Martin Přílučík – Artificial Intelligence nanodegree

Isolation - Heuristic analysis

# Purpose

The purpose of this document is to present review of research paper [Mastering the game of Go with deep neural networks and tree search](https://storage.googleapis.com/deepmind-media/alphago/AlphaGoNaturePaper.pdf) as a part Game-playing Agent project submission.

# Introduction

As a part of the project I was implementing an agent playing isolation game. Isolation is simple game compared to Go which has been view as the most challenging game for Artificial Intelligence given its huge search space and complexity in board and moves evaluation.

# Goal

Goal of the research was to achieve professional human level performance in the full-sized game of Go.

Go is game of perfect information. Generally these