



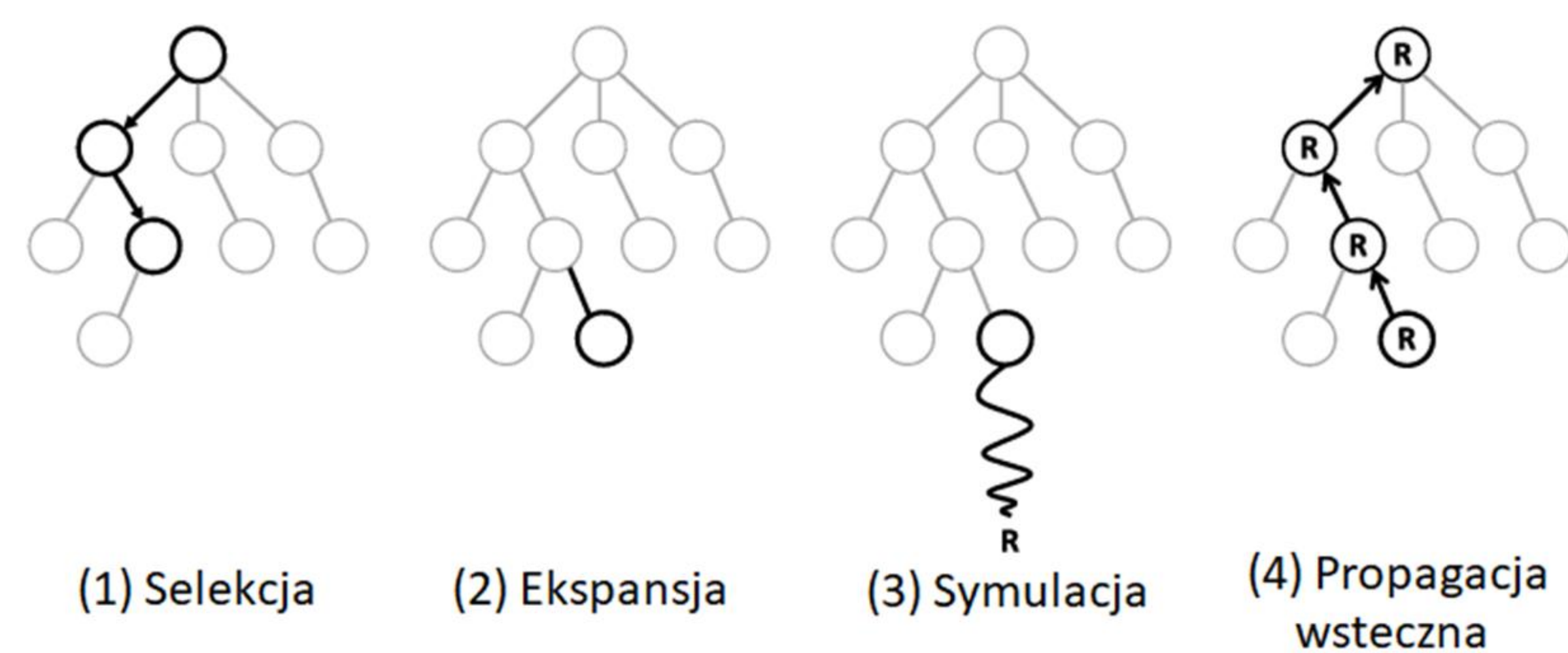
# Wizualizacja drzewa stanów algorytmu UCT

