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<http://tomasm.cz/>

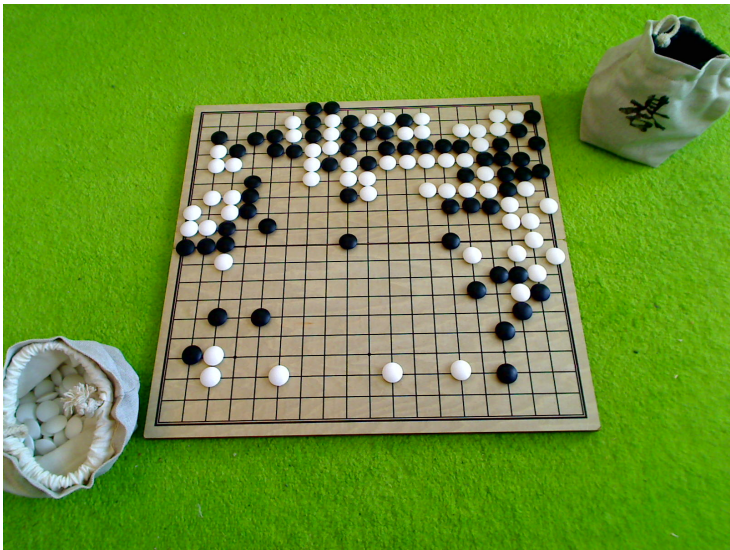
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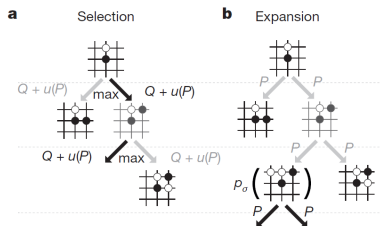
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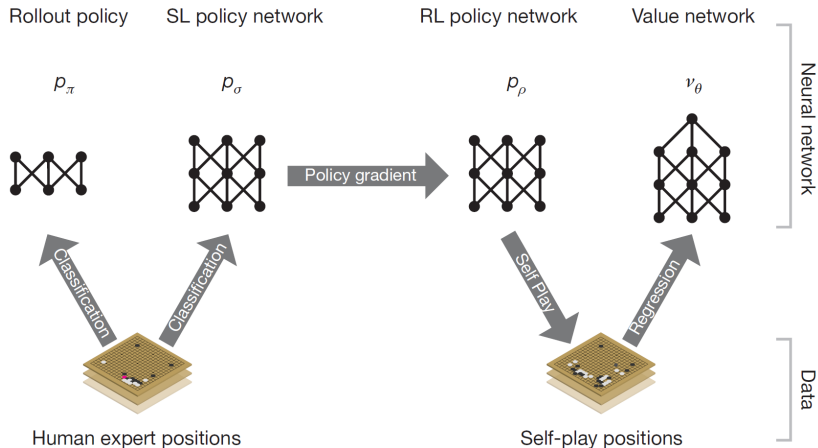
The game of Go



- specifics of Go
- min-max
- MCTS

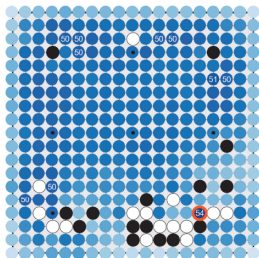


AlphaGo – networks

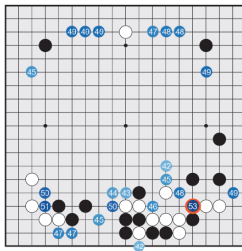


AlphaGo – selecting the move

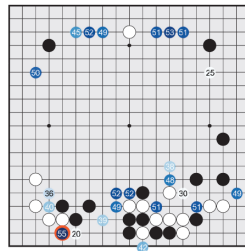
a Value network



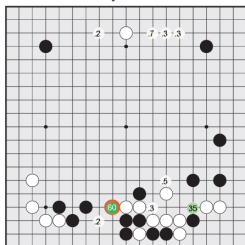
b Tree evaluation from value net



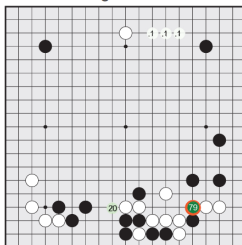
c Tree evaluation from rollouts



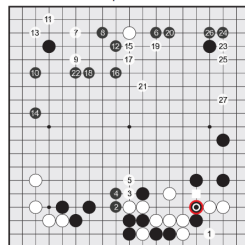
d Policy network



e Percentage of simulations



f Principal variation



AlphaGo vs. Fan Hui



AlphaGo vs. Lee Sedol



- deep learning
- combination of supervised and reinforcement learning
- combination of NNs and MCTS

Questions?



AlphaGo

