Contribution ID: **207**   Type: **Oral**

Games and loop integrals

Tuesday 22 August 2017 11:30 (30 minutes)

Project HEPGame was created to apply methods from AI that have been successful for games, such as MCTS for Go, to solve problems in High Energy Physics. In this talk I will describe how MCTS helped us simplify large expressions. Additionally, I will describe how we managed to compute four loop (and some five loop) integrals in an automated way. I close with some interesting challenges for AI in theoretical high energy physics.

Presenter: RUIJL, Ben (Nikhef)

Session Classification: Plenary