



How to Train The Learning Machine

- You play White. The machine plays Black. White plays first.
- Play your (White) move.
- Find the drawer corresponding to the position.
- Select one of the (Black) moves from within the drawer at random.
- Play the (Black) move.
- If Black wins replace the winning move within the drawer and remove all other moves.
- Play the (White) move.
- If the drawer corresponding to the new position is empty Black has lost; discard the last played Black move.
- Keep playing until Black has won or lost

Questions:

- How many games does it take to train the machine?
- Can you think of any ways to train it more quickly?
- How many drawers would be needed for noughts and crosses?