

EFFICIENTLY TRAINING NEURAL NETWORKS FOR IMPERFECT INFORMATION GAMES BY SAMPLING INFORMATION SETS

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RECONNAISSANCE
BLIND CHESS



IMPERFECT INFORMATION GAMES



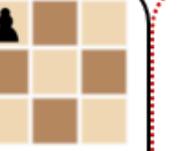
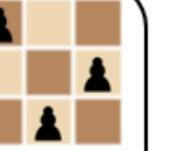


RECONNAISSANCE BLIND CHESS



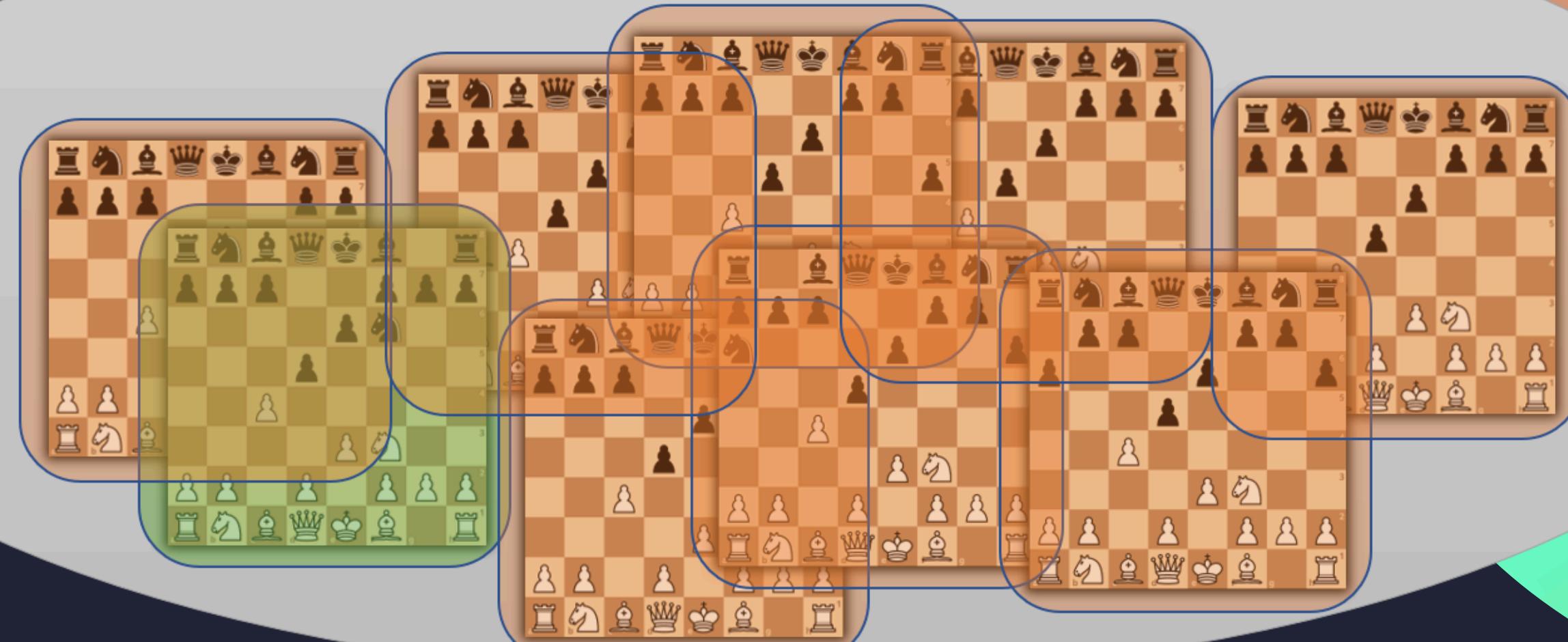


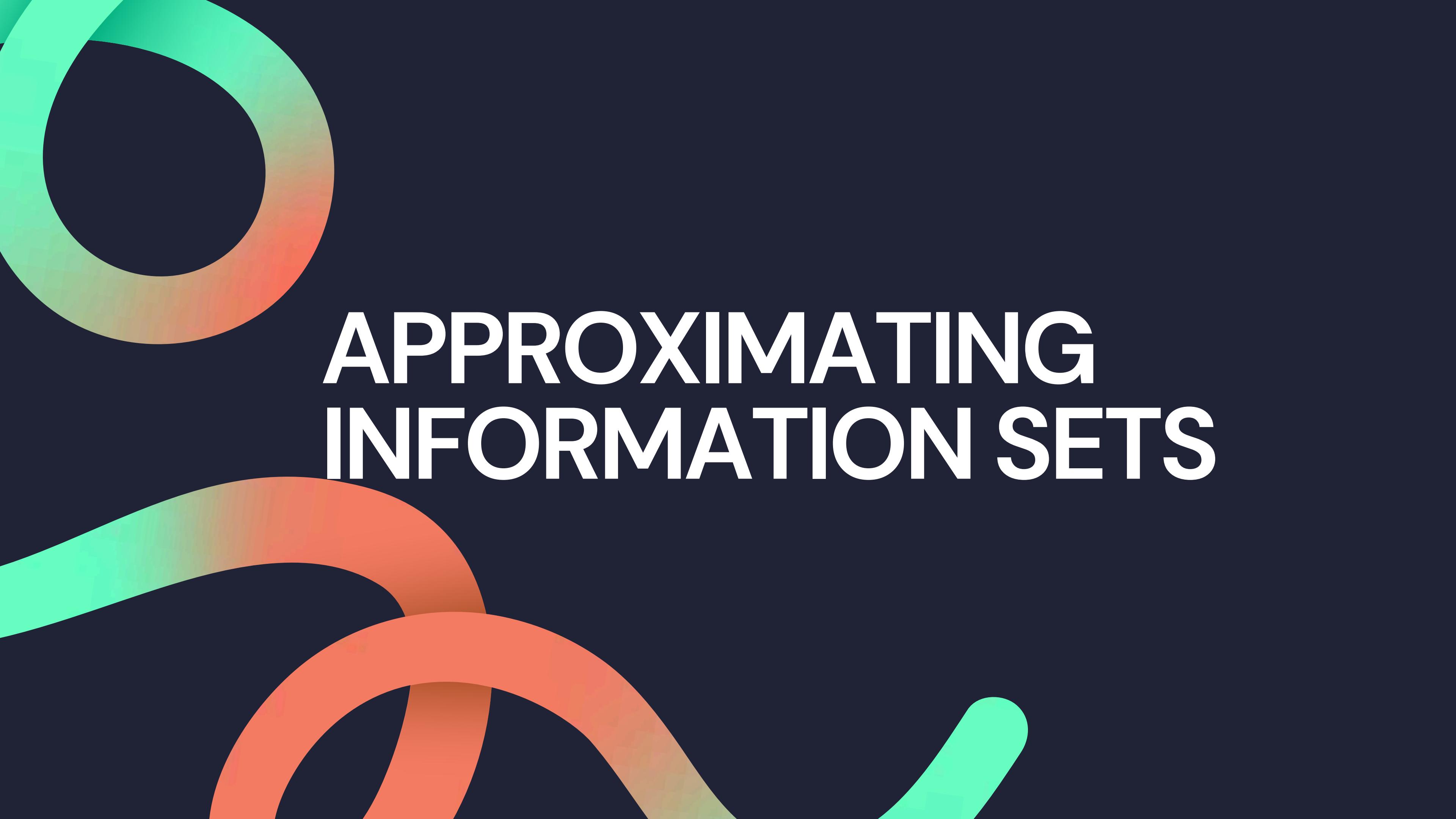


Opponent: Trout	Color: White
Sense ---- :	No capture
Move e3 :	✓
Sense c7 :	
Move c4 :	✓
Sense f5 :	
Move Nf3:	✓
Sense d6 :	

