

GOjen - Evolution of ANN Input Features

Siegmar Alber, Axel Baumgartner, Luca Debiasi
Alexander Zrinyi

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- ▶ Black and white stones
- ▶ you have to surround your enemy
- ▶ 'it's like to warlords fighting each other for a bigger territory'

- ▶ different board representations (on a 5x5 board):
 - ▶ koten: values -1, 0, 1 for each intersection (25 input neurons)
 - ▶ roban: e.g. 3x3 matrix (9 input neurons)
 - ▶ katatsugi: 5 intersections in + form (25 input neurons)
- ▶ Goal: variation of input-value-weight and input neuron count

- ▶ Board Representations for Neural Go Players - Learning by Temporal Difference; Helmut A. Mayer, Department of Computer Sciences: Scientific Computing Unit University of Salzburg, AUSTRIA
- ▶ Wikipedia

Vielen Dank für Ihre Aufmerksamkeit!