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Metaheuristic Chess Artificial Intelligence

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Abstract

Index Terms: *chess, metaheuristics, artificial intelligence, ant colony, genetic, simulated annealing*

1 Introduction

Hello

2 Optimization Problem

The problem describes a standard game of chess, with a square board of 64 fields. Two players have to consecutively move a piece the board onto another field according to complex, well-defined rules. Our task is to find the series of movements in a game of chess that gives the best chance of winning the game in the end. The starting position of pieces can be arbitrary.

2.1 Mathematical model

From card, expand on it

3 Experimentation system

About the application

3.1 UCI

3.1.1 Firenzina

3.2 GUI

About the GUI

4 Algorithms

4.1 Ant colony

4.1.1 what?

4.1.2 gui/experiment

4.1.3 result

4.2 Genetic algorithm

4.2.1 what?

4.2.2 gui/experiment

4.2.3 result

4.3 Simulated Annealing

4.3.1 what?

4.3.2 gui/experiment

4.3.3 result

5 Conclusion

It was fun / not fun.

References

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