

Application of artificial intelligence to build a Caro game software

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Abstract: In the context of the rapid development of information technology and artificial intelligence, applying AI to build a Caro game system not only serves entertainment purposes but also supports scientific research. This topic focuses on designing and implementing an AI system based on machine learning algorithms to improve the computer's playing ability in the Caro game, thereby contributing to a deeper understanding of artificial intelligence and its practical applications in life. The research process includes analyzing the current situation, selecting methods, implementing the system, and evaluating effectiveness through real-world experiments. The expected results of this topic will provide a reliable solution for playing Caro and contribute to the development of artificial intelligence technology.

Keywords: artificial intelligence, game software, Caro chess, machine learning, AI system