机器学习大作业

——关于《AlphaZero-Gomoku》代码的运行以及训练

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一、设计思路

由于对五子棋比较感兴趣,所以与宿舍同好桂壮飞同学,一同选择了这篇关于五子棋对战的"AlphaZero Gomoku"代码进行研究。

这是 AlphaZero 算法的一种实现,用于通过纯自玩训练来玩简单的棋盘游戏 Gomoku (也称为 Gobang 或连续五人)。Gomoku 游戏比 Go 或国际象棋简单得多,因此我们可以专注于 AlphaZero 的训练方案,并在几个小时内在单台 PC 上获得相当不错的 Al 模型。

我们在 Github 上下载了代码压缩包,得到如图 1 的文件。

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于是开始着手进行对代码的运行。

二、实现方法

首先我在电脑上安装了 python 对代码进行简单的试运行,显然是行不通的,程序会报错——no module named torch。根据查阅相关资料,以及对代码网站所给的提示,我安装了 1.1.0 版本的 pytorch。接着,我就能够运行 train.py 来对该五子棋 AI 进行训练。一下截图及为我训练 300 次对局的结果:

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训练结果每五十次会自动保存结果一次,以上及为我对 AI 进行 300 次训练的全部参数。通过简易的训练,可以大致观测出,随着训练场数的增加,AI 的胜率也在增加。管中窥豹,可见一斑。市面上最强的阿尔法狗,经过庞大的训练学习,胜率可想而知,其难求一败是归功于强的机器学习能力已经庞大的训练场数。

三、实验结果

我对其中的 human_play.py 代码进行运行,得到了如图 2 界面:

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于是我简单进行了如图 3 的人机对战:

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通过在 your more 后输入自己的下棋位置,来进行人机对战,0 位机器所下的棋,x 为我下的位置,对战过程由于篇幅限制暂时省略。通过与 AI 的对战,可以见得 AI 在训练后不俗的实力。

四、实验总结

在运行代码过程中,我了解到了机器学习的一部分运行环境。以及在使用 python, pytorch 等程序时,了解到英特尔处理器以及英伟达显卡的强大,也知道了 AMD 的处理器 以及显卡,在最新一代才陆续支持部分机器学习。但是想要真正研究大型的机器学习代码,还是需要专业的运算型显卡。通过这次机器学习大作业我也算是窥得机器学习的门道,也间接了解到了 AI 的强大。其强大在各个方面,包括出色的学习能力,优秀的适应能力以及机器独有的那一份"专注力"。总之,机器学习作为人工智能的一部分,在未来依然会有极大的发展空间,依然有许多值得我去探索的知识。