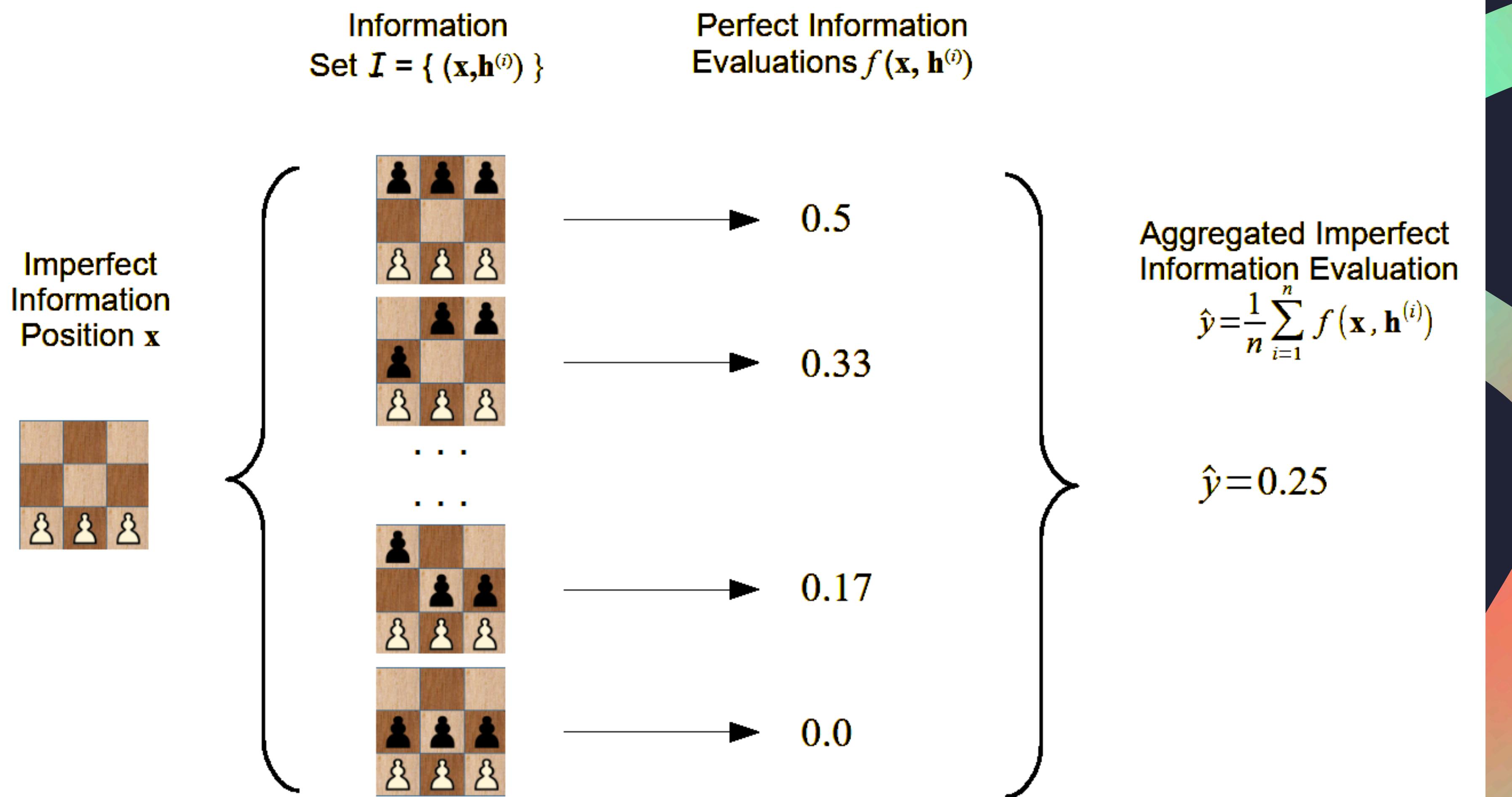


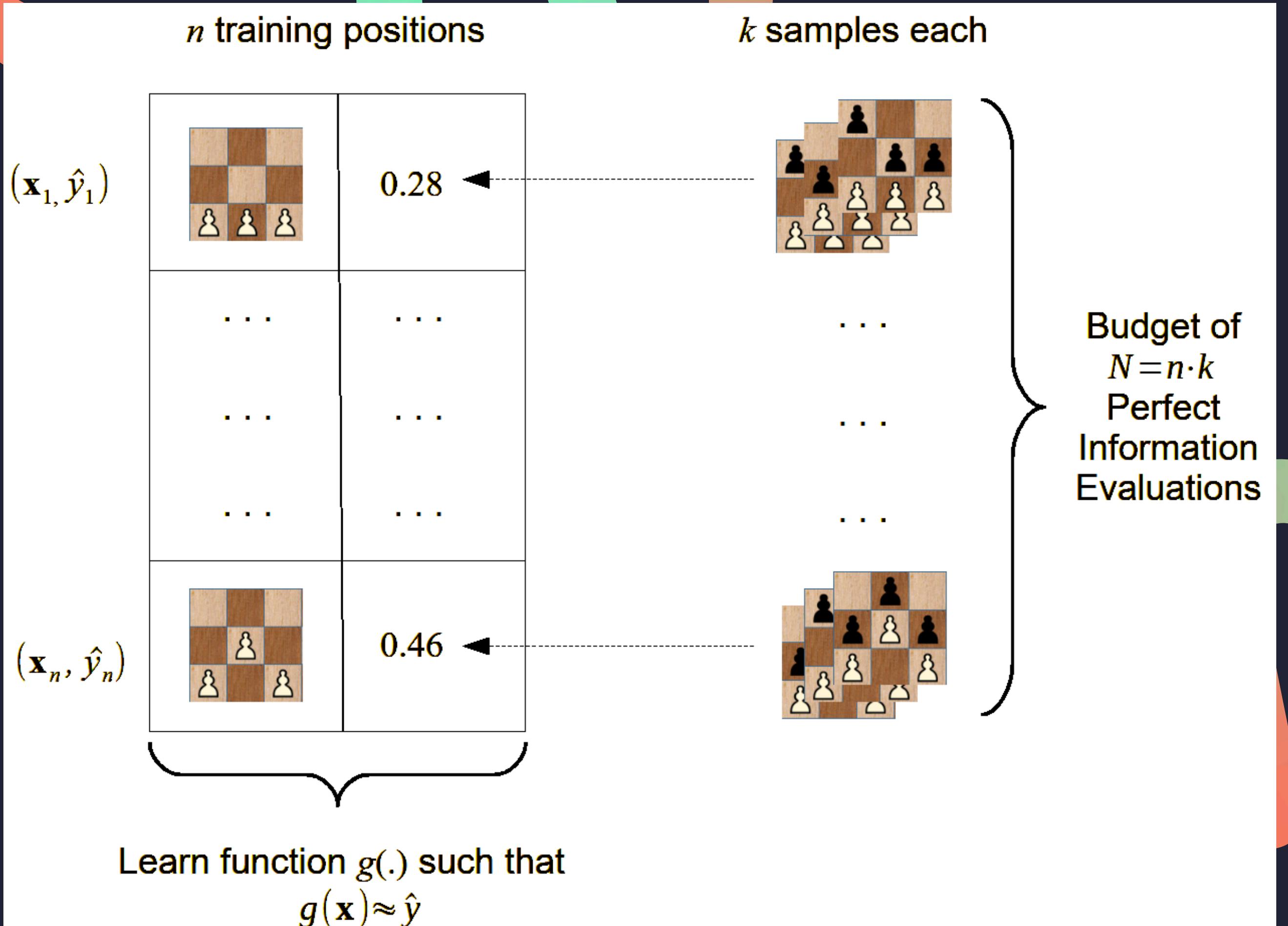