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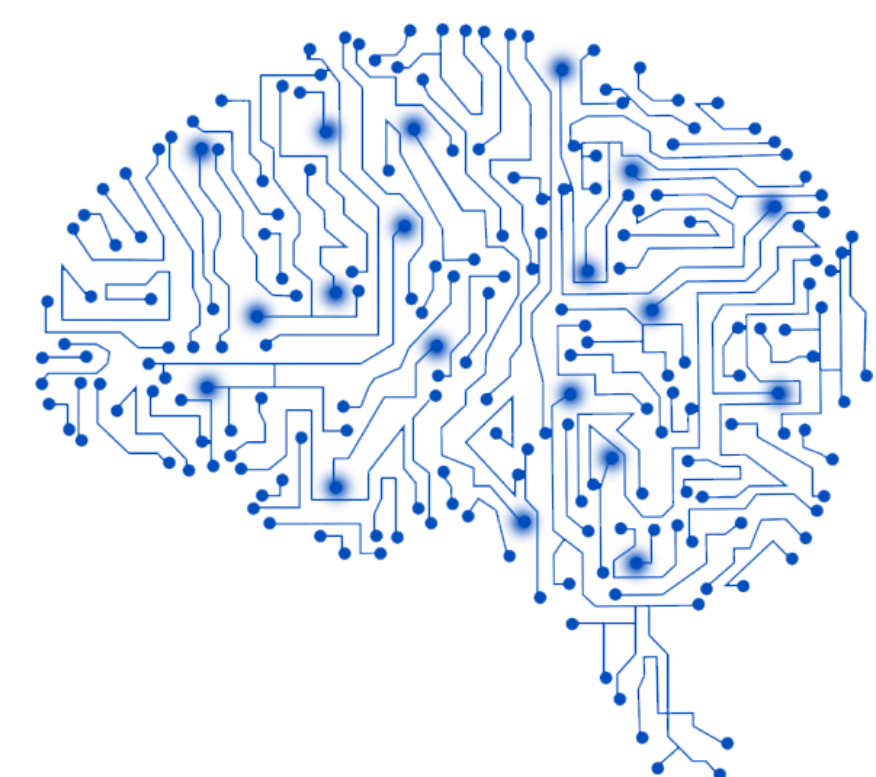
Promotor: mgr inż. Jan Karwowski

