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Thread: [Neural Networks - Python](#)

koolkid - August 3, 2018, 7:49 am

? Hello peeps I know that there are quite a few great programmers here who are way better than me and i was wondering how would one go about programming/coding and training a Neural network in python to play hearts or chess on windows.

hunter24957 - August 4, 2018, 1:40 pm

Check out Sentdex on YouTube, he dabbles in this sort of thing.

A.I. programming is a branch of computer science, so just because someone may be advanced in Python doesn't not mean that have any idea what they're doing when it comes to A.I.

Explaining the process of creating and training an A.I. in a single post is quite cumbersome, however I do recommend taking a look into Tensorflow, but it's not something you can learn overnight.

Good luck! ?

koolkid - August 7, 2018, 4:21 am

(Aug 4, 2018 01:40 PM)hunter24957 Wrote: [\[CITE\]](#) Check out Sentdex on YouTube, he dabbles in this sort of thing.

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ok thanks was already looking at some of his vids ?

kh40tika - September 13, 2018, 1:03 am

Have a look at my OmegaOthello (github dot come)/khaotik/OmegaOthello. It's a bit old, uses outdated Theano as NN framework. You may want to start a new project with TensorFlow or MxNet. But imo tree search is more important in these games.

.kr. - September 13, 2018, 9:52 am

I played around with pytorch a few month ago.

In combination with pycv (cv2 or opencv) and AutoGui it should be possible to make a bot for these games