Information Set



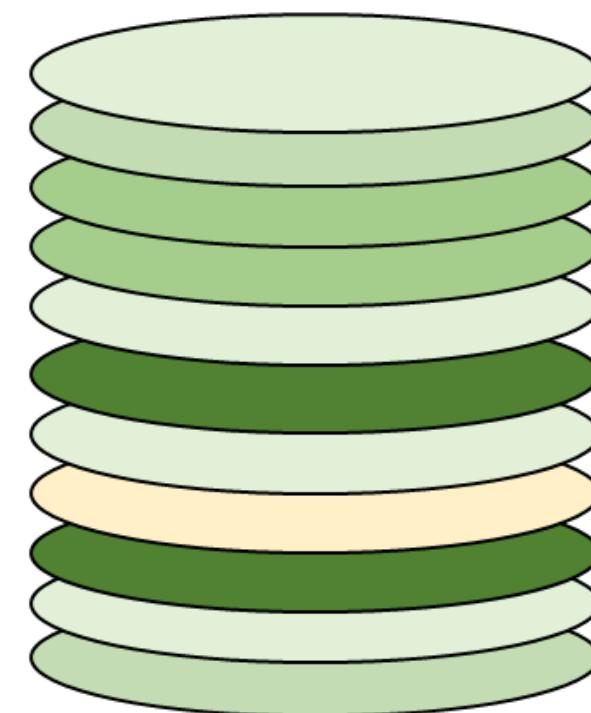


APPROXIMATING