



UNIVERSIDADE DE
COIMBRA

FACULDADE
DE CIÊNCIAS
E TECNOLOGIA

Anexo de gráficos de diferentes testes

Este anexo apresenta os gráficos das diferentes medições efetuadas em que no eixo x estão representadas as gerações (300 gerações em cada teste) e no eixo y o valor do *fitness*. Em cada mapa inicialmente são apresentados os gráficos dos testes com valor *default* (ver relatório definição de *default*), de seguida são apresentados os testes onde foram variados certos valores como a probabilidade de mutação, probabilidade de *crossover*, a existência de elitismo e o tamanho do torneio. Finalmente são apresentados gráficos do melhor valor de *fitness* encontrado num certo mapa testado num mapa diferente, para avaliar o seu comportamento.

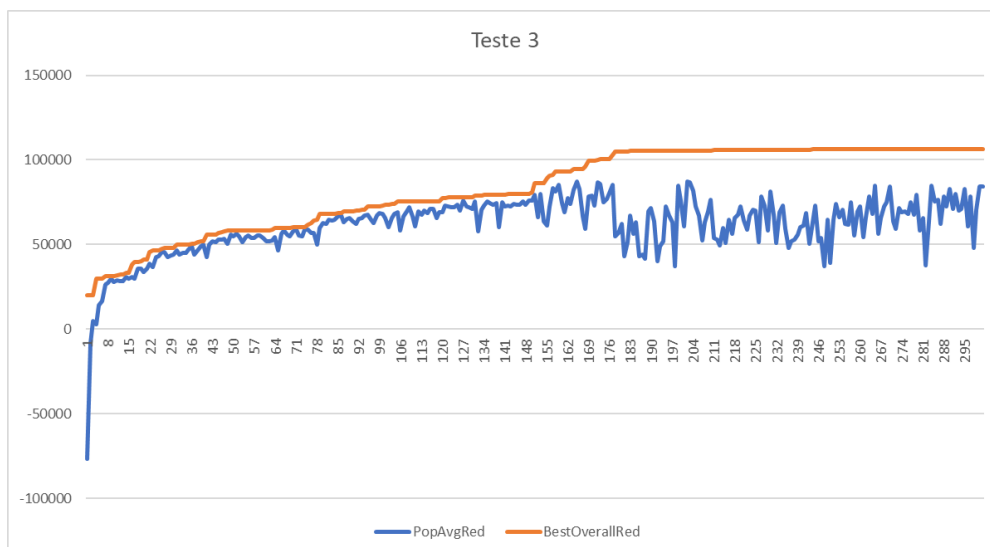
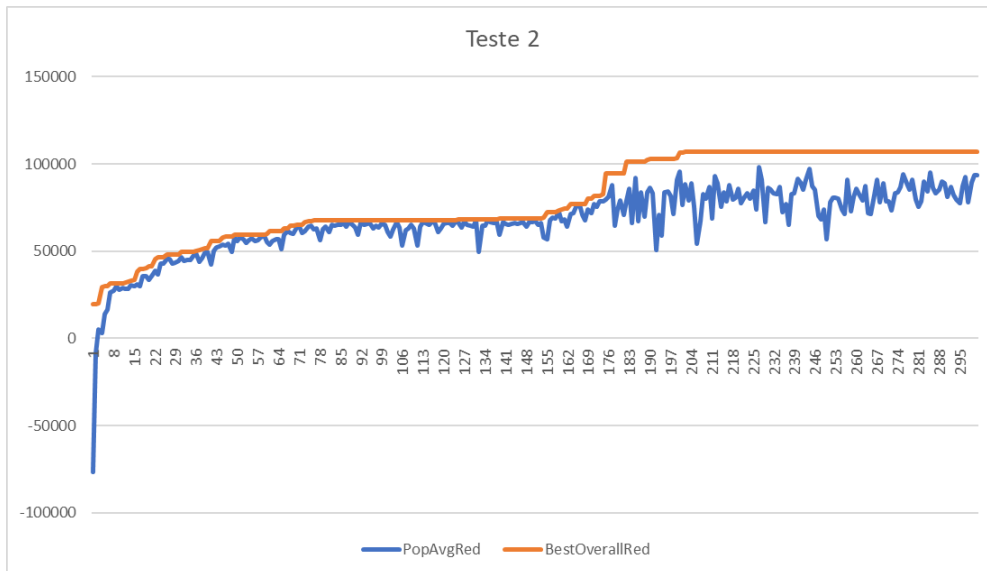
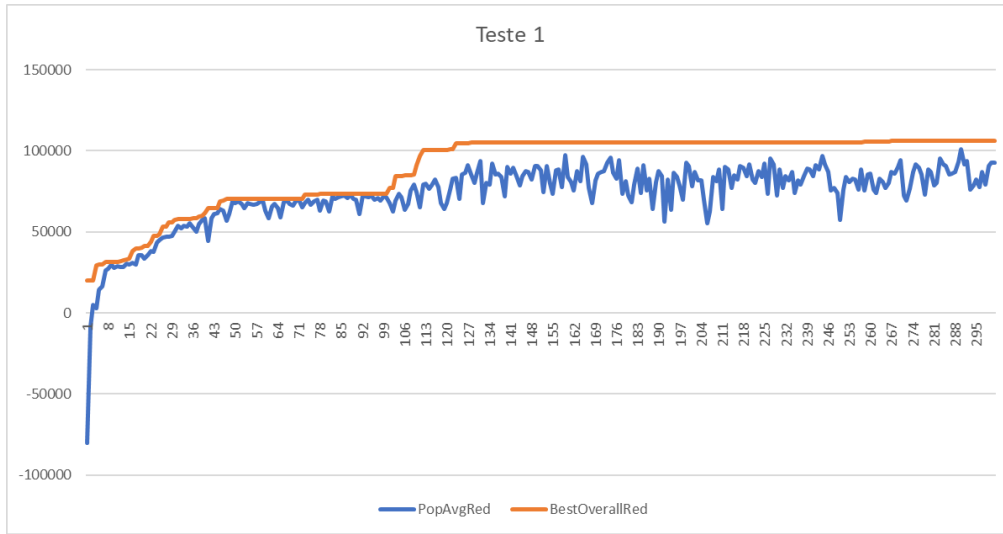
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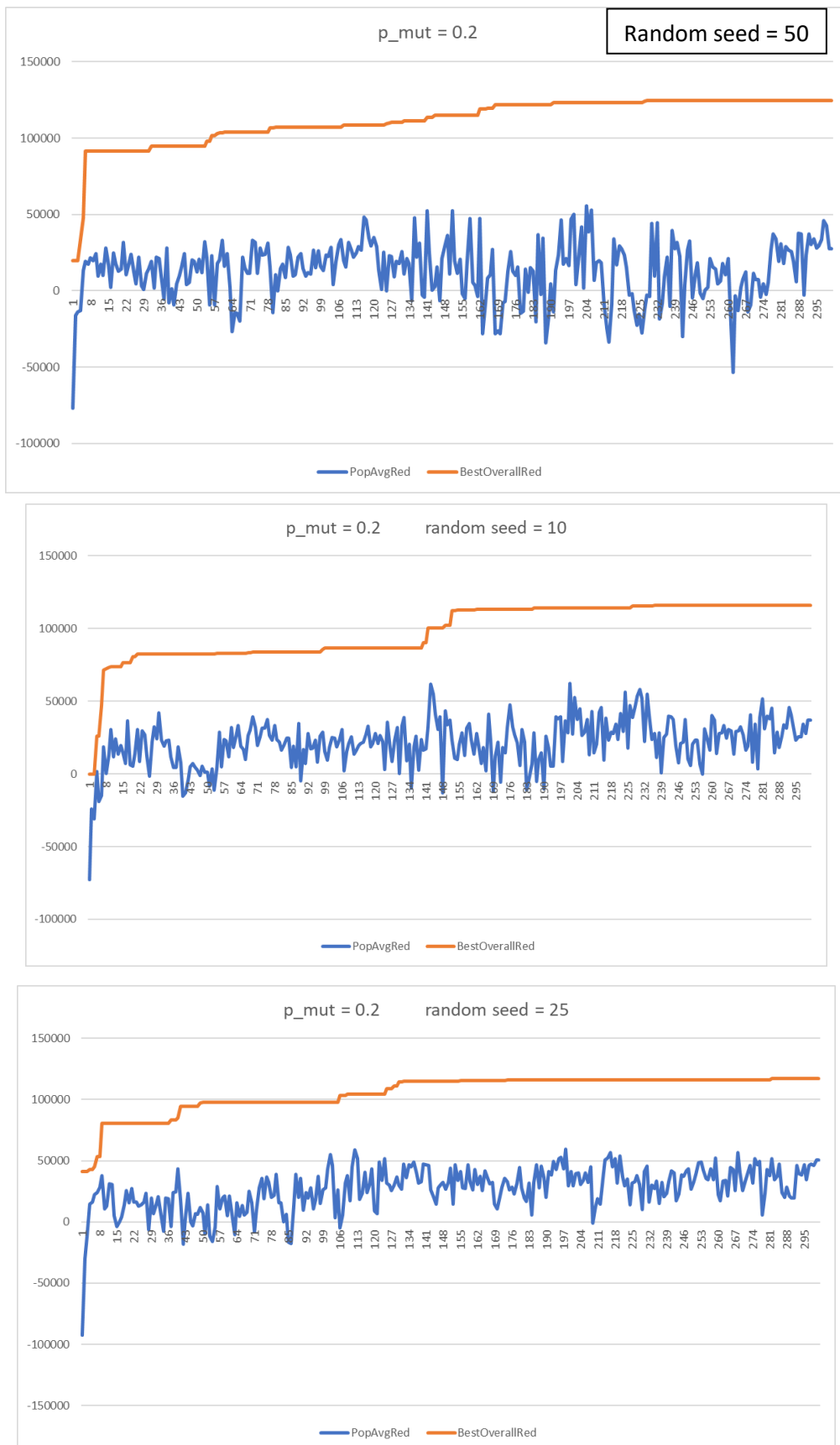
Evolving-ControlTheBallToAdversaryGoal

