Contribution ID: **136** Type: **Oral**

OPTIMIZING ALGORITHM, BASED ON REINFORCEMENT LEARNING AND NEURAL NETWORK

Contact Phone

+38(044)5851680

Abstract

A long-standing goal of artificial intelligence is an algorithm that learns, tabula rasa, superhuman proficiency in challenging domains. We propose the algorithm, based on neural network, capable to learn how to play any 2-player board game to high master level, using only simple rules of this game as an input. Here, we introduce an algorithm based solely on reinforcement learning, without any human data, guidance, or domain knowledge beyond game rules.

Type of Book of Abstracts

Electronic

Primary authors: Mr MOROZOVA, Mariia (National Technical University of Ukraine “Igor Sikorsky Kyiv Polytechnic Institute”); Mr MOROZOV, Oleksii (NSBC consulting company)

Presenter: Mr MOROZOV, Oleksii (NSBC consulting company)

Session Classification: Computer Technologies

Track Classification: Computer Technologies