INFORMATION SETS

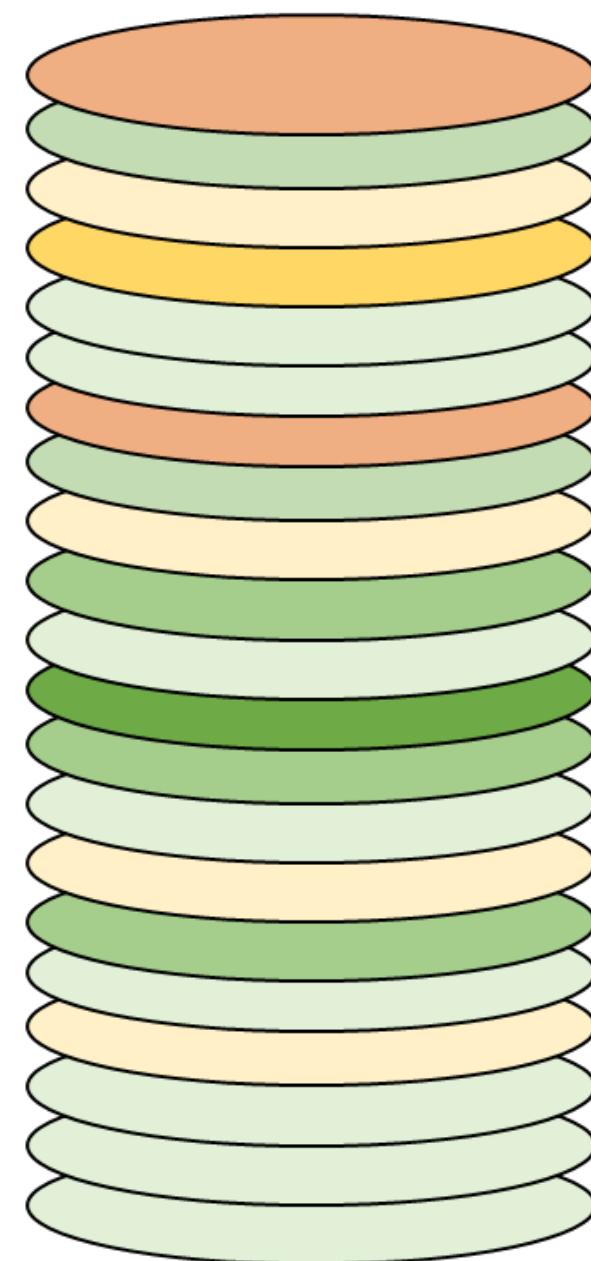