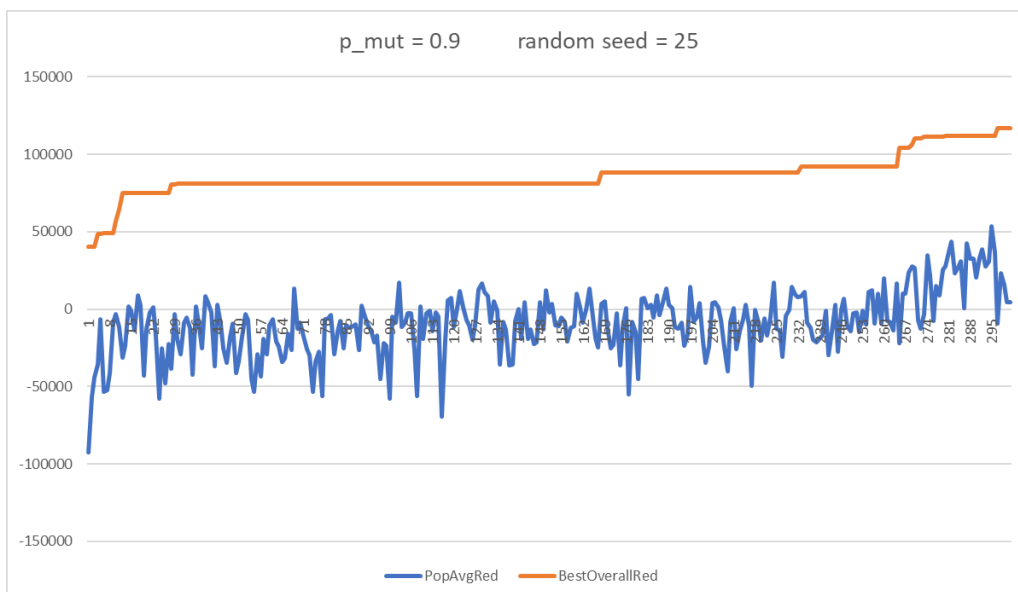
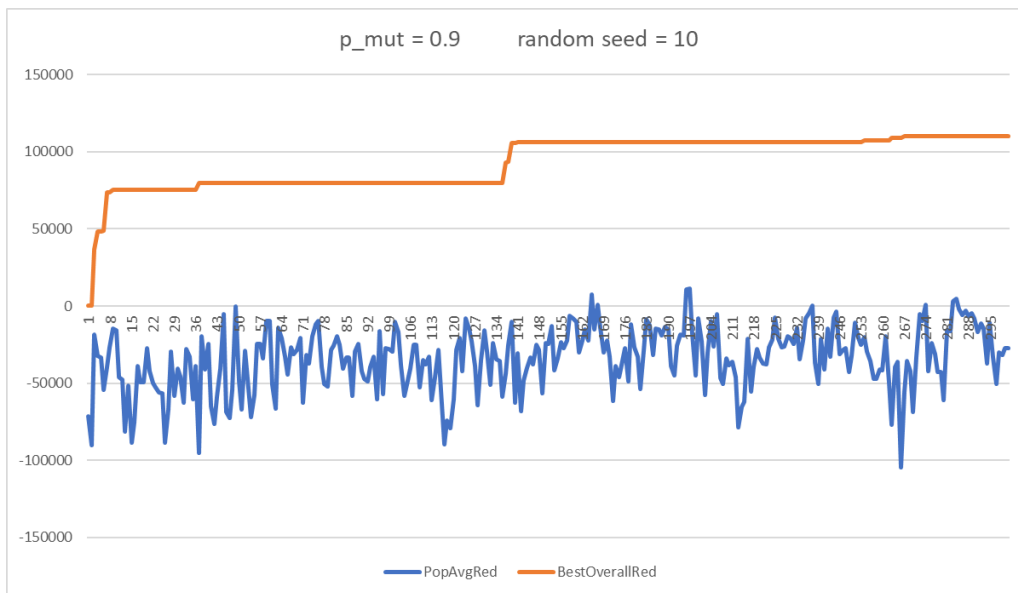
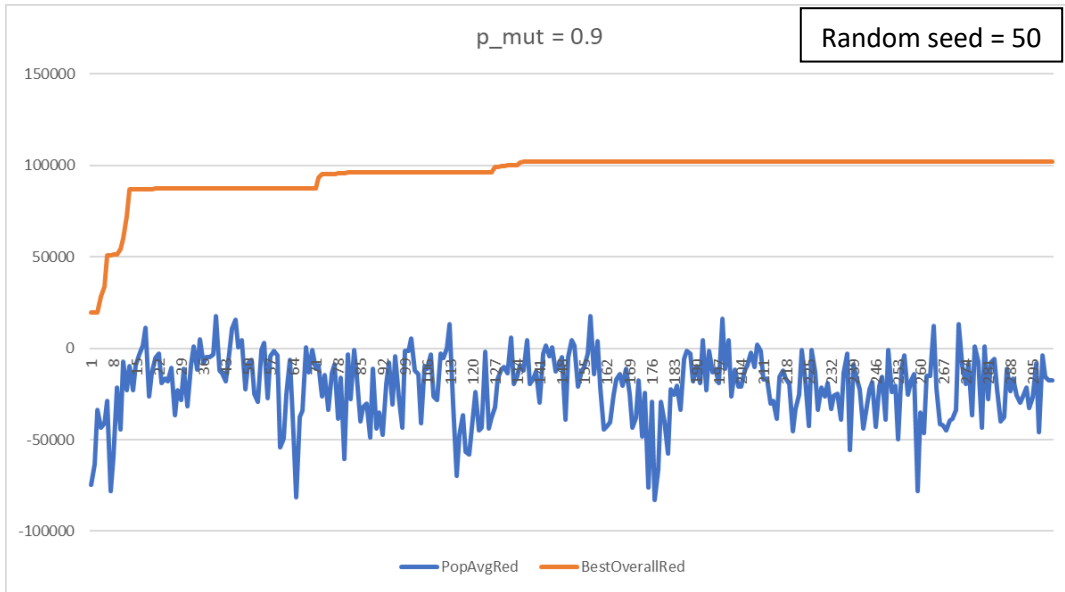
Testes com valores *default*



