

Meeting summary

We had one meeting (45 min) with Mathis on **March 17** at 12 am.

We did send our current project plan and all information gathered until that point of time in advance. During the meeting, we went through our document and presented our idea, as well as asked remaining questions.

The following points summarize the results of our discussion:

- We will cut the games after a certain length to save computational power.
- For simplicity, we will exclude all game variants such that we only work with standard chess game data.
- We will use word-level tokenization, i.e. each move is a token (not character-level tokenization) to reduce computational cost
- We will use PGN (SAN) notation, which is the simplest choice, because the chess games on Lichess are already written in this notation.
- Top-p sampling is a good method to use.
- We will start to use a small-sized GPT-2 model and look from there if we have the computational power to use a larger model.
- Training will take lots of computational effort and time.
- We will try to implement a gameplay interface, where human players can challenge the model.