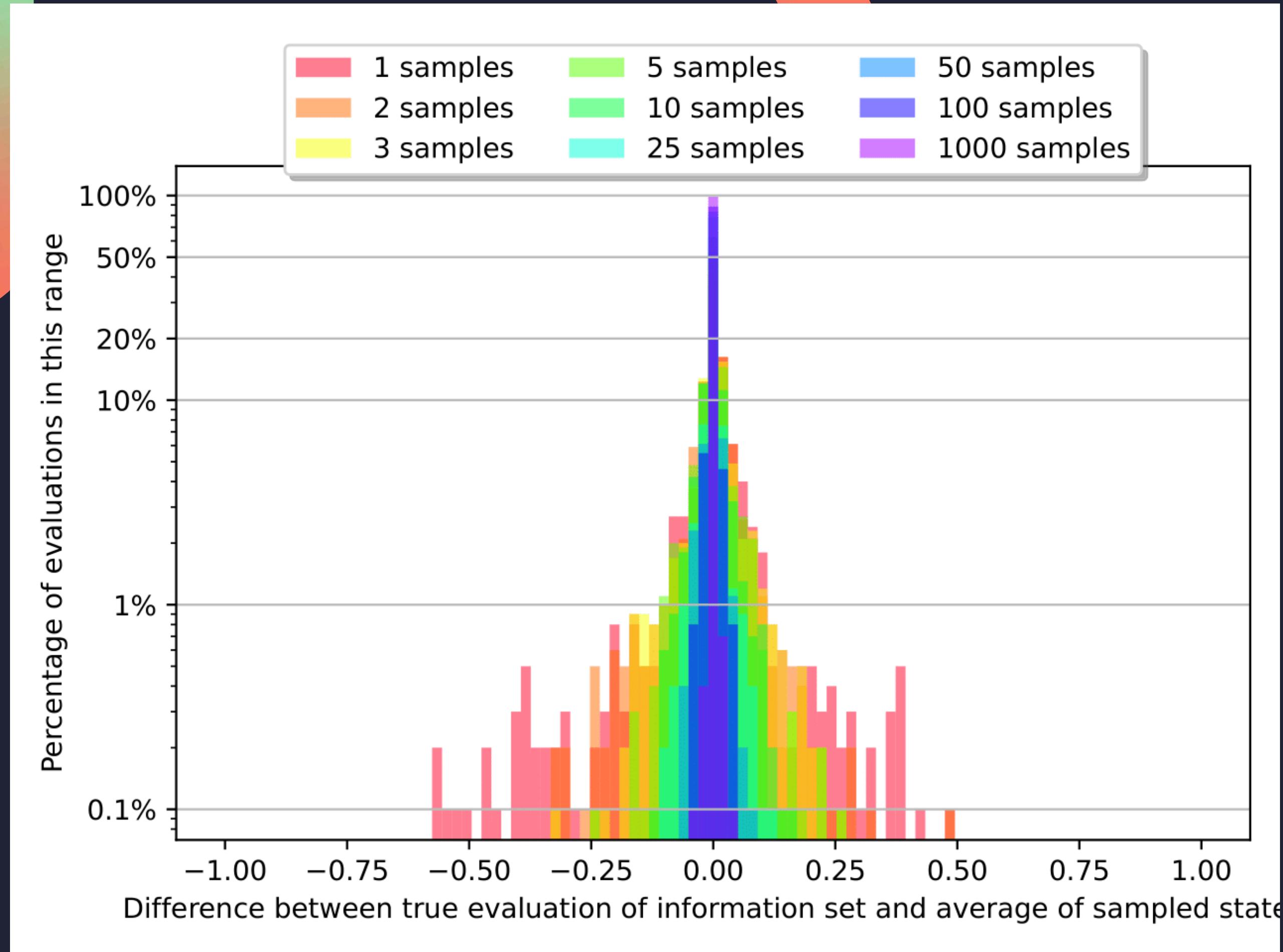


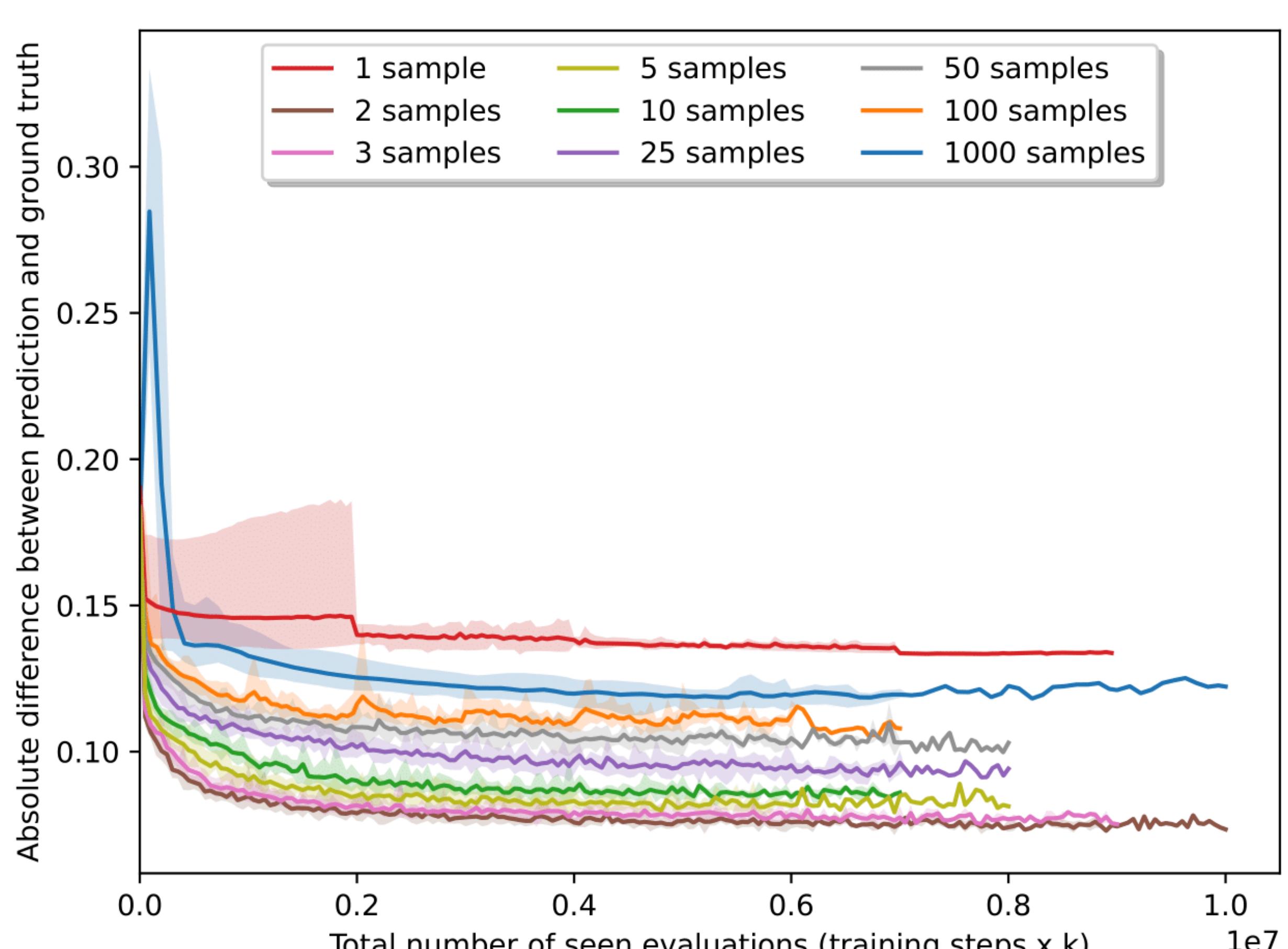
Larger k
