ALLERORS OG ARRANGEMENTER AlphaZero – kunstig intelligens i Sjal k og o

Signe Riemer-Sørensen

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X X 000 X 0 X

Number of leaf nodes		
Tic-tac-toe	255,168	
Chess	10 ¹²³	
Go	10 ¹⁷⁰	



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V = 0.81	-∨0.9 >	V = 1	
V = 0.73		V = 0.9	
	V = 0.73	V = 0.81	V = 0.73

 $V(s) = \max_{a} (R(s, a) + \gamma V(s'))$

R = -10





$$V(s) = \max_{a}(R(s,a) + \gamma V(s'))$$

R = -10







Important components

• The reward

- What is the goal?
- Sparse vs shaped
- The environment
 - The behaviour of the system
 - Stochastic and systematic feedback
- The agent
 - How to interpret the environment
 - How to learn? Balance exploration versus exploitation





Alex Irpan, implementation of Gu et al. 2016















Train on TPU

13

3 hours: Play like human19 hours: Play with advanced strategies70 hours: Super human play

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Domains







Knowledge

AlphaGo becomes the first program to master Go using neural networks and tree search (Jan 2016, Nature)



Go



Known rules

Known

rules

AlphaGo Zero learns to play completely on its own, without human knowledge (Oct 2017, Nature)



Go Chess Shogi









MuZero learns the rules of the game, allowing it to also master environments with unknown dynamics. (Dec 2020, Nature)

Summary

- Deepmind blogpost about muZero with links to • AlphaGo and AlphaZero
- More details about muZero with pseudo code
- Why is it difficult to use in real life?

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