

A grayscale photograph of various chess pieces arranged on a checkered board. The pieces include a white king, a white knight, a white pawn, a black king, a black knight, a black pawn, and a black rook. The pieces are positioned in a way that they are partially overlapping, creating a sense of depth. The background is a dark, solid color.

# Chess Game Dataset

Arnau Añols Bordas

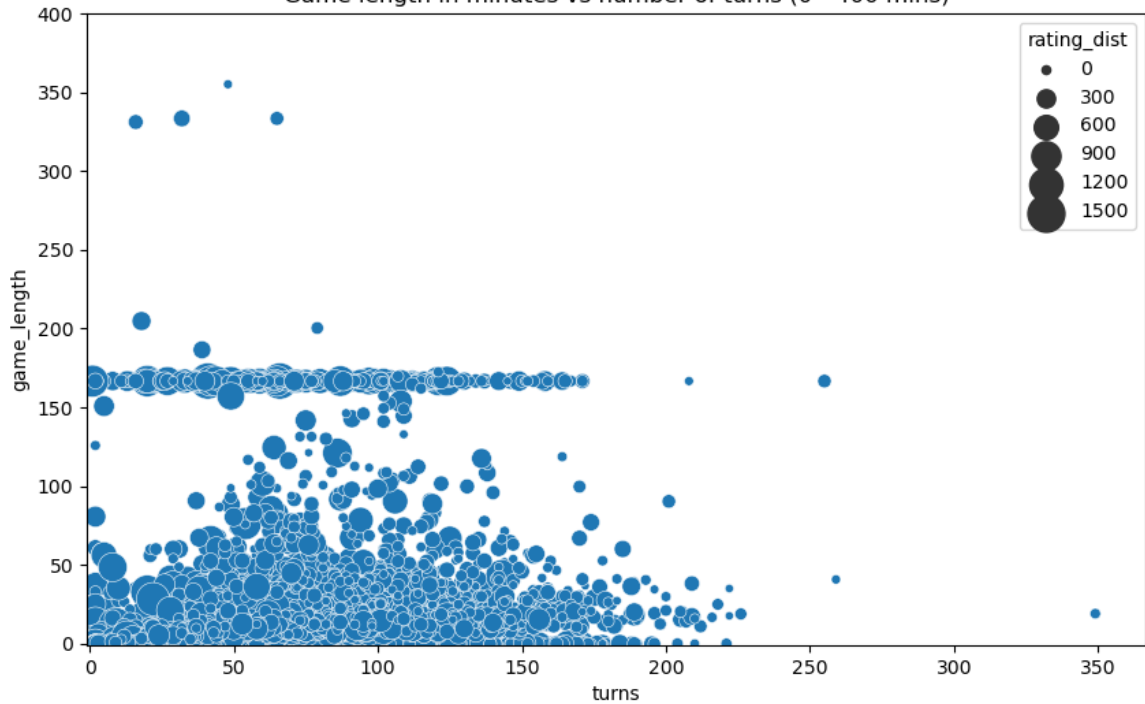
<https://github.com/anyols/chess-prediction.git>