Smaller n

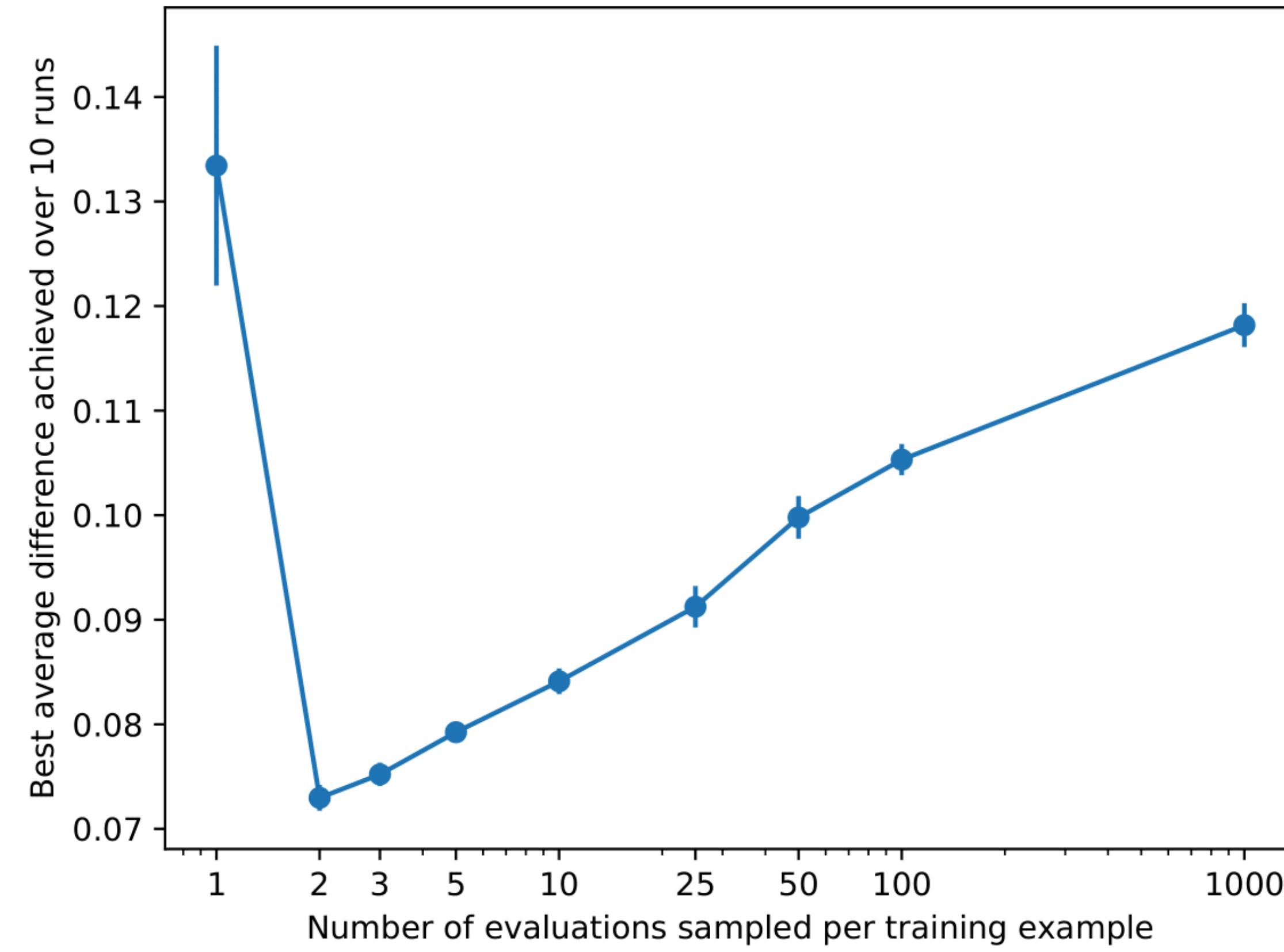


Smaller k
Larger n