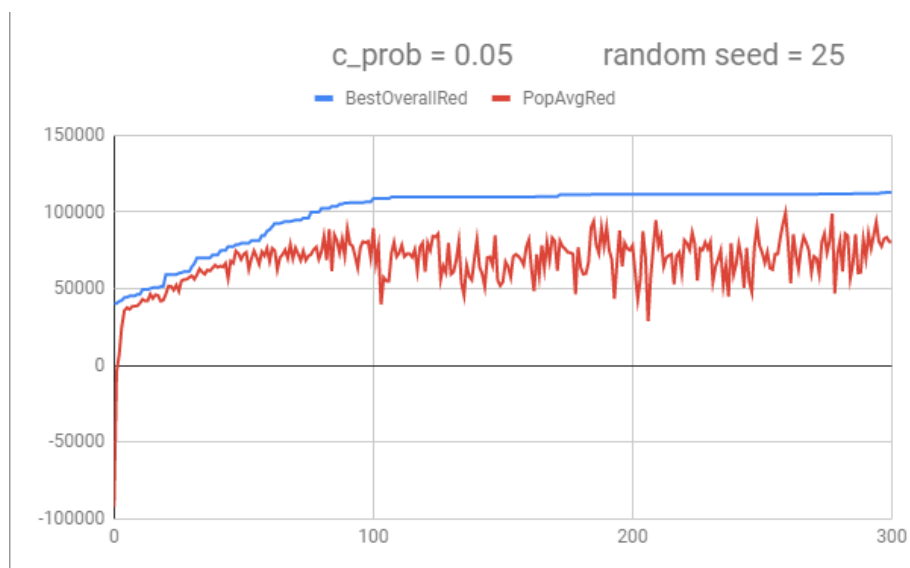
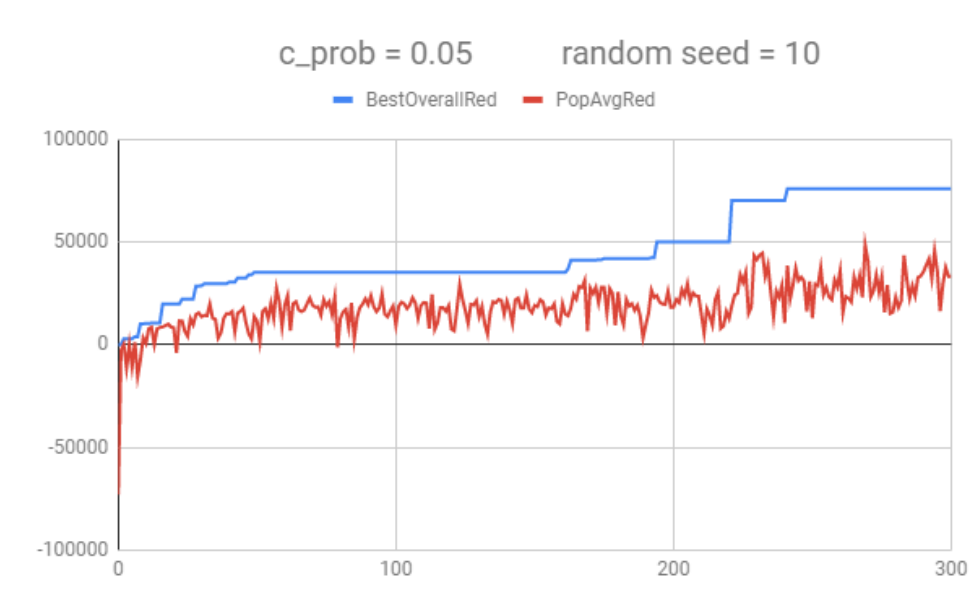
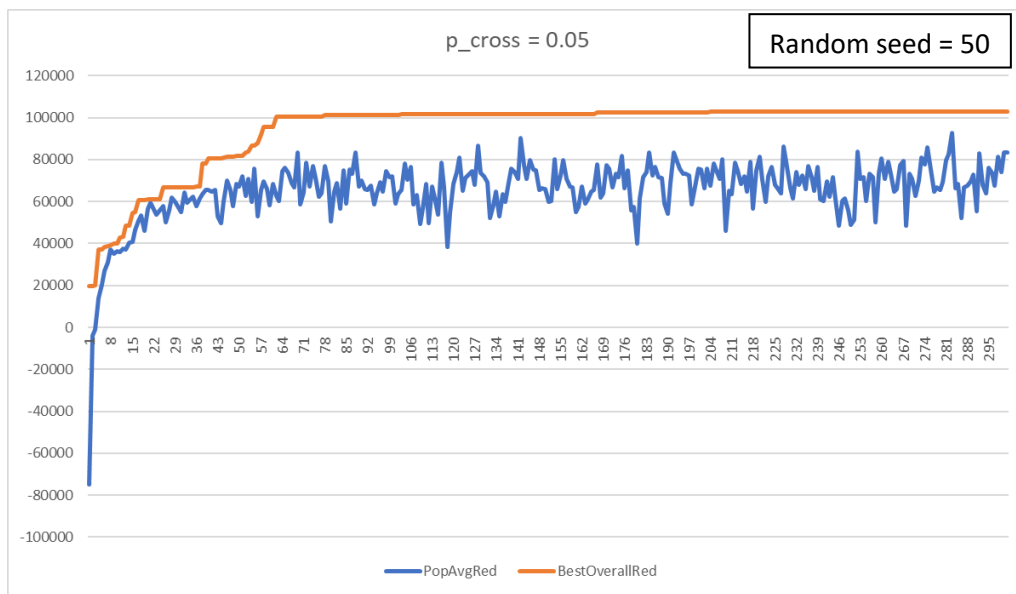
Testes com variação de valores (mantendo os outros a *default*)

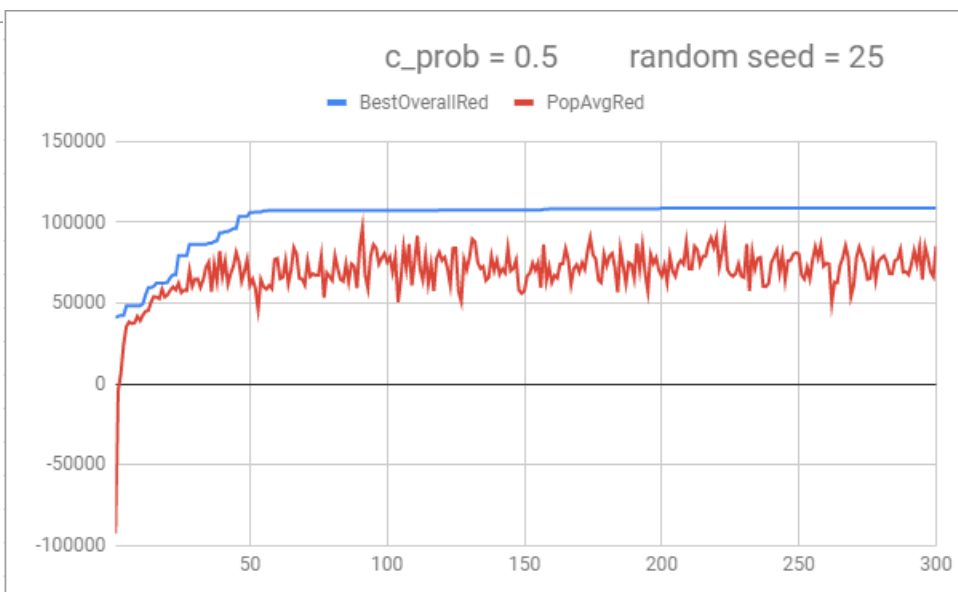
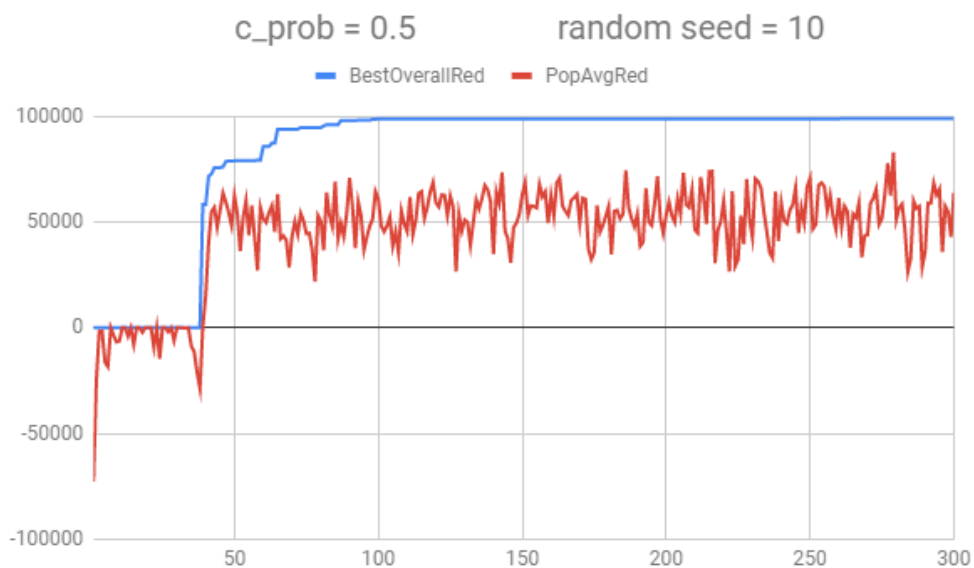
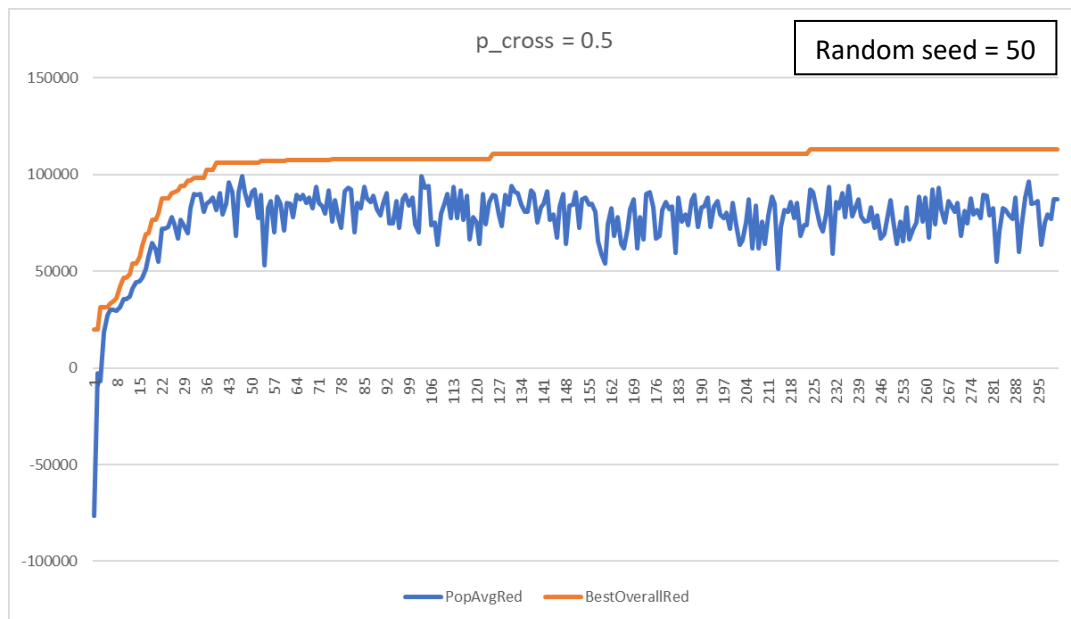
Probabilidade de mutação



