

Experiments on the mechanization of game-learning Part I. Characterization of the model and its parameters.

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Abstract

This paper describes a trial-and-error device which learns to play the game of Noughts and Crosses. It was initially constructed from matchboxes and coloured beads and subsequently simulated in essentials by a program for a Pegasus 2 computer. The parameters governing the adaptive behaviour of this automaton are described and preliminary observations on its performance are briefly reported.

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