Wydział Matematyki i Nauk Informacyjnych Politechniki Warszawskiej

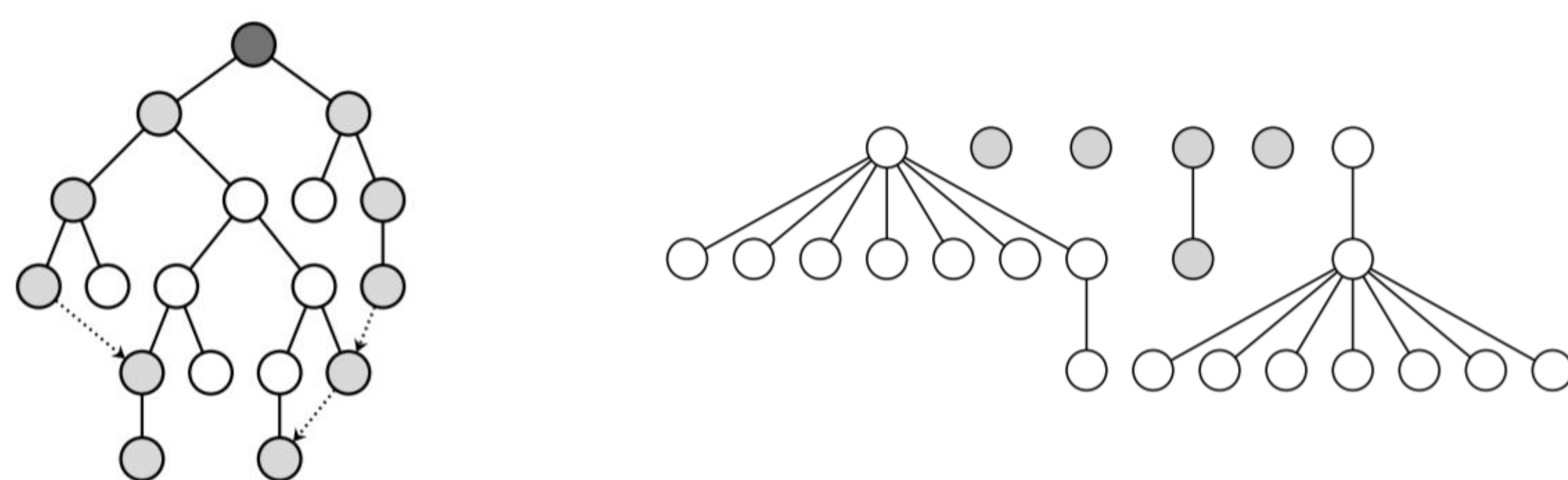
