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The topic of presentation: Machine Learning and Neural Networks in board games

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Questions:

1. In paper 1, there is a Figure 2, "Strength and accuracy of policy and value networks".

Why after some value, increasing number of layers does decrease the win rate of AlphaZero?

1. In paper 2, there is a sentence "AlphaGo Zero tuned the hyper-parameter of its search by Bayesian optimisation. In AlphaZero we reuse the same hyper-parameters for all games without game-specific tuning. The sole exception is the noise that is added to the prior policy to ensure exploration (29); this is scaled in proportion to the typical number of legal moves for that game type."

Why is it important to add some noise to the prior policy to ensure exploration? Isn’t it possible to explore without any noise?