Frankfurt University of Applied Sciences
Fachbereich 2: Informatik und Ingenieurwissenschaften
Informatik (B.Sc.)

Creating virtual chess commentators using neural networks

Subtitle

Abstract

Computer generated move analysis has become an essential part of today's chess world. This scientific work deals with the question of how neural networks can be used to analyze chess games and create a virtual chess commentator. In particular, we will look at what it takes to represent a chess board that can be used by the neural network to plan and compare moves in order to make an appropriate evaluation of a game of chess. Based on this evaluation, we will look at how the neural network can convert the analysis into natural language that humans can understand.

Lecturer: Konstantin Ernst
Course: Künstliche Intelligenz und wissenschaftliches Arbeiten
Winter Semester 22/23

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Declaration of authorship

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Max Semdner

Approved: _____

Date: _____

Contents

1 Introduction