## Algorytm UCT



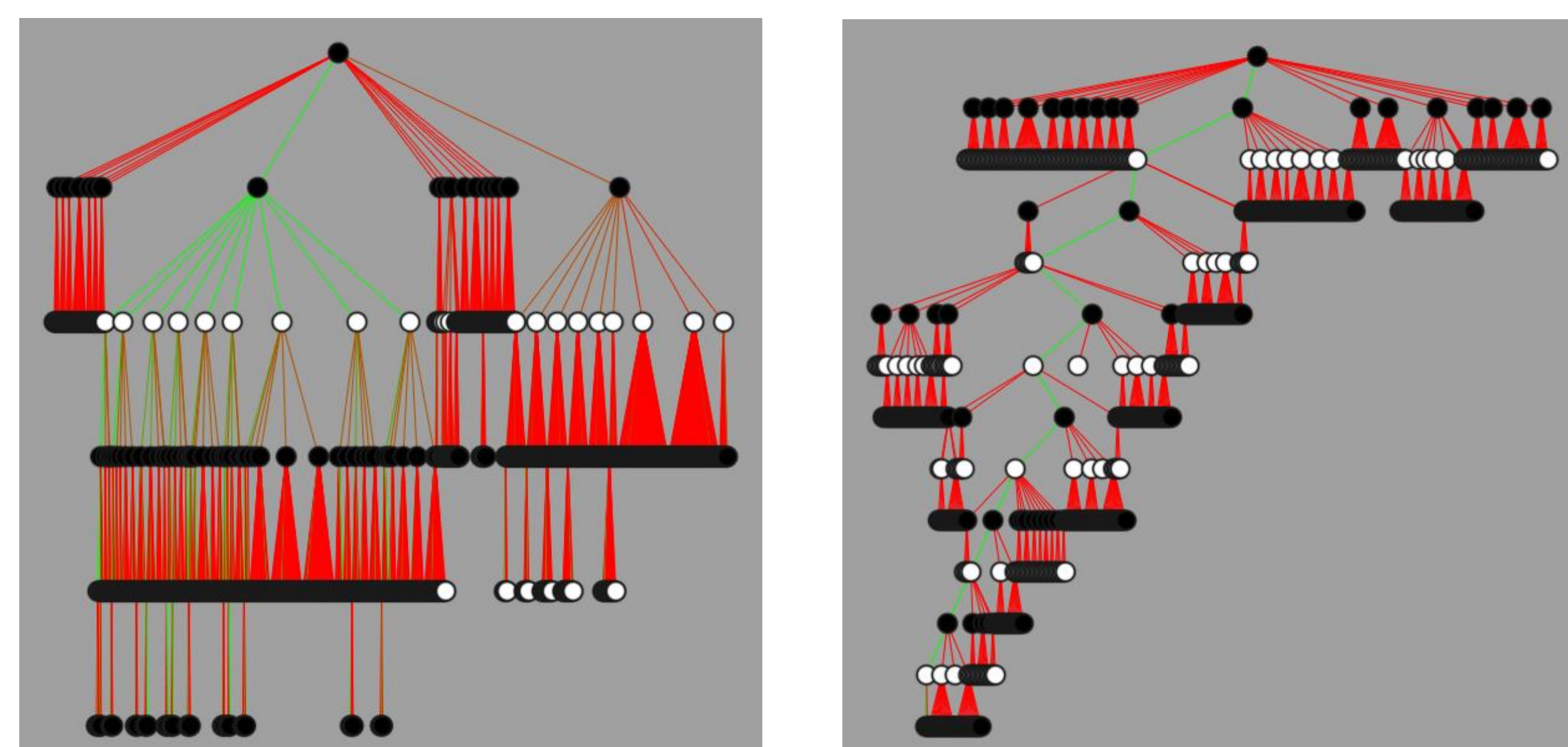
## Sztuczna inteligencja



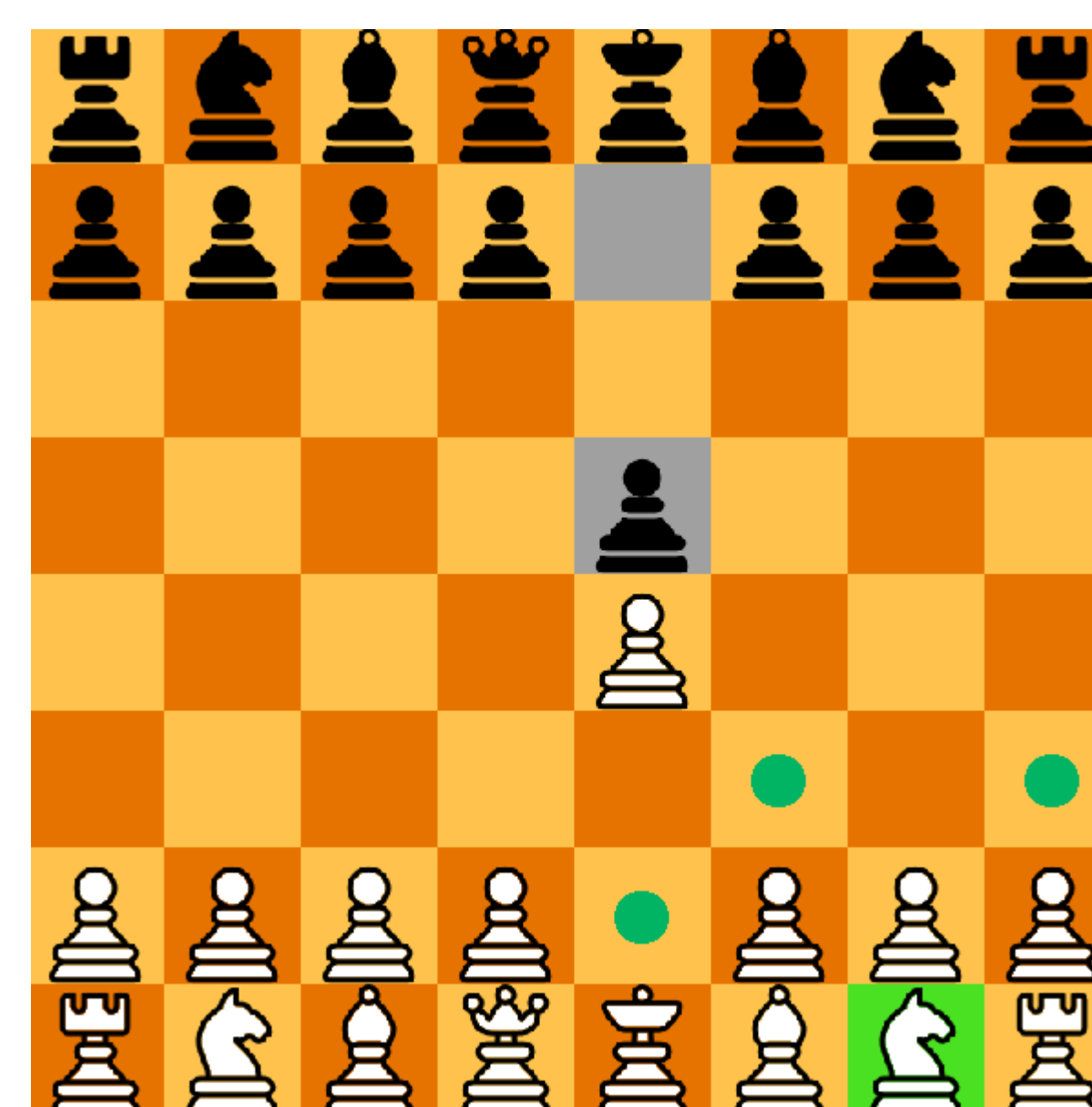
