Searching by learning: Exploring artificial general intelligence on small board games by deep reinforcement learning

Wang, H.

Citation

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**Author**: Wang, H.
**Title**: Searching by learning: Exploring artificial general intelligence on small board games by deep reinforcement learning
**Issue Date**: 2021-09-07
Research is seeing what everybody else has seen and thinking what nobody else has thought.

Dr. Albert Szent-Györgyi

Leiden Institute of Advanced Computer Science

Leiden University