Fast weight programmers implementation

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1 Objective

Proposition 1 *If a FWP and a weighted matrix are to play the same game of checkers with no training phase the FWP will play more efficiently.*

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4 Literature Review

5 Methods

5.1 American checkers rules

- played on a board perfectly latticed board
- pieces can move forward unless capturing
- to capture a piece must jump another piece (of opposite loyalty) diagonally forward
- pieces that reach the opposite side promote to "kings"
- "kings" can capture forward or backward

5.2 Experiment states

The different iterations serve to symbolize different stages of internal development. I devise the different stages by the amount of weakenings placed on the problem. We begin with a proposition 1, then create stages by applying weakenings to the problem such that proving these weakened stages will bring us closer to proving our original proposition[1].

[1]Such is the format for any complex direct proof