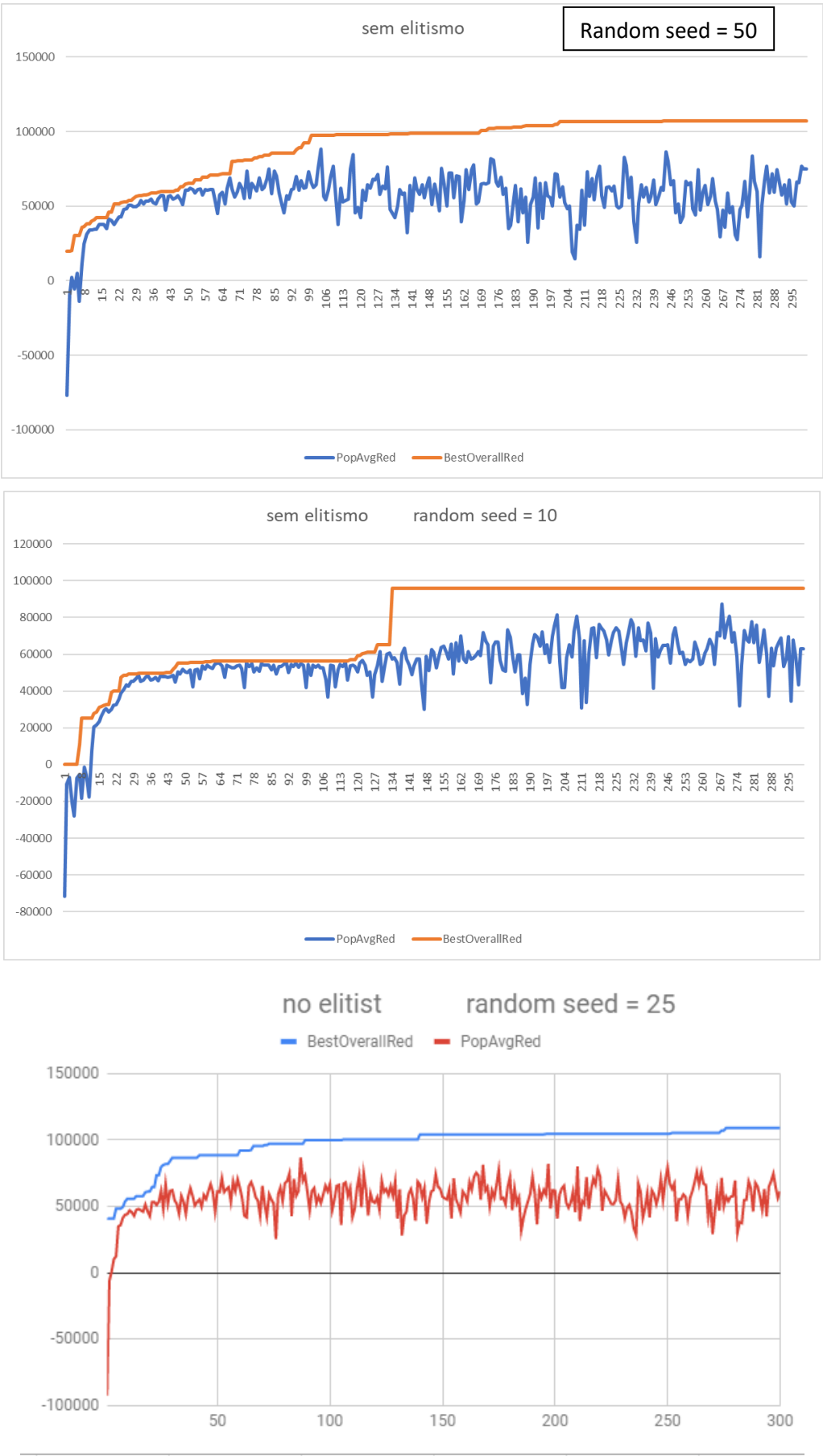


Probabilidade de crossover

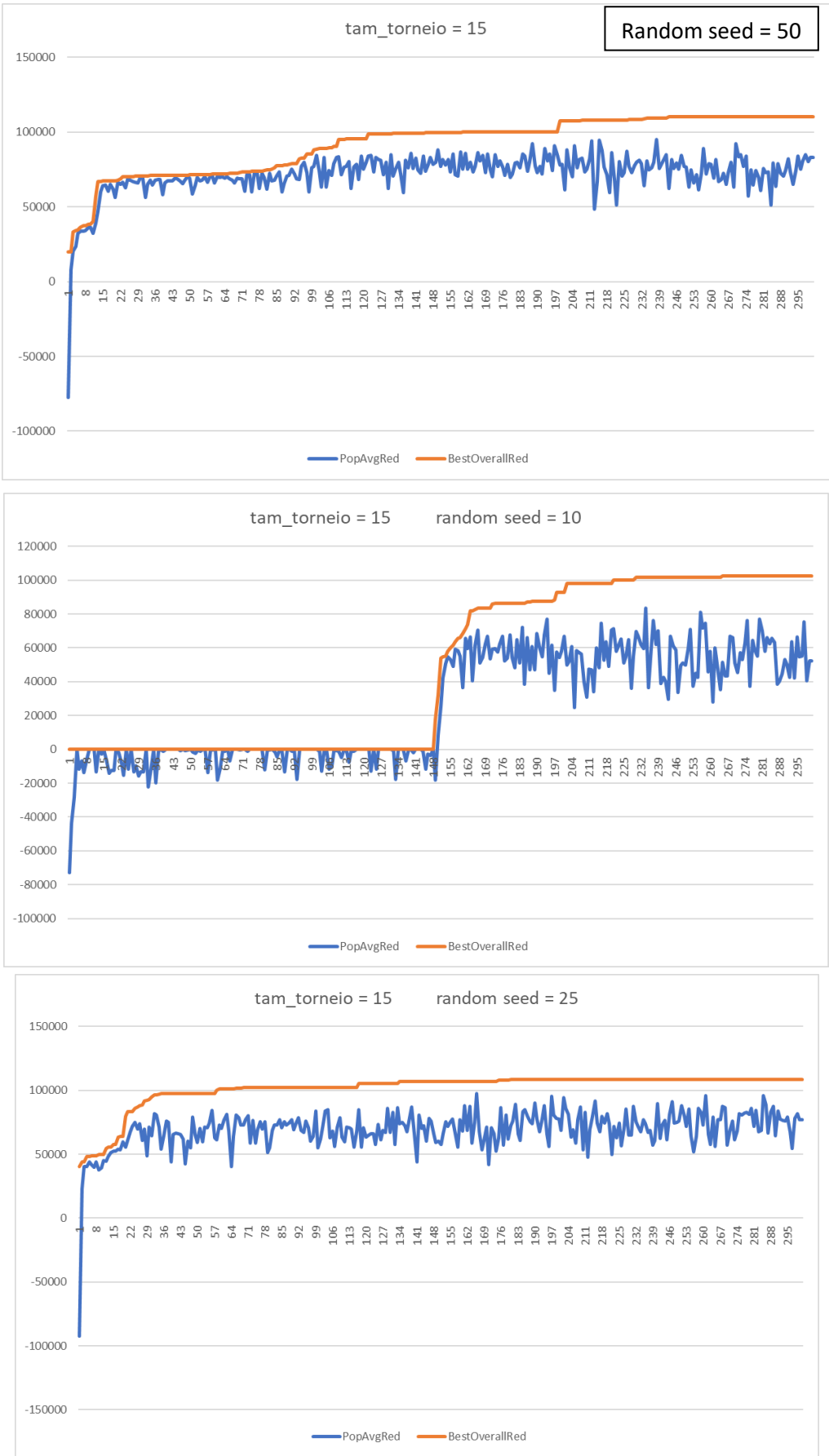




Elitismo



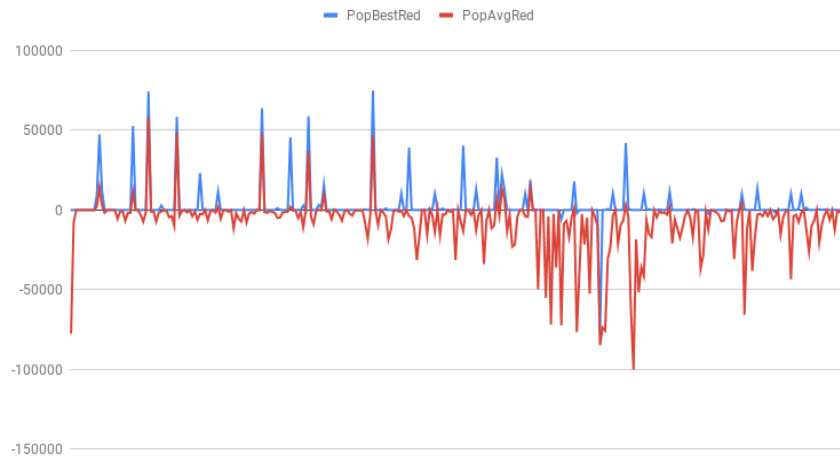
Tamanho do torneio



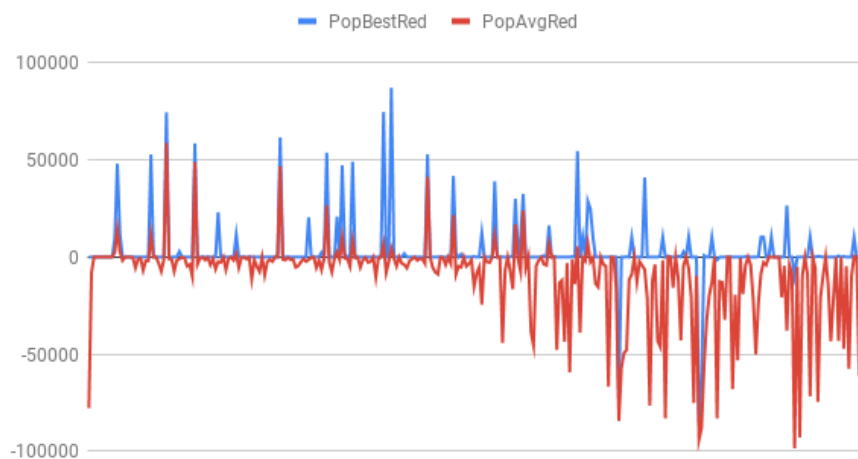