## Ulepszony algorytm Walkera



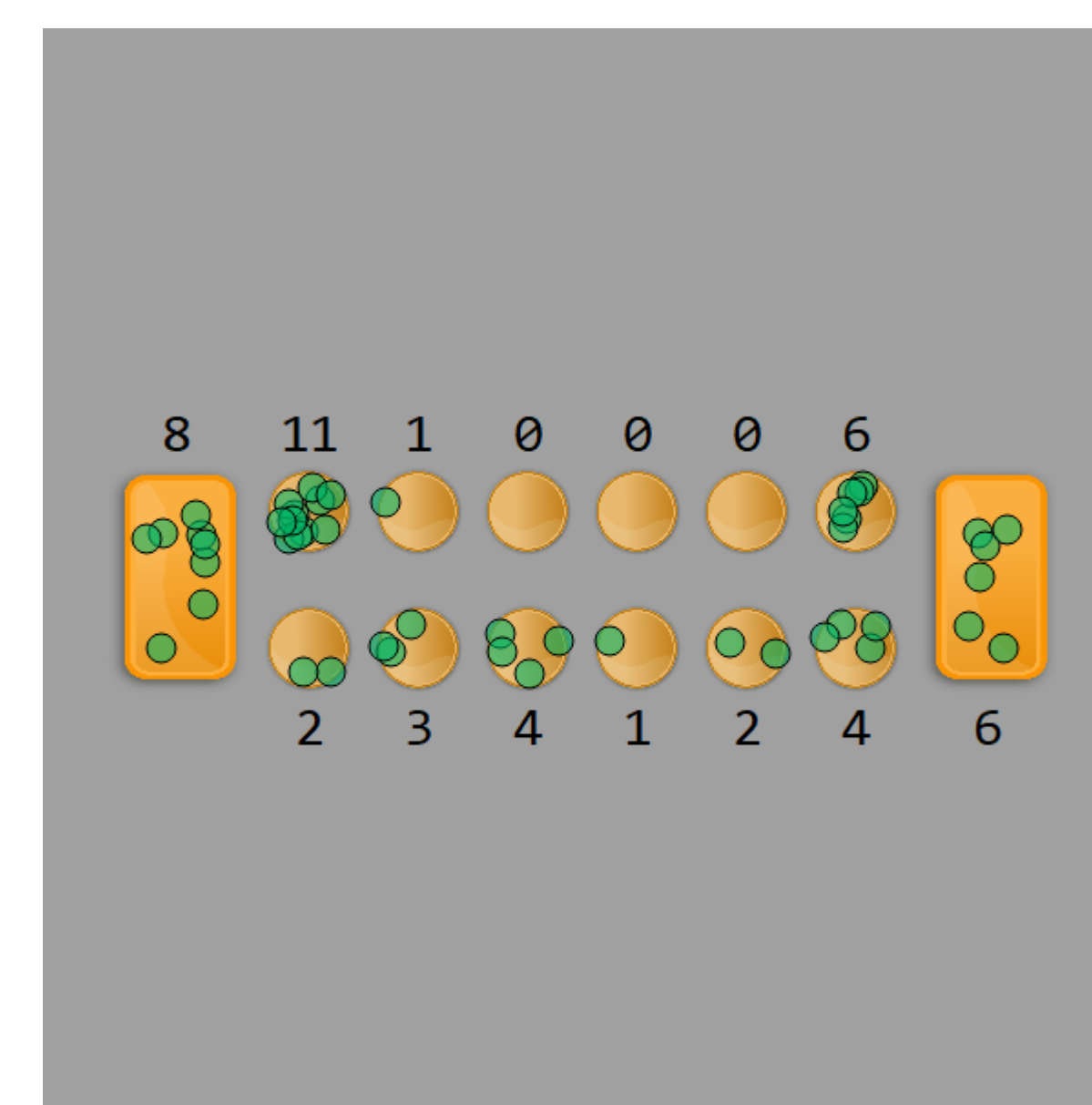
## Wizualizacja