

A Review of AlphaGo and its Machine Learning Methods

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The game of Go has long been viewed as one of the most challenging tasks for artificial intelligence (AI) to master, so it is not surprising that last month's sensational victory by a Google AI named AlphaGo over world champion Lee Sedol drew global attention. In this talk, I use the 2016 Nature article on AlphaGo to facilitate a discussion on machine learning and AI. I cover their underlying concepts including, but not limited to, supervised learning, neural networks, Monte Carlo (MC) rollouts, and MC tree searches

Reference:

[1] Silver D. *et al.*, Mastering the game of Go with deep neural networks and tree search, Nature 529, 484–489 (28 January 2016).