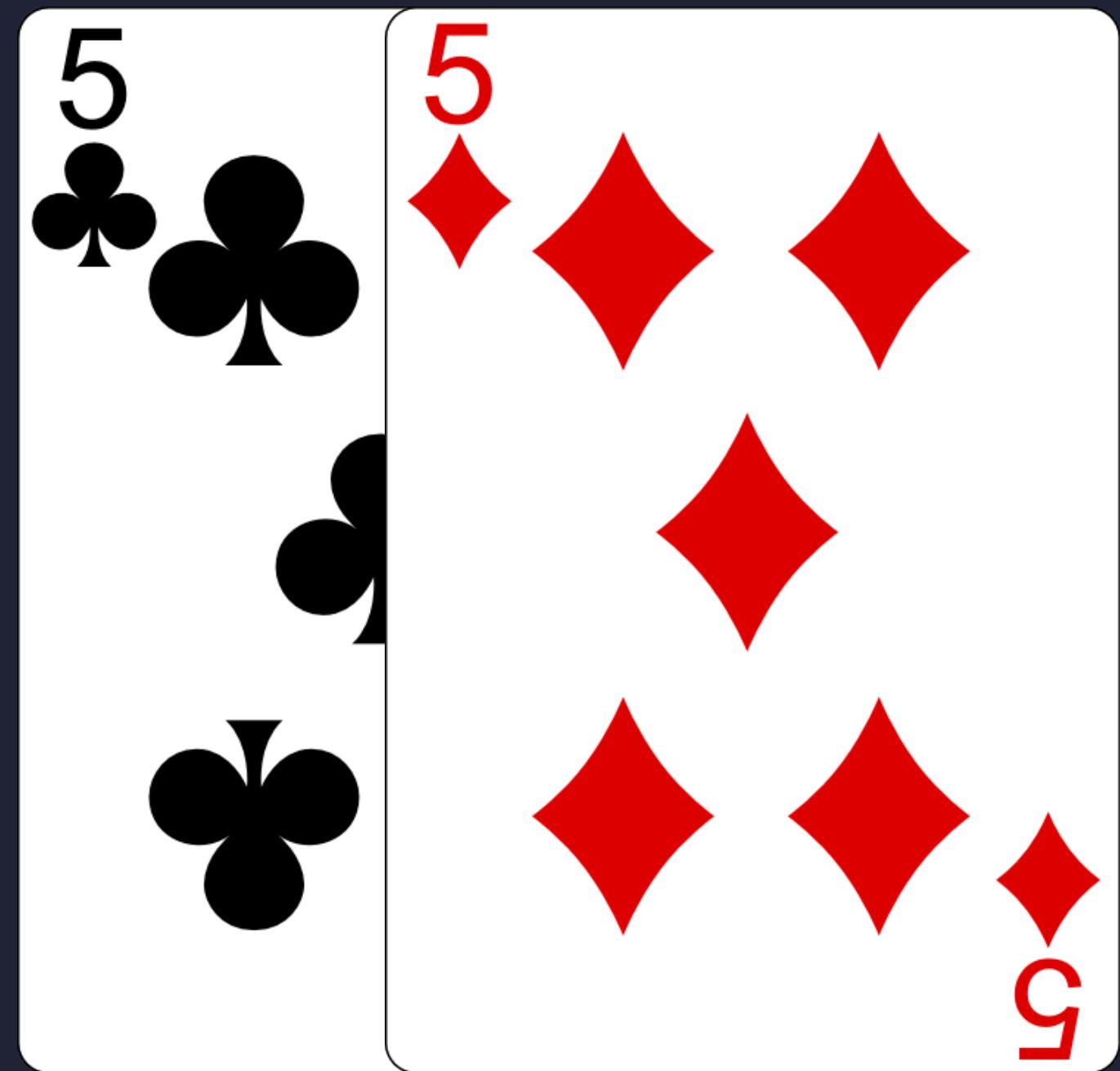
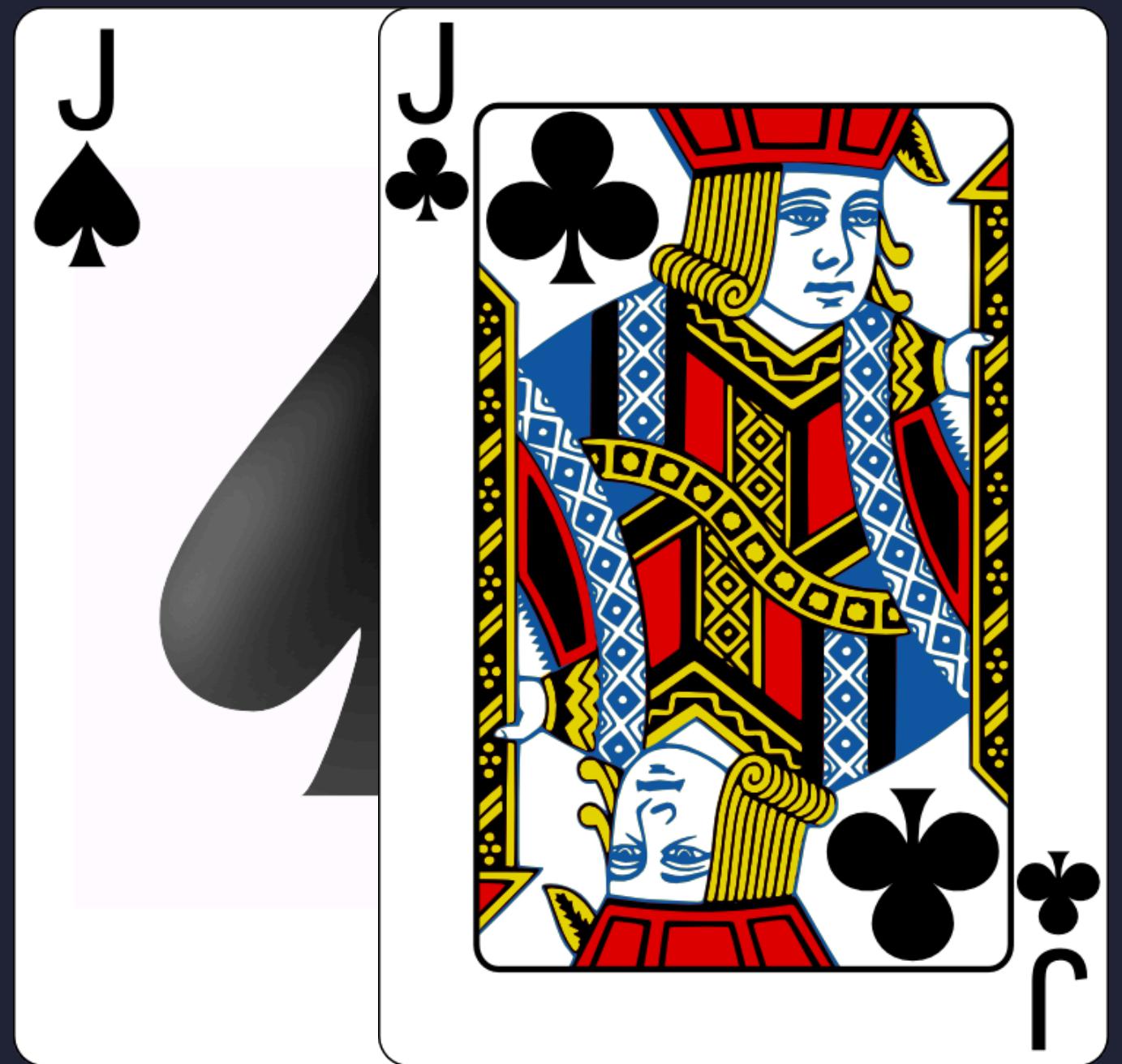




