Abstract
The Artificial Intelligence research field since ages has incorporated a series of novel and trend setting distinct approaches including neural networks, fuzzy logic and genetic algorithms to apply them to various problem-solving domains. Machine learning techniques such as evolutionary learning, neural networks and reinforcement learning alone are difficult to apply to board games because they need an extremely large number of computations which are having tendency to increase exponentially in numbers as the search depth increases to find better move(s). Many board game researchers find that machine learning approach through evolutionary learning using some optimization methods like genetic algorithm gives better
results to build robust and better artificially intelligent game playing programs. In case of board
游戏，棋盘方块在术语中起着至关重要的作用，即在探索基于游戏的地形时根据其位置分配相应权重。这些权重 assignments in
游戏玩的程序是通过质量搜索和规则熟悉以及游戏玩经验得出的。当移动搜索到达游戏树结构的末尾时，达到的优化评估功能值用于评估棋盘位置“好坏”。该论文
采取游戏棋局作为其目标游戏，并利用其对称现象来开发遗传演化游戏玩程序，以了解其对特定棋子的权重值的影响。所收集的
结果支持遗传算法在演化优化工具中的显著效用。前两节是关于游戏简介和游戏搜索空间。下
一节讨论游戏程序开发的历史和游戏玩阶段。第五和六节是关于游戏棋局的实现和收集结果。最后两节是关于结论和参考文献。

Reference


Index Terms

Computer Science

Communications

Key words

Artificial Intelligence

Board Game

Genetic Algorithm

Game of Reversi

Board Square Weight