Evolving-ControlTheBallToAdversaryGoalRandom

Testes com valores *default*

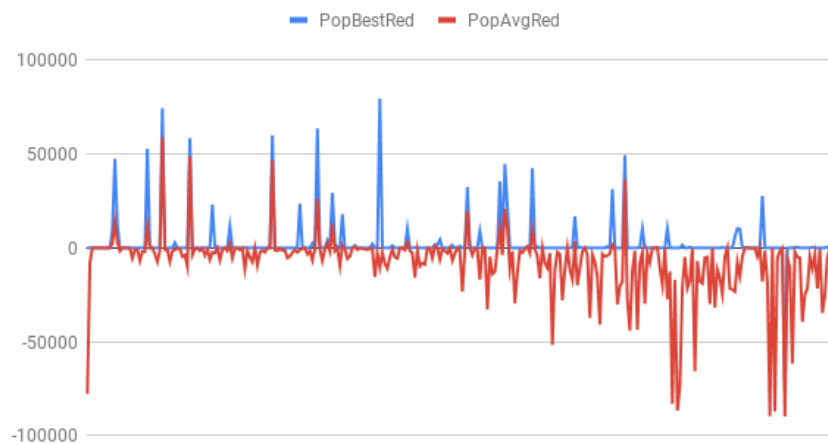
Teste 1



Teste 2

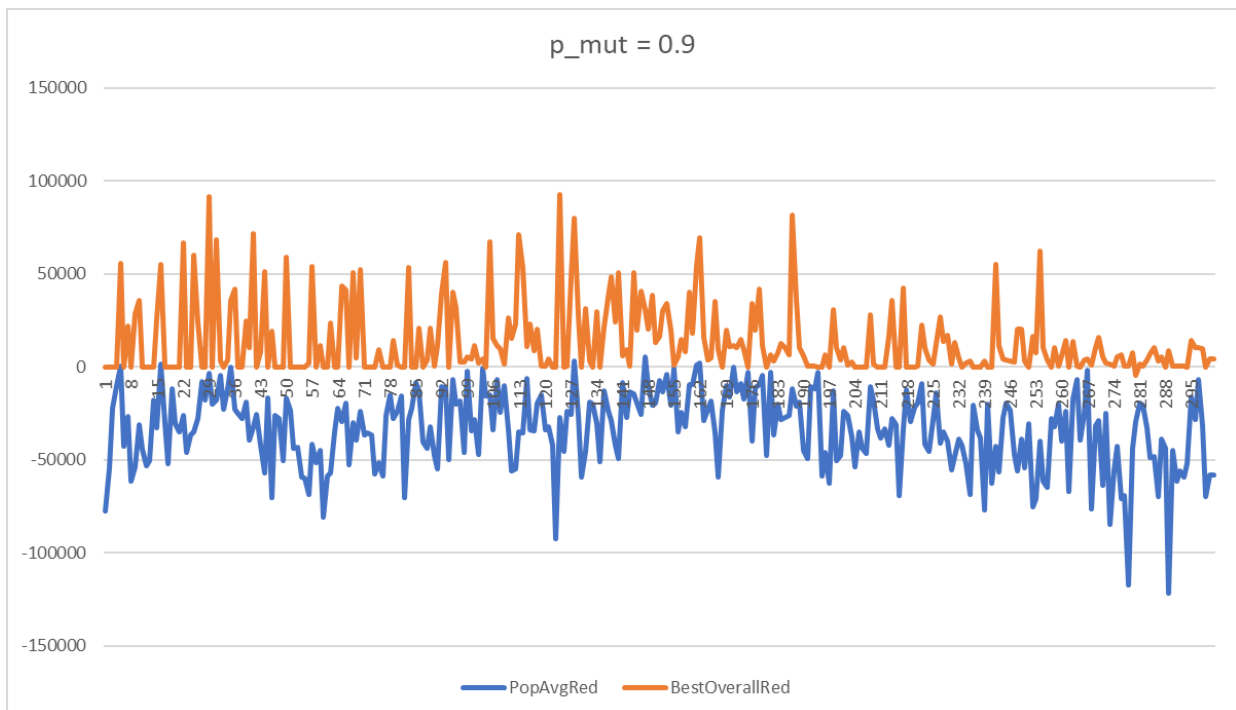
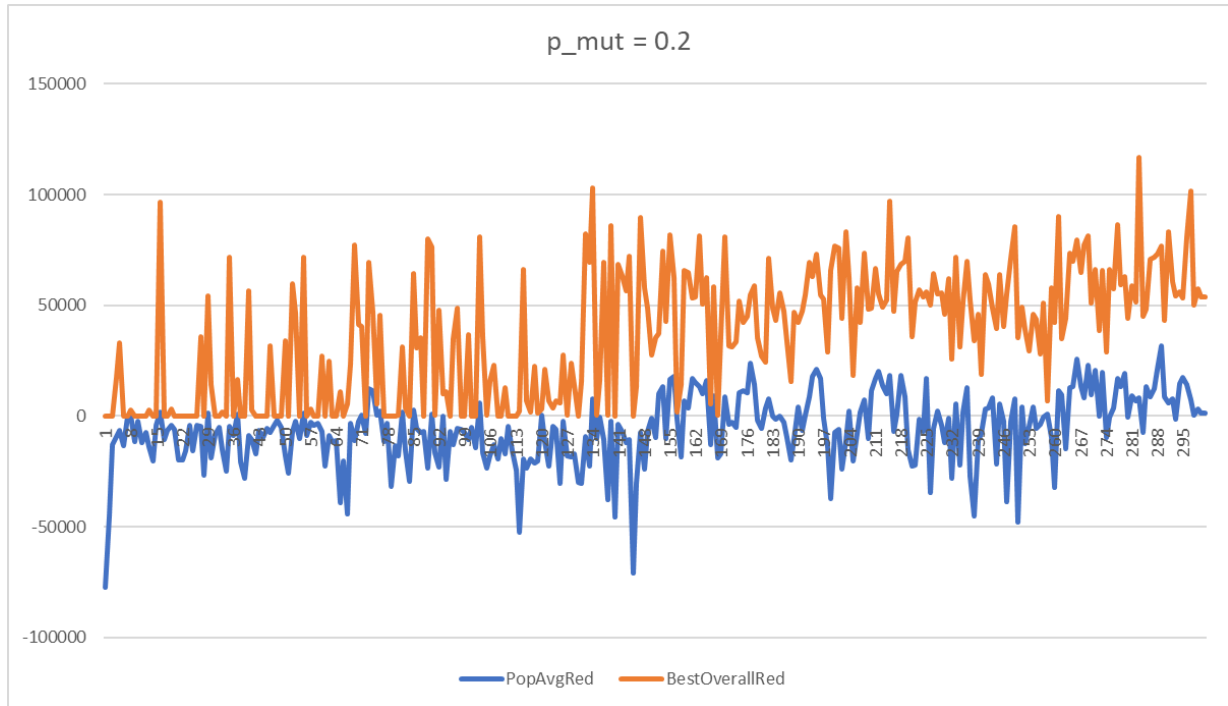