drzewa



## Gry logiczne

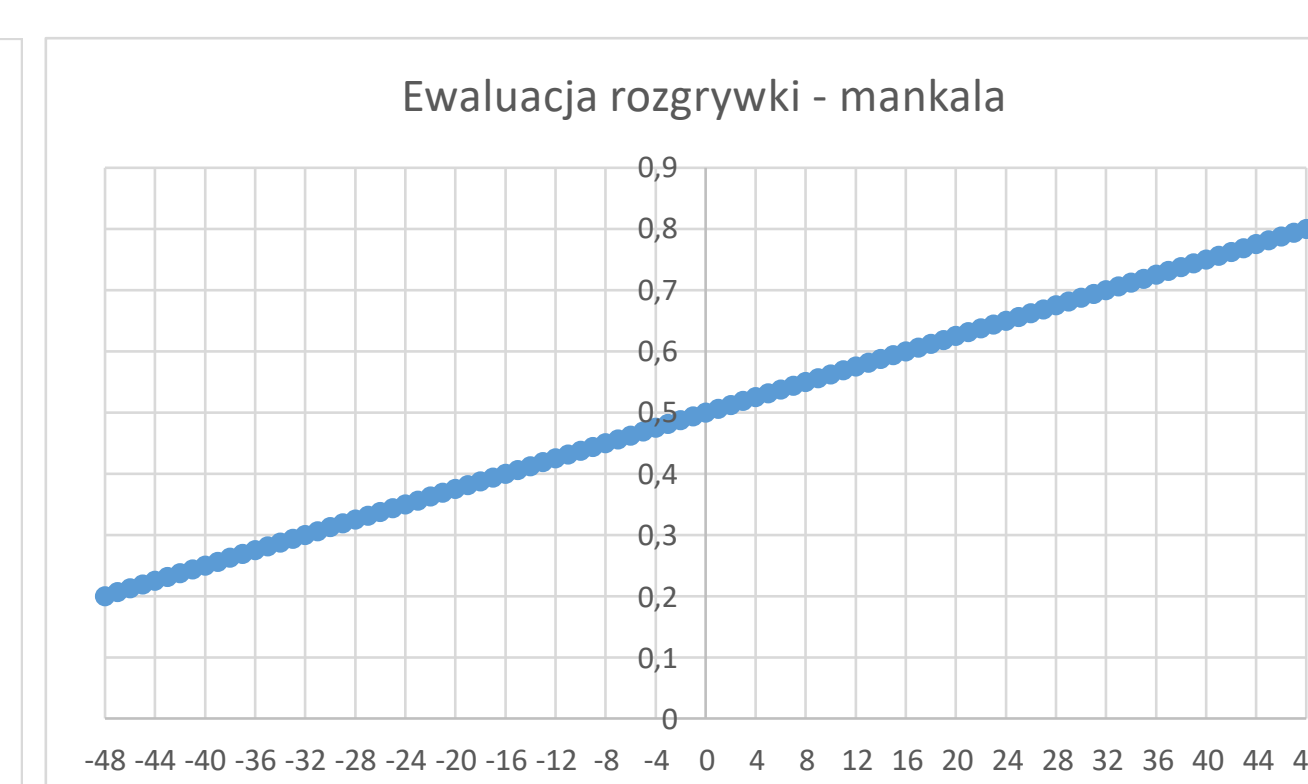
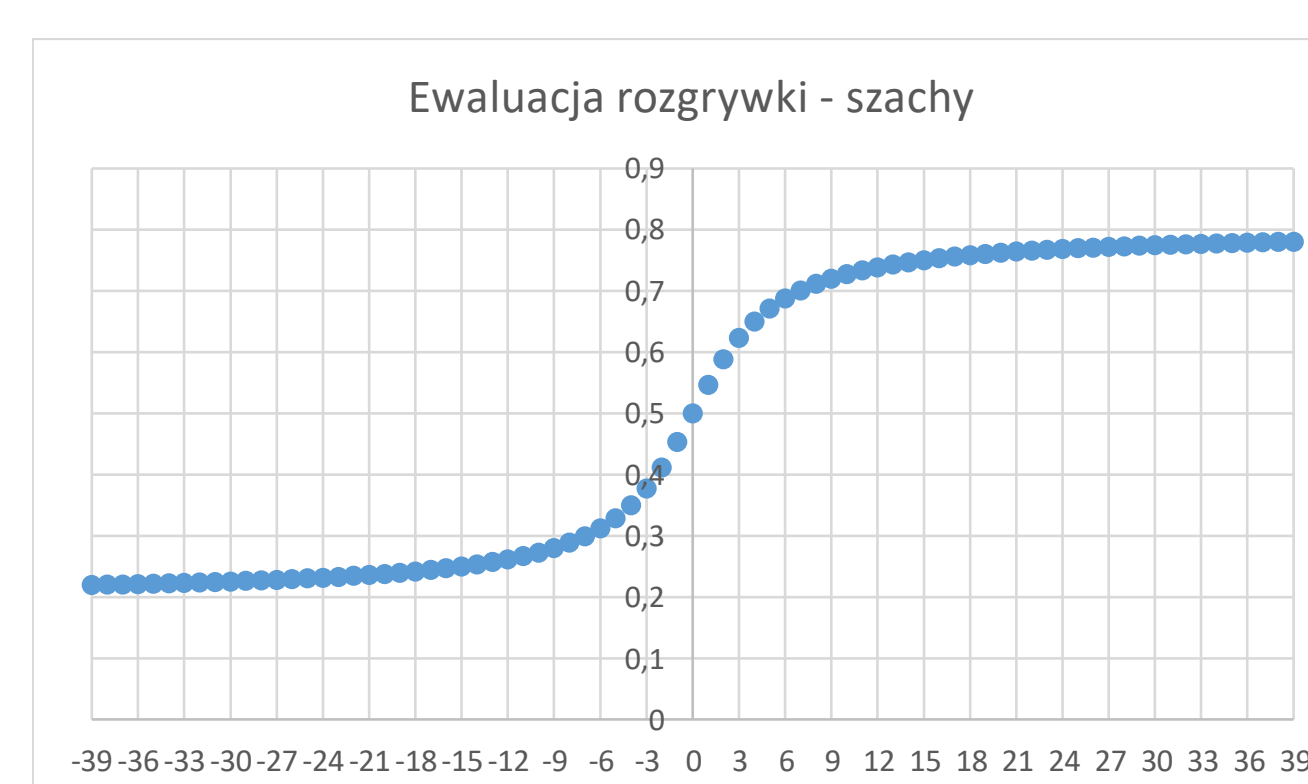