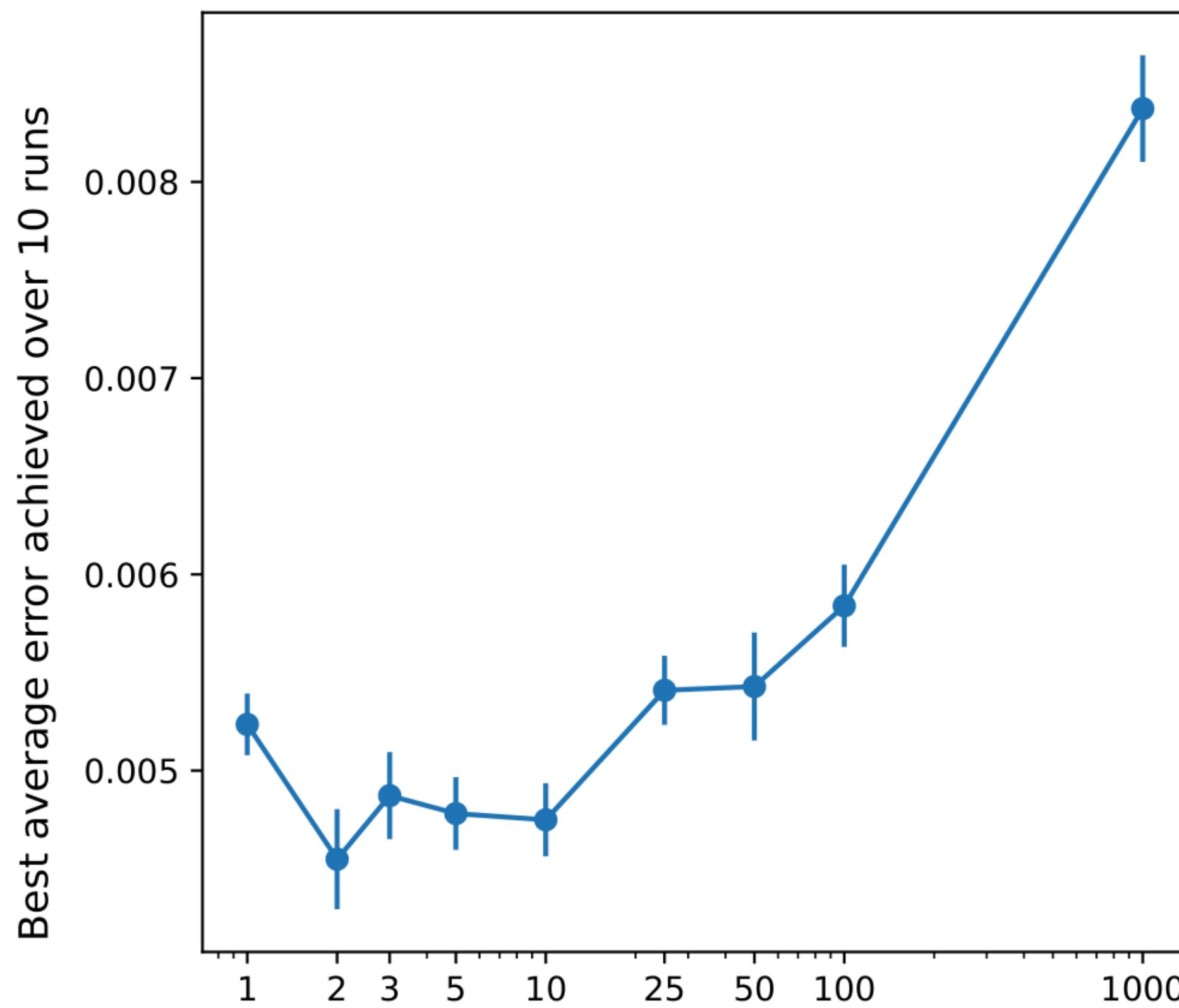




What is better?



Given 100 million evaluations



Takeaways

We want to build training datasets based on subsets of information sets

There is a clear trade-off between approximating more sets and receiving better estimates

Using 2 samples per information set empirically worked best



THANK YOU!

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