Teste 3



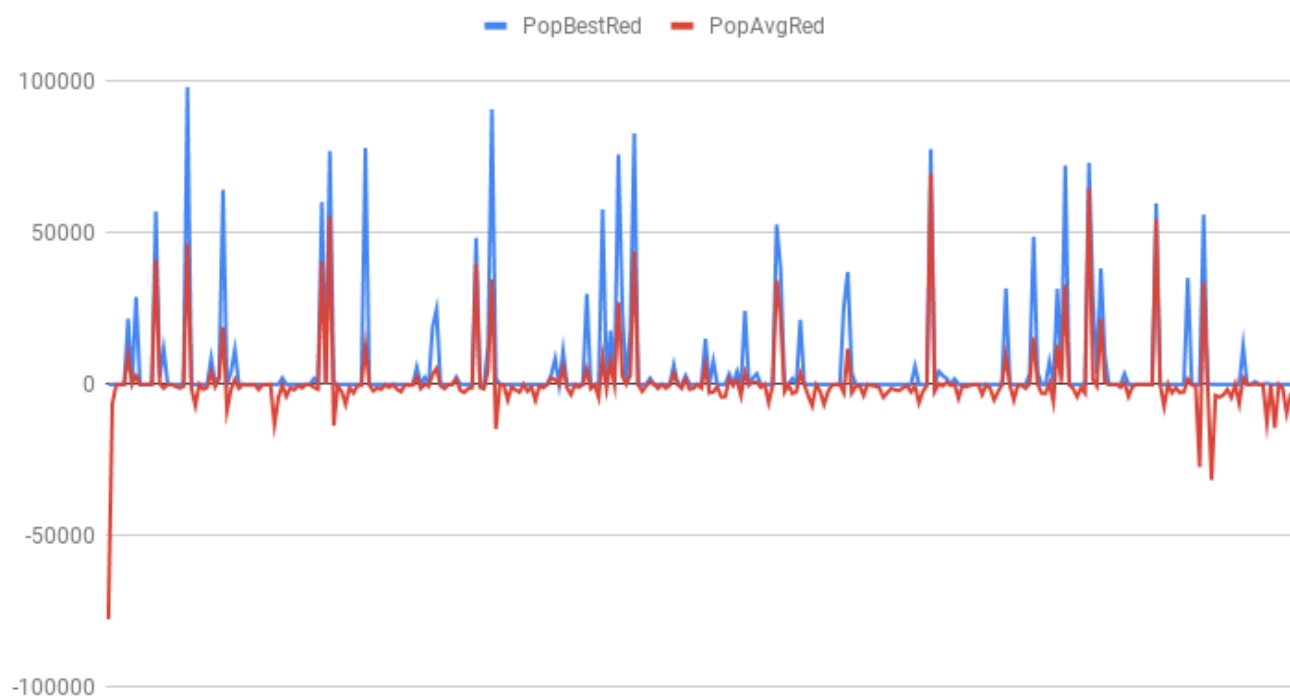
Teste com variação de valores (mantendo os outros a *default*)