# DESCRIPCIÓ DEL DATASET

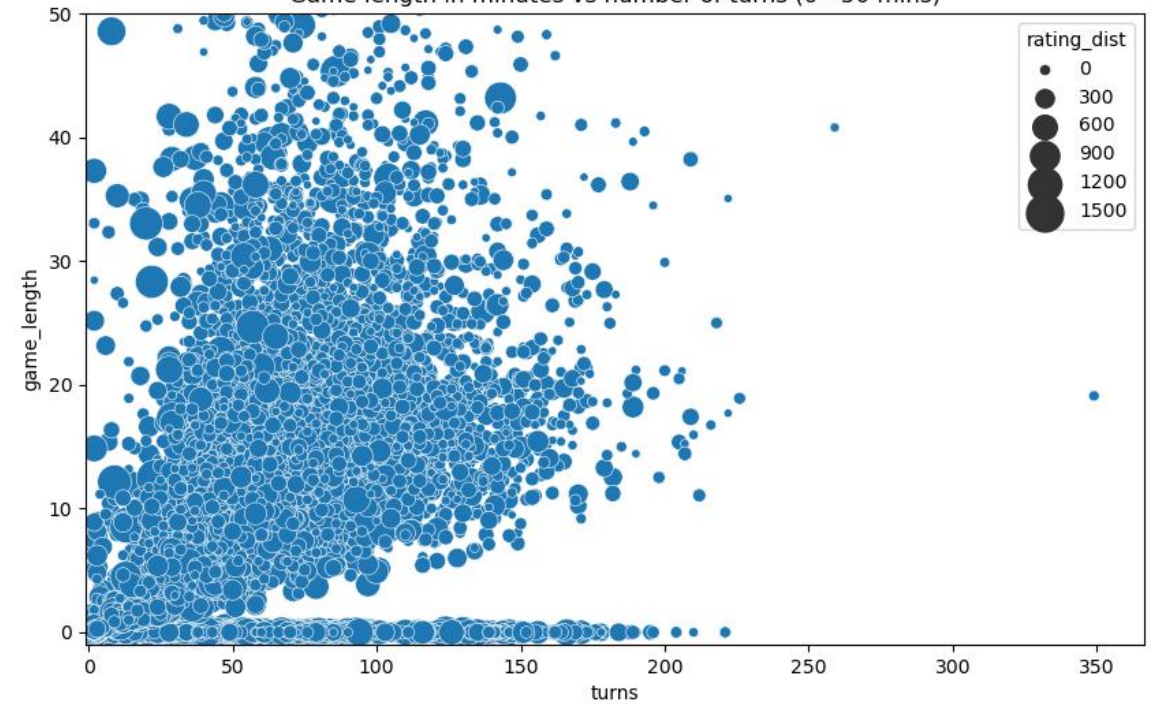
- 20000 partides (Lichess.org)
- 16 atributs
  - ID
  - RATED
  - CREATED\_AT
  - LAST\_MOVE\_AT
  - TURNS
  - VICTORY\_STATUS
  - WINNER
  - INCREMENT\_CODE
  - WHITE\_ID
  - WHITE\_RATING
  - BLACK\_ID
  - BLACK\_RATING
  - MOVES
  - OPENING\_ECO
  - OPENING\_NAME
  - OPENING\_PLY