Szachy



Mankala

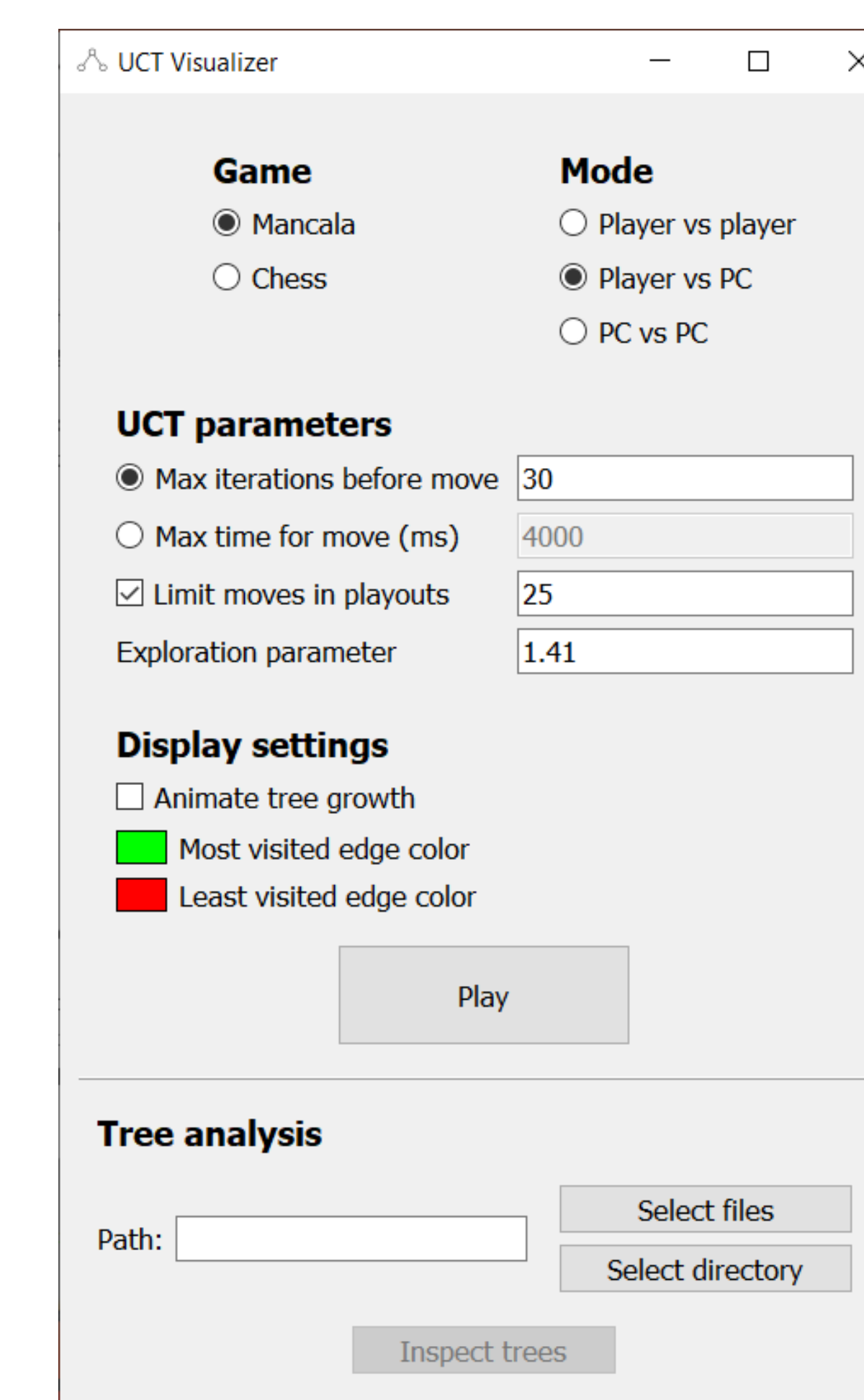
## Ewaluacja rozgrywki



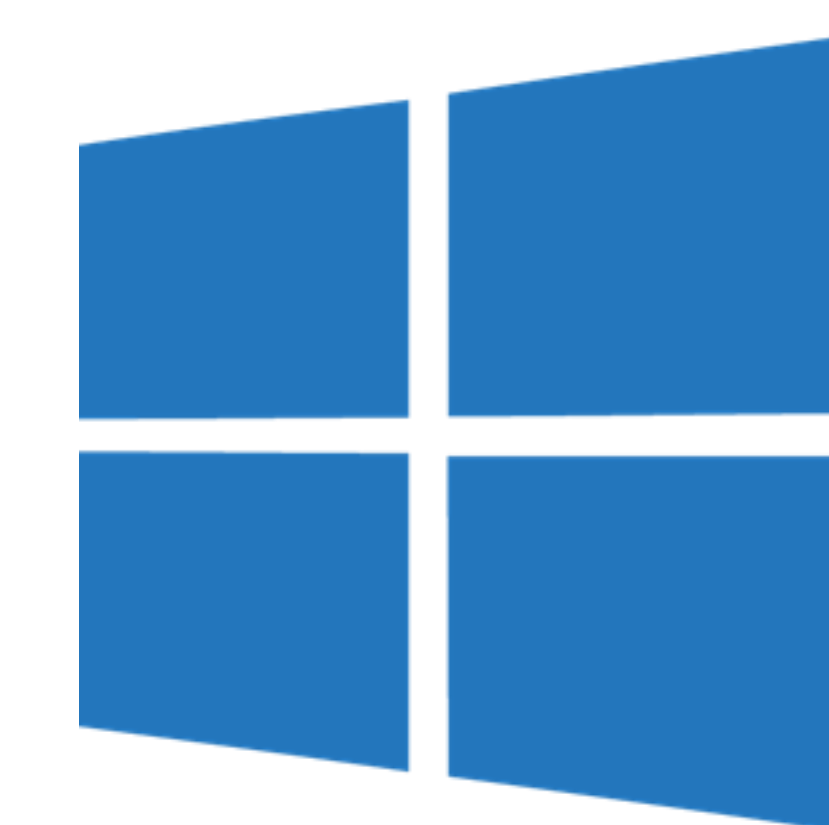
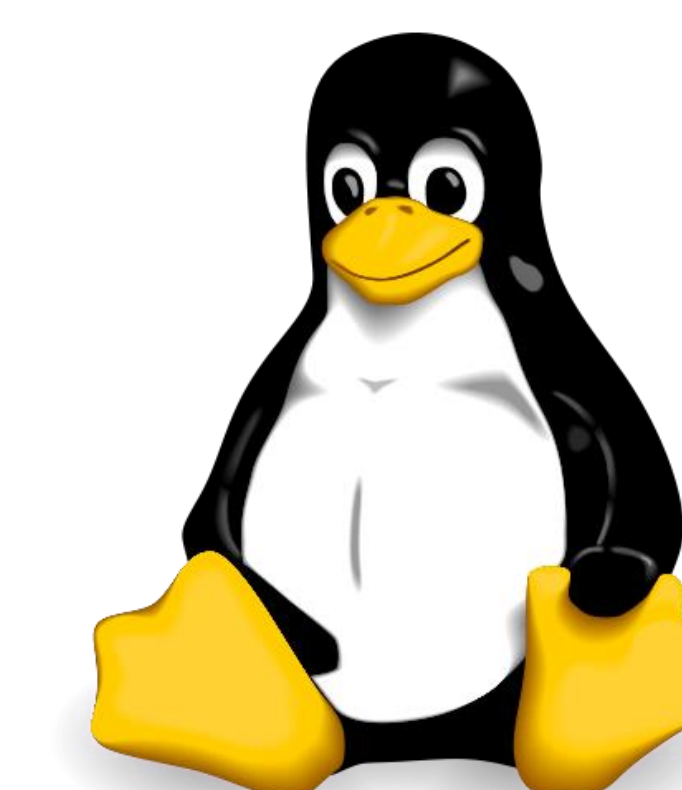
## Serializacja binarna i CSV

```
no move,1,0,0,base state,20
black knight b8 -> c6,0,0,0,black turn,0
black knight b8 -> a6,0,0,0,black turn,0
black knight g8 -> h6,0,0,0,black turn,0
black knight g8 -> f6,0,0,0,black turn,0
black pawn a7 -> a6,0,0,0,black turn,0
black pawn a7 -> a5,0,0,0,black turn,0
black pawn b7 -> b6,0,0,0,black turn,0
black pawn b7 -> b5,0,0,0,black turn,0
black pawn c7 -> c6,0,0,0,black turn,0
black pawn c7 -> c5,0,0,0,black turn,0
black pawn d7 -> d6,0,0,0,black turn,0
black pawn d7 -> d5,0,0,0,black turn,0
black pawn e7 -> e6,0,0,0,black turn,0
black pawn e7 -> e5,0,0,0,black turn,0
black pawn f7 -> f6,1,0,0,black turn,0
black pawn f7 -> f5,0,0,0,black turn,0
black pawn g7 -> g6,0,0,0,black turn,0
black pawn g7 -> g5,0,0,0,black turn,0
black pawn h7 -> h6,0,0,0,black turn,0
black pawn h7 -> h5,0,0,0,black turn,0
```

## Przejrzysty interfejs graficzny



## Wieloplatformowość



## Wykorzystane technologie

