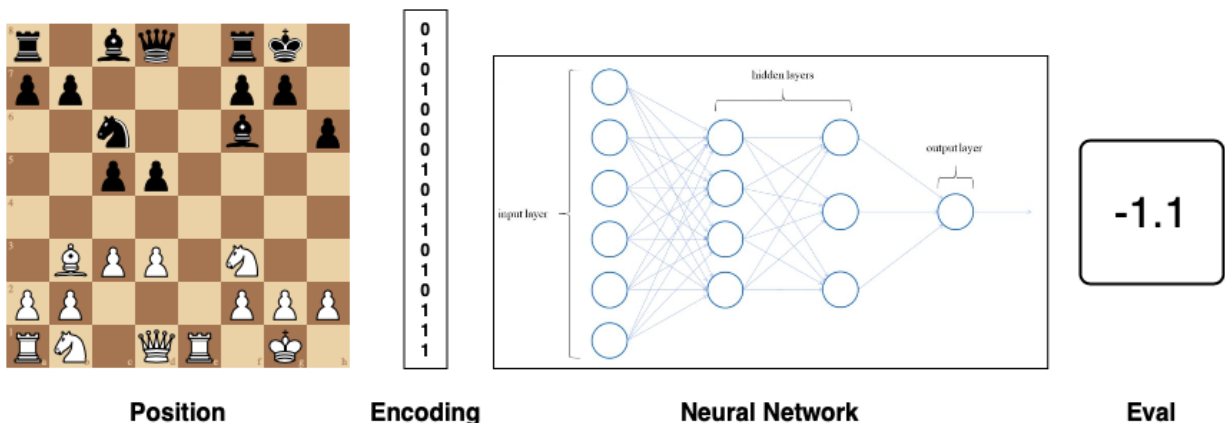




Machine learning and games



Project Supervisors: Evangelos Kobotis and Drew Shulman

Neural networks have been developed to recognize handwritten text, predict housing prices, improve autonomous driving systems, and even play games like chess and Go. A neural network is an example of a **machine learning algorithm**. In this project, we will explore machine learning algorithms and apply them to chess and other games, and data in general. We will begin with the simplest of games such as tic-tac-toe, and we will try to touch upon more complicated games such as chess. We will use these goals in order to introduce the student to the mathematical treatment of the respective games and to also write concrete programs that will implement the corresponding algorithms. We would like to explore different directions, depending on the students' preferences, and our hope is to make this a fun project that will serve as an introduction to some modern techniques in computer programming.

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