therefore have about 6 weeks after handing in the project proposal until the presentations.

- 1. Find metrics and clarify goals for our investigation, formalizing our intentions. Investigate if our chosen algorithms are suited. (1 week)
- 2. Implement algorithms (3 weeks)
- 3. Run simulations and training. (1 week)
- 4. Analysis on data. (1 week)
- 5. Make the presentation. (1 week)
- 6. Make the final report. (1 week)

	1	
week	date	task
1	20-26/11	1
2	27/11-4/12	2
3		2
4		2
5	8/1 - 11/1	3
6	11/1 - 18/1	4
7	18/1 - 24/1	5
8	24/1 - 1/2	6