

Playing Games

The Early Days: Chess



Exhaustive tree search with pruning (alpha-beta)

Handwritten evaluation: V(s)

Deep Learning: Atari Games



"Deep Q learning"

Learn to predict the longterm rewards for each stateaction pair

$$V(s) = \mathbf{E}_{a \sim \pi(s)} Q(s, a)$$

Superhuman performance on three of the seven games they tested on.

Volodymyr Mnih, et al. "Playing Atari with Deep Reinforcement Learning." NeurIPS 2013.

Deep Learning + Search: Go

• Two network outputs: policy and value

 π

• Monte Carlo Tree Search



AlphaGoZero Architecture



Generalization: AlphaZero and MuZero

- AlphaZero: Same architecture for Chess, Shogi, and Go.
- MuZero: No prior knowledge of the game rules.



"Model-based reinforcement learning"

David Silver, et al. "A General Reinforcement Learning Algorithm that Masters Chess, Shogi, and Go through Self-Play." Science. Dec. 7, 2018

Julian Schrittwieser, et al. "Mastering Atari, Go, Chess and Shogi by Planning with a Learned Model." Nature. Dec. 23, 2020

NNUE: Shogi and Chess

Deep networks are slow to run on CPU



~500x more nodes per second than Leela Chess Zero

Yu Nasu. "NNUE: Efficiently Updatable Neural-Network-Based Evaluation Functions for Computer Shogi. April 28, 2018. Original [Japanese]: https://www.apply.computer-shogi.org/wcsc28/appeal/the_end_of_genesis_T.N.K.evolution_turbo_type_D/nnue.pdf. Unofficial English translation: https://github.com/asdfjkl/nnue/blob/main/nnue_en.pdf

Video Games

- Partial observability, complex rules
- High-dimensional state and action spaces
- Real-time constraints
- Cooperation

Dota 2: OpenAI 5



(+ some handwritten logic)

Trained with self-play and reward shaping.

Defeated top 1v1 players in August 2017.

Won 5v5 match against the world champions in April 2019.

OpenAI, et al. "Dota 2 with Large Scale Deep Reinforcement Learning." 2019. https://arxiv.org/abs/1912.06680

StarCraft II: AlphaStar



Combination of imitation learning and self-play

Rating higher than 99.8% of human players in blind league play

Oriol Vinyals, et al. "Grandmaster Level in StarCraft II Using Multi-Agent Reinforcement Learning." Nature. 30 Oct. 2019.

Feeback to Human Play



Ichiriki Ryo (9p) vs Byun Sangil (9p) 14th Chunlan Cup World Weiqi Championship Round of 24



Magnus Carlsen vs. Shakhriyar Mamedyarov Norway Chess 2019 Round 4