Probabilidade de mutação

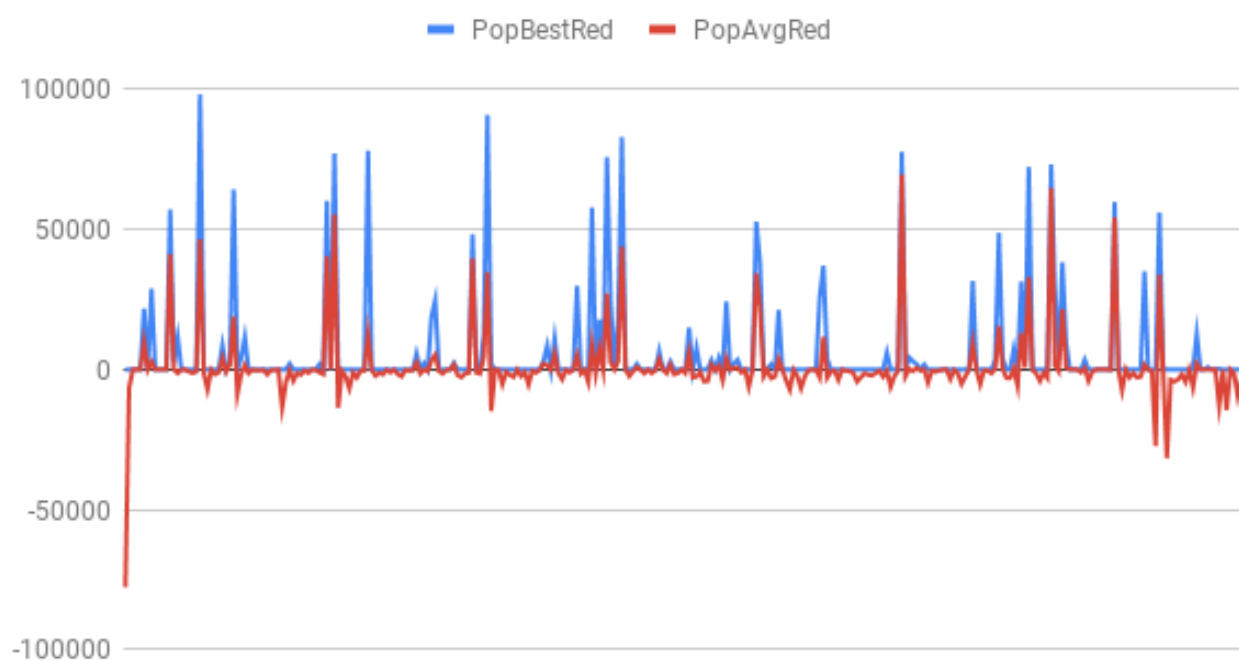


Probabilidade de crossover

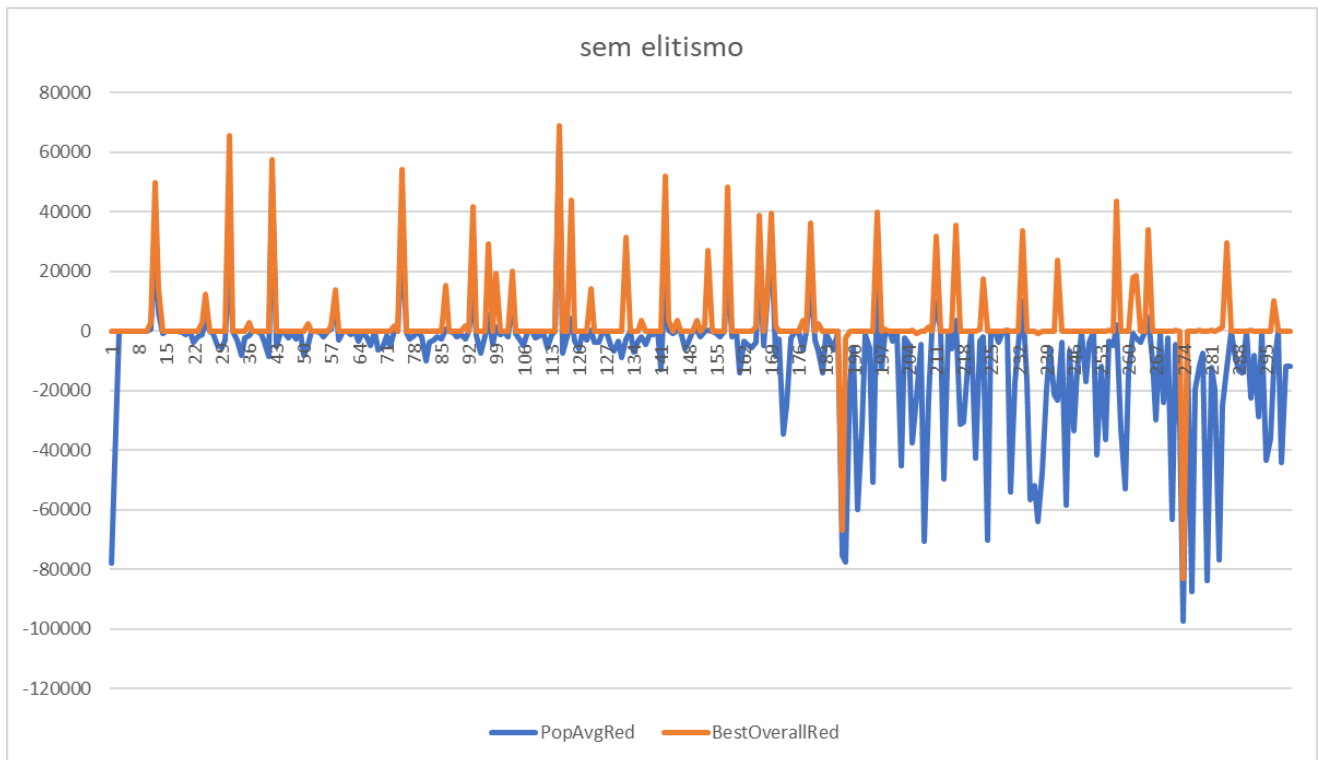
ControlBallRandom ---- prob_c=0.05



Control Ball Random prob_c=0.5

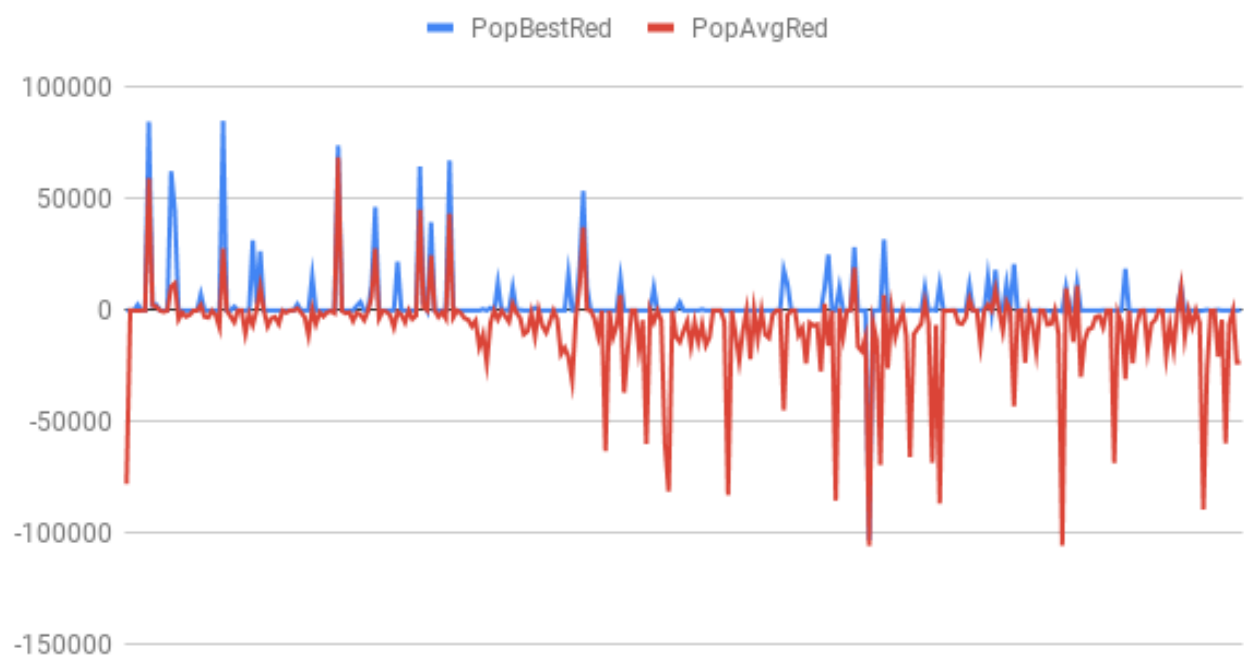


Elitismo



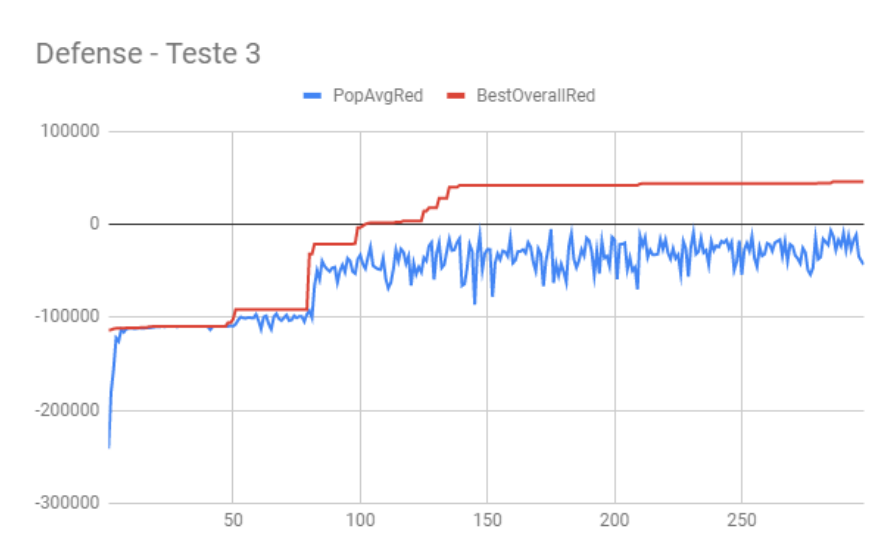
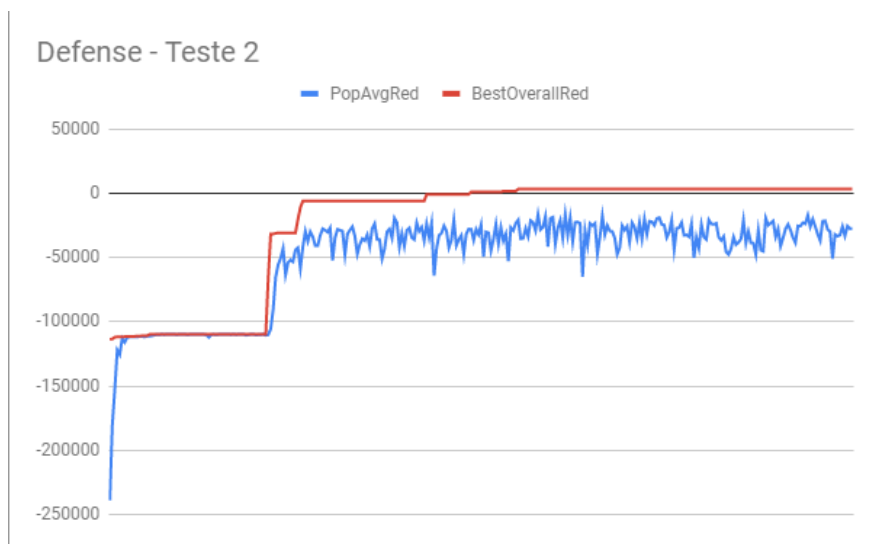
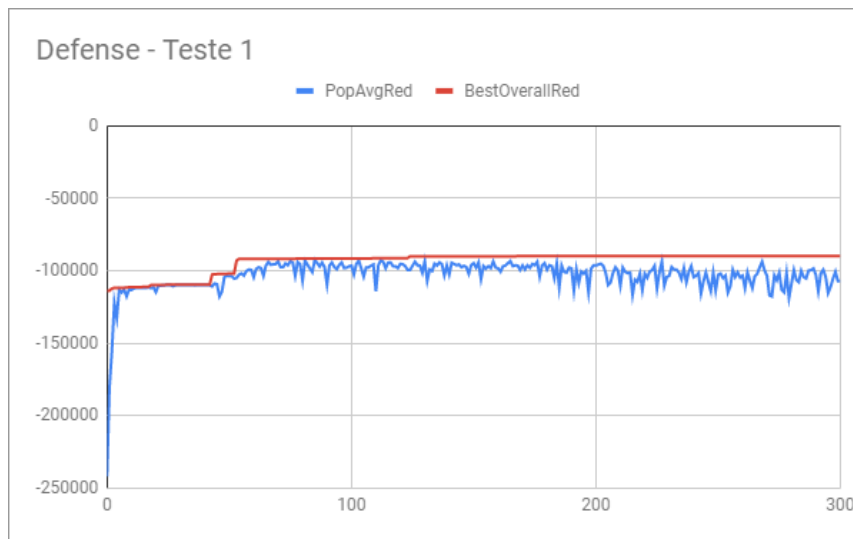
Tamanho do torneio