# EXPLORACIÓ DEL DATASET

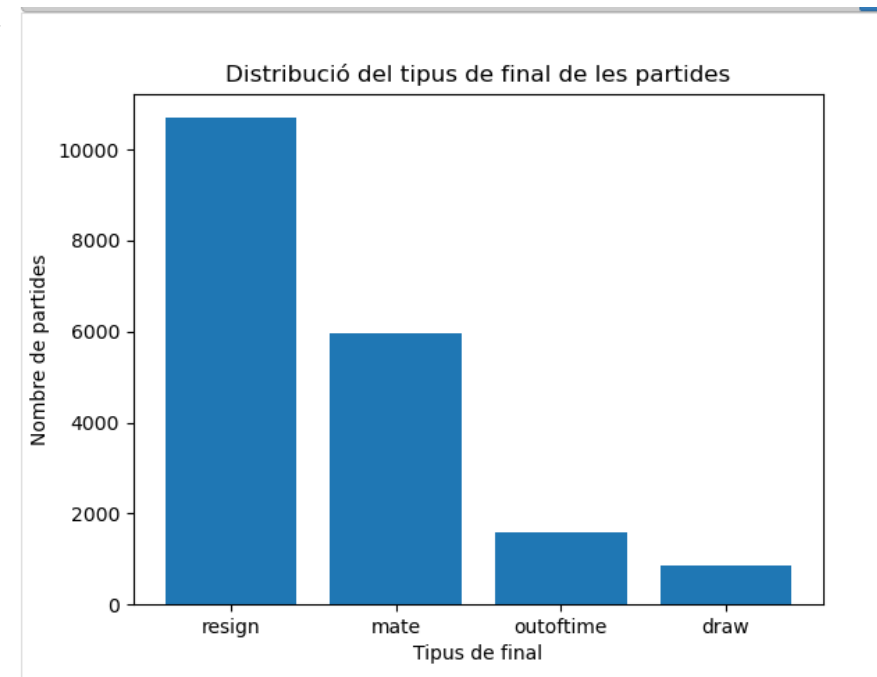
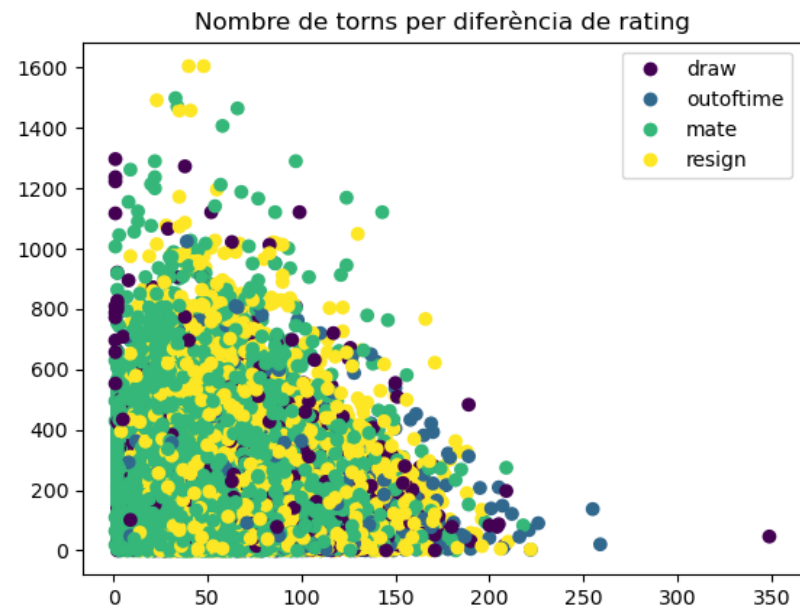
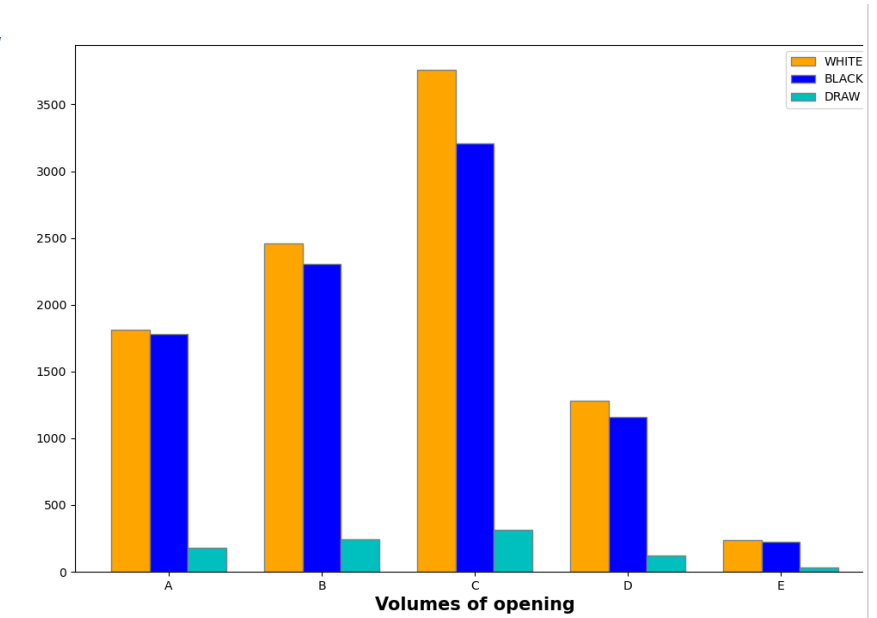
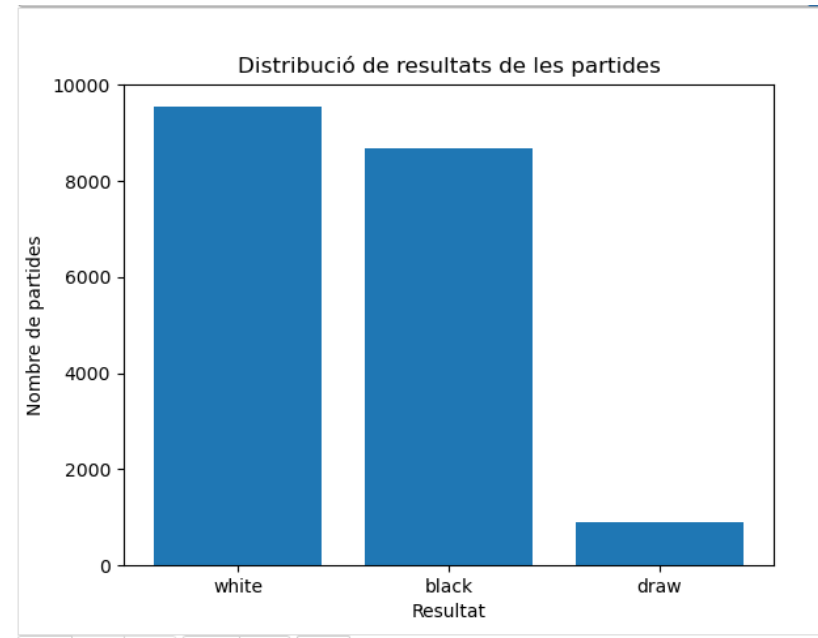
Game length in minutes vs number of turns (0 - 400 mins)



