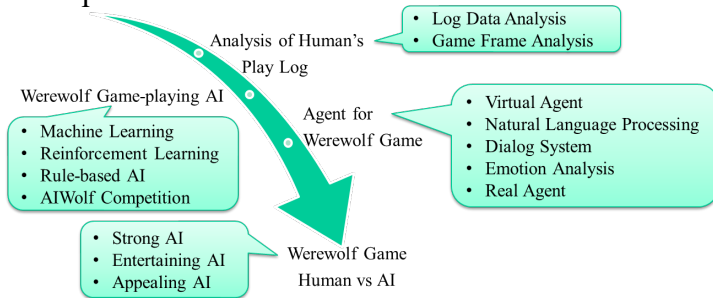


Artificial Intelligence Which Lies and Persuades

Associate Professor OTSUKI Takashi

Road Map



AIWolf Platform



AIWolf Competition



Project's Publications



The Honor of the Students in Our Laboratory



Content:

Game AI has been studied as a standard problem for evaluating artificial intelligence technology. And with the recent development of AI technology such as deep learning, the strength of AI has surpassed that of humans even in games where it was considered difficult for AI to exceed humans 10 years ago.

However, the methods for making AI stronger than humans have been clarified for complete information games such as shogi and go. For imperfect information games such as mahjong and poker, no method has been found for AI to surpass humans. Especially, the communication game "The werewolf game", which is popular among young people, is a highly difficult incomplete information game whose key to victory is how to trick the enemy team and convince the allies during conversation.

The AIWolf project was established with the aim of realizing an AI that plays the werewolf game with humans while communicating naturally. In this project, we are in charge of the development of the AIWolf platform, the making of the AIWolf agent using it, and the administration of the annual AIWolf competition.

Appealing point:

Since high school, I have focused on information processing technology. I am still updating myself with the latest technology.

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