



SA:

Improving the Jass AI

Deep reinforcement learning has made headlines recently, beating the world best players in complex board games such as chess, Go and Shogi. More so, it also proved itself in card games, where the current state of the game is only partially observable, by beating the top players in no-limit Texas hold'em poker. We are interested in the algorithms behind this success and ask the simple question: How good can we get at *Jassen*? And, can we set the strength of the AI automatically for a better user experience?

In this thesis we will build on top of our existing AI and try to improve it. We will work on a better trump selection and incorporate stronger neural networks.

Requirements: Strong motivation, programming skills, and basic knowledge of machine and deep learning as well as reinforcement learning.



Interested? Please contact us for more details!

Contact

- Benjamin Estermann: besterma@ethz.ch, ETZ G60.1
- Oliver Richter: richtero@ethz.ch, ETZ G93