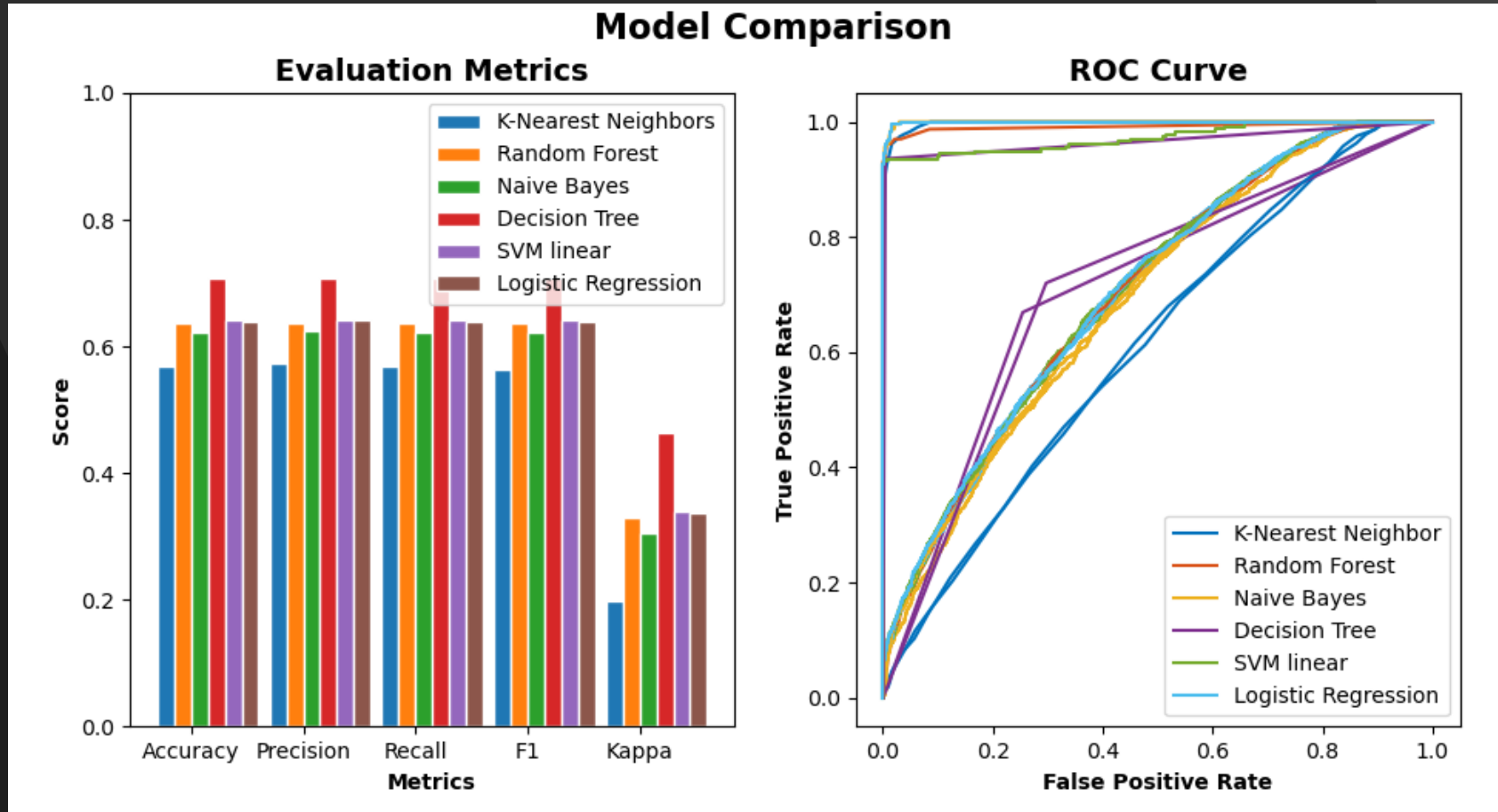
Game length in minutes vs number of turns (0 - 50 mins)



