CSC2541-f18 Course Project Proposal
Human-Like Chess Engine

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Abstract

We propose to create a chess engine with human-like behaviour. To do this we would take an existing engine and replace the policy selection with an algorithm that attempts to minimize risks in addition to winning. We do not know which algorithm will work so propose three as starting points.

- Intro
- lit review
- data
- chess engines
  - leela
  - stockfish
  - random agent
- methods
  - how to measure human like
  - supervised vs self play
  - leela training config
- results
  - win rates
  - kl
  - path following
- discussion
  - haibrid is not very good
  - future work needed
  - new engines are better
- conclusion

- elo dist
- board trajectories
- KL divergences
- winrate
- tie rates

References