

Forum:[Hack Forums](#)

Thread: [Any of you playing with AI?](#)

Captain Morgan - April 14, 2017, 10:52 am

Hey everyone.

I am a total newbie..

I dont know any code, though I do have a technical education with servers, and networking.

But I have been watching a lot of videos on YouTube, and been searching on Google, and from what I can read, Python is the best language for this.

Any of you played around with AI?

How hard is it to get into Python?

TheWarOwl - April 14, 2017, 11:29 am

I haven't played with AI in the sense that I've created artificial intelligence, but I do play with AI's API's which is pretty easy. Getting into python isn't too bad either, but it will take dedication and you should really only do it if you're gonna have fun with it.

Captain Morgan - April 14, 2017, 11:47 am

(Apr 14, 2017 11:29 AM)Piero-Bird Wrote: [\[CITE\]](#) I haven't played with AI in the sense that I've created artificial intelligence, but I do play with AI's API's which is pretty easy. Getting into python isn't too bad either, but it will take dedication and you should really only do it if you're gonna have fun with it.

Well, I want to get into it as I think that AI is really interesting.

2 things I want to learn.. Is how to make bots, for games, and then the AI part.. But just out of logic, I would think of combining these two, as it sounds possible.. But also very difficult.

.kr. - April 14, 2017, 1:04 pm

read some lines about googles tensorflow! Is this what you're watching for?

surenhohn - April 14, 2017, 2:21 pm

Nope he is looking on how to make bots for games. That's called cheating, not AI

.kr. - April 14, 2017, 3:18 pm

get cheatengine and watch youtube =)

????? - April 15, 2017, 7:07 am

(Apr 14, 2017 02:21 PM)surenhohn Wrote: [\[CITE\]](#) Nope he is looking on how to make bots for games. That's called cheating, not AI

Depends. I've seen plenty of people who make AI-based bots for old single-player games, where your high scores don't affect anyone other than yourself.

Of course, it's very likely that he actually meant bots for today's multiplayer games, probably ones that have a RWT black market surrounding them.

Lisk - April 15, 2017, 7:09 am

I've talked to University students who have experimented with their own AI in class.

DrDemonic - April 16, 2017, 7:32 pm

That's pretty cool. I actually just got into python for the same reason. I have a particular theory about artificial intelligence that I want to try out.

I have years of programming experience but not in python. Everything that I was reading said that python can't be beat when it comes to AI, so I started learning python.

It's really easy to pick up. I'm using sololearn.com to zip through the basics.

ONUR0UX - April 18, 2017, 10:51 am

Hey, you may take a look to Neo4J.

NEO4J

Neo4J is a graph database that helps you to create links between nodes/components. It is used by alot of companies like ebay, cisco, linkedin and more.

The concept is relatively easy.

NODE1 -----relation-----> NODE2 -----relation-----> NODE3

The result is even more simple

NODE1 -----?relation?----->NODE3

(Example1)

You send a small logic to the database

CAT -----is-----> ANIMAL -----is-----> MORTAL

The database will be able to tell you that, the CAT may be a MORTAL even if you only told him that he is an ANIMAL.

(Example2)

You send a small logic to the database

BOB-----knows-----> MARC -----knows-----> ALEX

The database will be able to tell you that, BOB knows MARC so he should probably know ALEX too.

It will then suggest ALEX as a friend to BOB.

You can do many thing using simple logic like that and I have to say that it's pretty fun. ?

CaptainBlack - April 19, 2017, 8:08 am

Currently exploring building machine learning systems with Python 2nd edition which is an amazing book. I have written a script that uses datasets freely available from quandl and support vector machines to predict currency exchange rates up to 3 months in advance.

Also, while not hardcore AI, I'm currently building an image dataset to train a haar classifier that will be used in opencv to recognize vcop2 villains.. Trying to write a program that uses pyautogui and opencv to play vcop2 lol

MLGTeddybear - *May 15, 2017, 11:44 pm*

would AI even be practical for python?