

Checkmate with Al

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Agenda

- 1. Introduction
- 2. Model Overview
- 3. Algorithm Explanation
- 4. Code Structure & Implementation
- 5. Algorithm Performance & Results
- 6. Implications & Limitations
- 7. Conclusion & Q&A



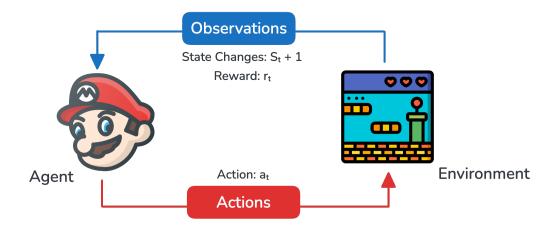
Introduction - Background

- Problem Statement: Implement an AI, which can play checkers against the player
- Why is reinforcement learning important?
- Project Goal: Train a RL gent, which can play checkers



Model Overview

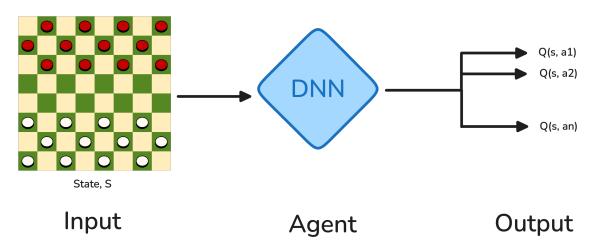
- What is our RL model trying to achieve?
- Type of RL Model: Q-Learning & Deep Q-Network (DQN)
- High-Level Concept: Interaction between Agent and Environment





Algorithm Explanation - Deep Q-Learning

- Reinforcement learning technique to find optimal action-value function Q(s, a)
- Uses a neural network instead of a Q-table
- Action Selection: ε -greedy policy for exploration vs exploitation
- Experience Replay to improve stability





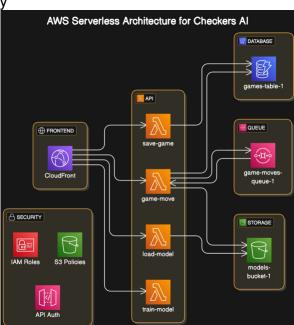


Code Structure & Implementation

Overview of Repository Structure

Key Libraries: Python, PyTorch, NumPy

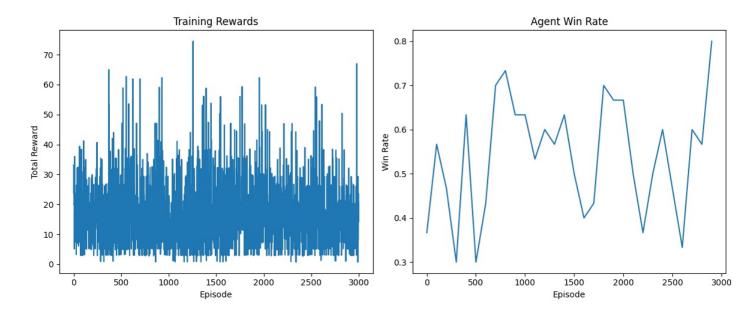
• Training and Evaluation Pipeline





Algorithm Performance & Results

• Performance Metrics: Reward over Episodes





Implications

- Application in Finance, Robotics, Gaming, and Cloud Optimization
- Enhancements for real-world decision-making
- Future research directions: Combining RL with Transformer models



Limitations

- High computational cost (even with latest GPUs)
- Inefficiency
- Generalization issues across different environments

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Conclusion & Summary

- Key Takeaways: Insights from Model Performance
- Challenges & Future Work



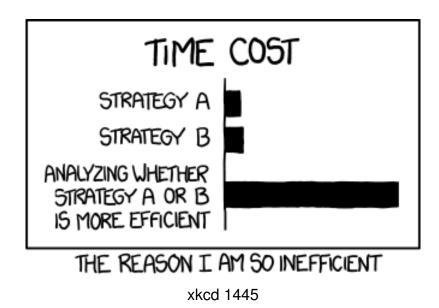
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Any Questions?



Thank You



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