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Mastering Chess and Shogi by Self-Play with a General Reinforcement Learning Algorithm. ... AlphaZero achieved within 24 hours a superhuman level of play in the games of chess and shogi ...

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The game of chess is the longest-studied domain in the history of artificial intelligence. The strongest programs are based on a combination of sophisticated search techniques, domain-specific adaptations, and handcrafted evaluation functions that have been refined by human experts over several decades.

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Mastering Atari, Go, Chess and Shogi by Planning with a Learned Model. 11/19/2019 ? by Julian Schrittwieser, et al. ? 23 ? share . Constructing agents with planning capabilities has long been one of the main challenges in the pursuit of artificial intelligence. Tree-based planning methods have enjoyed huge success in challenging domains, such as chess and Go, where a perfect simulator is ...

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The DeepMind team applied MuZero to the classic board games Go, chess, and shogi as benchmarks for challenging planning problems, and to all 57 games in the open source Atari Learning Environment ...

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Mastering Atari, Go, Chess and Shogi by Planning with a Learned Model
Abstract Constructing agents with planning capabilities has long been one of the main challenges in the pursuit of artificial intelligence.

Mastering Atari, Go, Chess and Shogi by Planning with a ...

Computers can beat humans at increasingly complex games, including

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chess and Go. However, these programs are typically constructed for a particular game, exploiting its properties, such as the symmetries of the board on which it is played. Silver et al. developed a program called AlphaZero, which taught itself to play Go, chess, and shogi (a Japanese version of chess) (see the Editorial, and ...

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Mastering Chess And Shogi By Self Play With A General

Mastering chess and shogi by self-play with a general reinforcement learning algorithm Silver et al., arXiv 2017. We looked at AlphaGo Zero last year (and the first generation of AlphaGo before that), but this December 2017 update is still fascinating in its own right.

Recall that AlphaGo Zero learned to play Go with only knowledge of the rules and self-play.

[1712.01815] Mastering Chess and Shogi by Self-Play with a ...

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Artificial Intelligence: Mastering Chess, Then Societal ...

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Mastering Chess and Shogi by Self-Play with a General Reinforcement Learning Algorithm. Authors: David Silver, Thomas Hubert, Julian Schrittwieser, Ioannis Antonoglou, Matthew Lai, Arthur Guez, Marc Lanctot, Laurent Sifre, Dharshan Kumaran, Thore Graepel, Timothy Lillicrap, Karen Simonyan, Demis

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A general reinforcement learning algorithm that masters ...

AlphaZero shows that a single system can master three separate tasks (playing chess, shogi, and Go). However, it still approaches those tasks separately. As far as I can tell, AlphaZero does not take the knowledge it acquired through learning chess to develop a more general set of principles that it applies to shogi.

Mastering Chess and Shogi by Self- Play with a General ...

The action space for chess includes all legal destinations for all of the players' pieces on the board; shogi also allows captured pieces to be placed back on the board. Both chess and shogi may result in draws in addition to wins and

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losses; indeed it is believed that the optimal solution to chess is a draw [30, 20, 17].

DeepMind's MuZero teaches itself how to win at Atari ...

Yoshiharu Habu (Japanese: 羽生 善司, Hepburn: Habu Yoshiharu, born September 27, 1970) is a professional shogi player and a chess FIDE Master. His master is Tatsuya Futakami. He is the only person to simultaneously hold seven major professional shogi titles at the same time and is also the only person to qualify as a lifetime title holder for seven major titles.

A general reinforcement learning algorithm that masters ...

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Guez,1 Edward Lockhart,1 Demis
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? SOTA for Atari Games on Atari 2600
Zaxxon (Score metric)

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[5813cfc34d68ca59054354d3ba680356](https://arxiv.org/abs/1712.01775)

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