# EXPLORACIÓ DE LES DADES

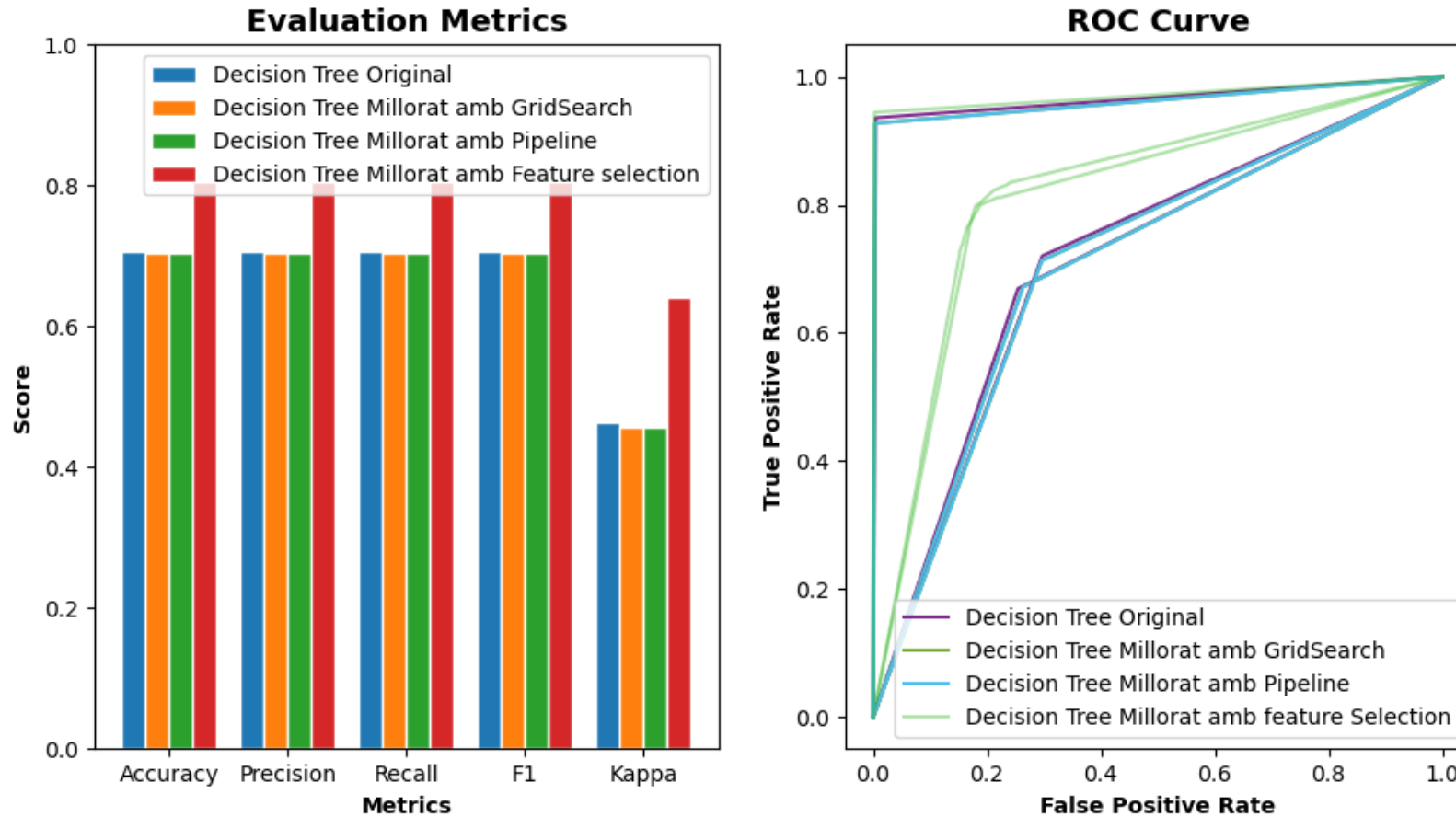


# COMPARACIÓ DE MODELS



# OPTIMITZACIÓ DEL MODEL

**Model Comparison**



# ALTRES PROBLEMES I TREBALL FUTUR

Predir guanyador sabent opening

- Accuracy: 50%
- 
- Millorar model predir guanyador sabent opening
  - Model de predicció de victory\_status
  - Calcular a partir de quin moviment s'ha perdut la partida