



Bookmarks

- ▶ Artificial Intelligence Course: Getting Started
- ▶ Week 1: Introduction to AI
- ▶ Week 2: Intelligent Agents and Uninformed Search
- ▶ Week 3: Heuristic Search
- ▼ Week 4: Adversarial Search and Games

Week 4 Suggested Readings

4.1 Adversarial Search and Games

4.2 Minimax algorithm

4.3 Alpha-Beta Pruning

4.4 Stochastic games

Week 4: Adversarial Search and Games > Week 4 Suggested Readings > Week 4 Suggested Readings

Week 4 Suggested Readings

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Suggested Readings

Checkers,

Solved! <http://spectrum.ieee.org/computing/software/checkers-solved>

Google's AlphaGo Beat a Go World


Champion: <https://www.theatlantic.com/technology/archive/2016/03/the-invisible-opponent/475611/>

Poker is solved too!


WIRED: Inside Libratus, the Poker AI That Out-Bluffed the Best

Humans: <http://www.wired.com/2017/02/libratus/>

**Week 4 Quiz:
Adversarial
Search and
Games**

Quiz due Apr 10, 2017
05:30 IST 

**Week 4 Project:
Adversarial
Search and
Games**

Project due Apr 11,
2017 05:00 IST 

**Week 4
Discussion
Questions**

- ▶ Week 5:
Machine
Learning 1
- ▶ Week 6:
Machine
Learning 2
- ▶ Week 7:
Machine
Learning 3
- ▶ Week 8: CSP
- ▶ Week 9:
Reinforcement
Learning
- ▶ Week 10:
Logical Agents
- ▶ Week 11: AI
Applications:
NLP
- ▶ Week 12: AI
Applications
And Course
Review



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