



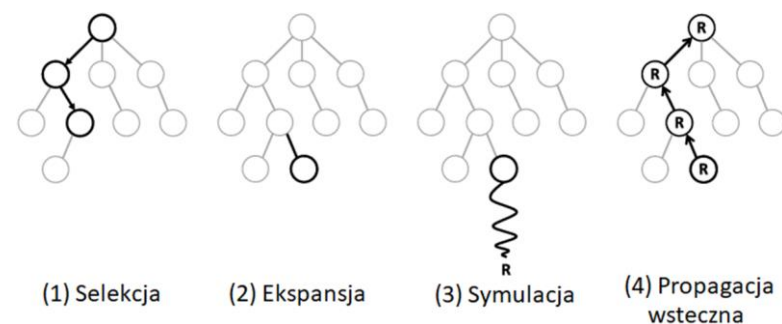
Wizualizacja drzewa stanów algorytmu UCT

Autorzy: Patryk Fijałkowski, Grzegorz Kacprowicz

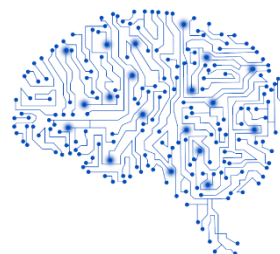
Promotor: mgr inż. Jan Karwowski

Wydział Matematyki i Nauk Informacyjnych Politechniki Warszawskiej

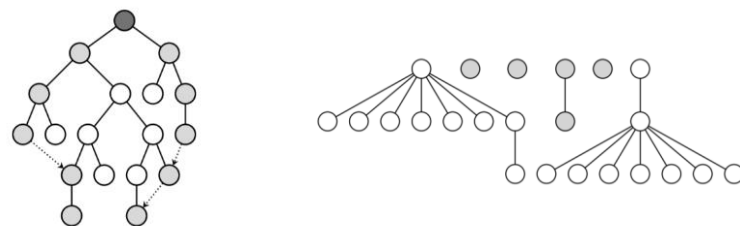
Algorytm UCT



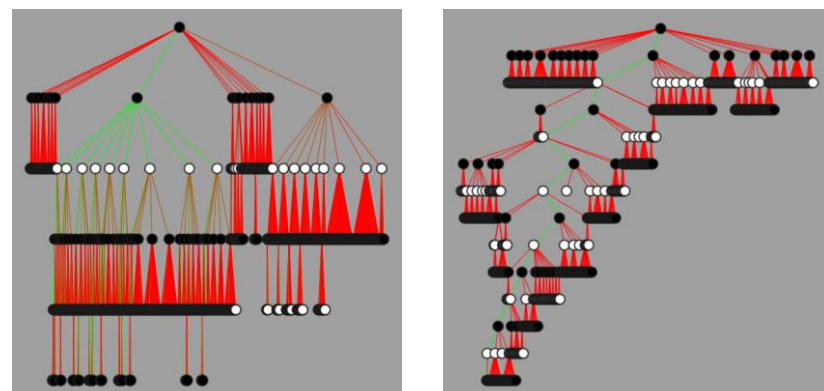
Sztuczna inteligencja



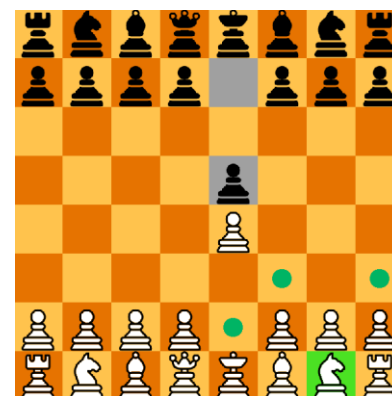
Ulepszony algorytm Walkera



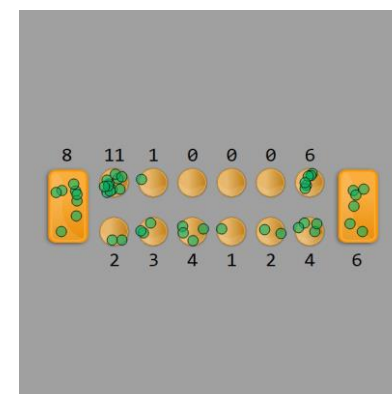
Wizualizacja drzewa



Gry logiczne

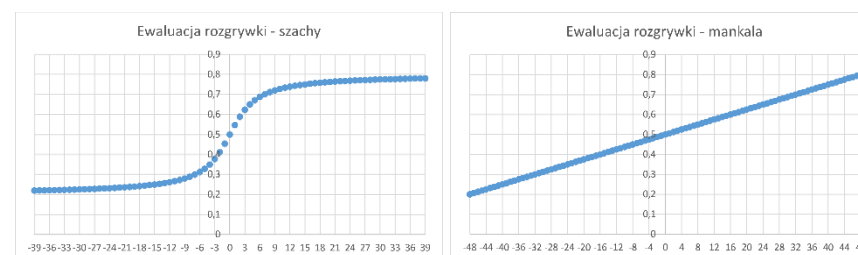


Szachy



Mankala

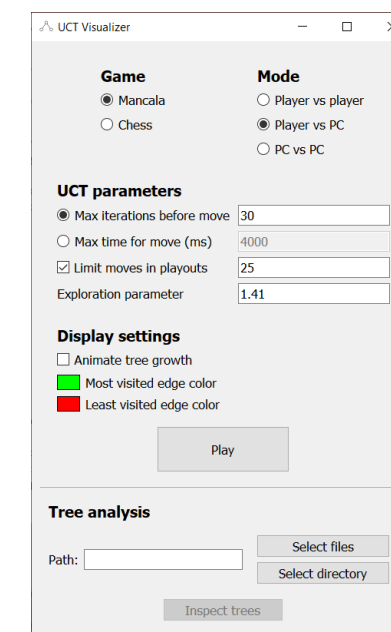
Ewaluacja rozgrywki



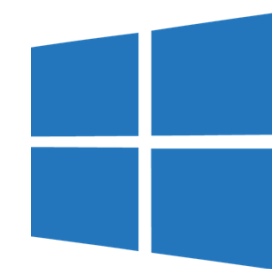
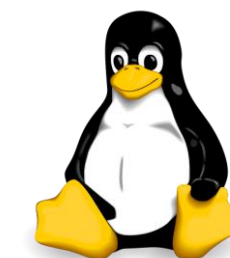
Serializacja binarna i CSV

```
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 -> f6,1,0,0.5,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