Control Ball Random t_tize=15



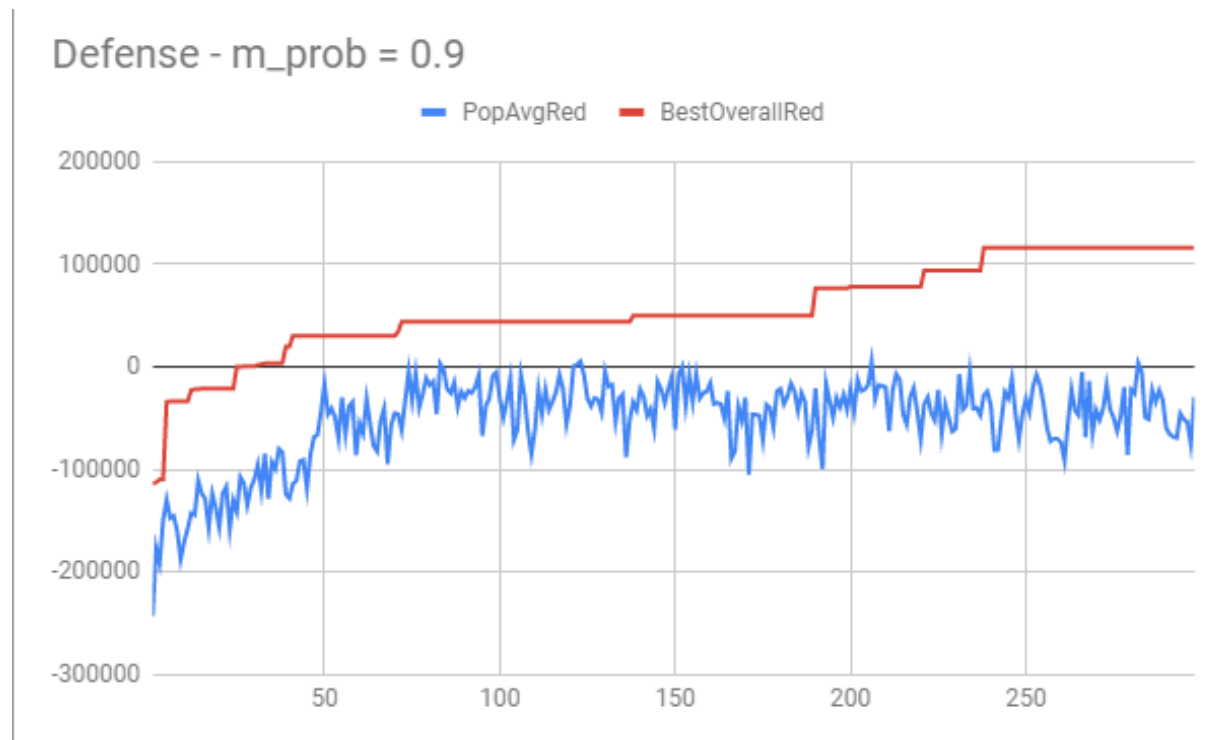
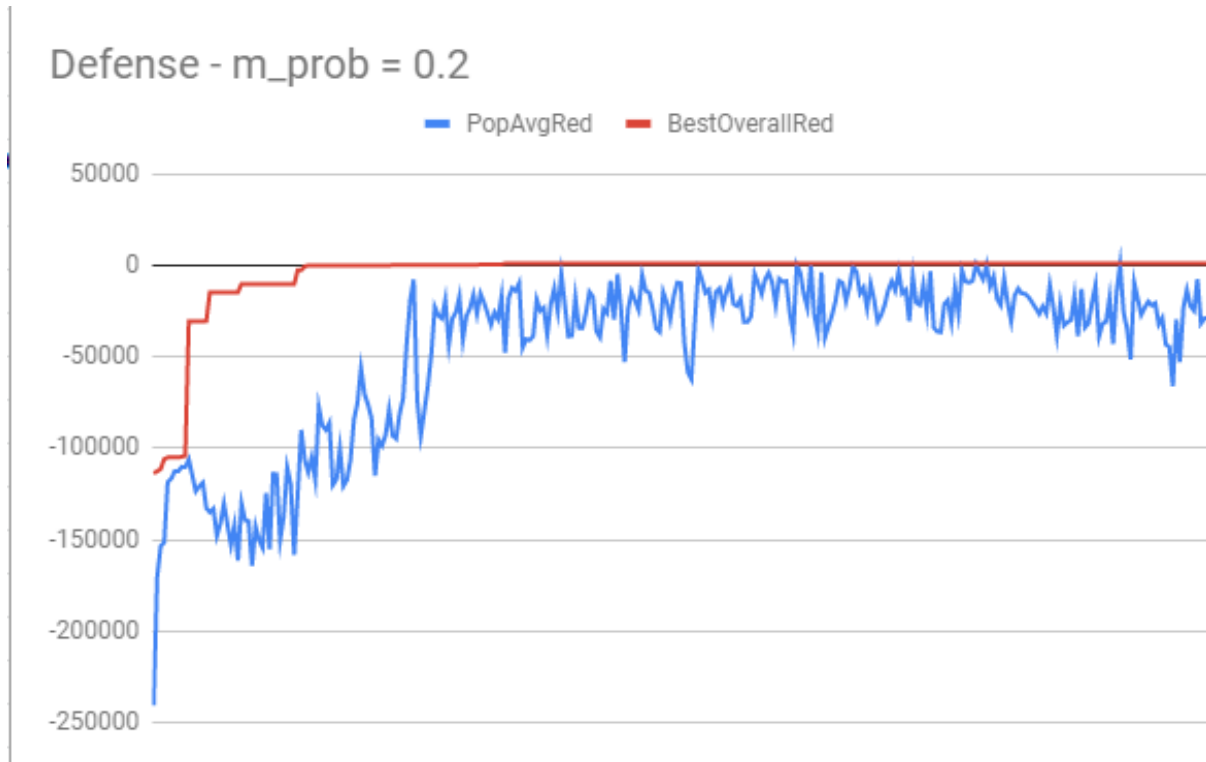
Evolving-Defense

Testes com valores *default*



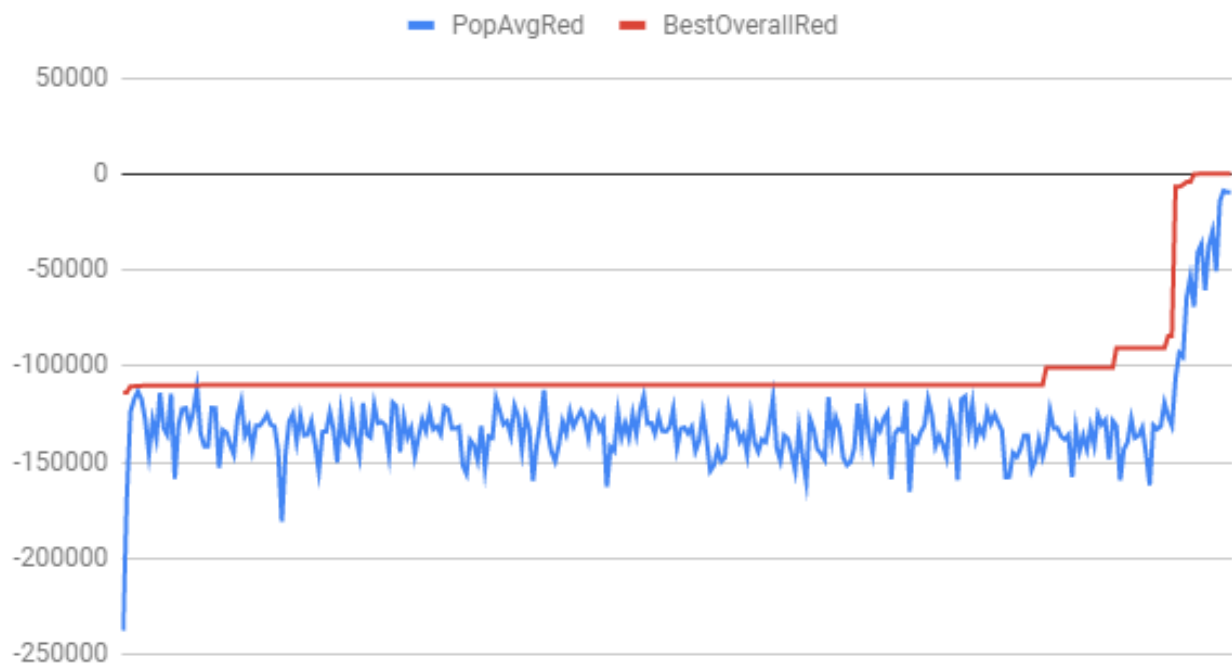
Teste com variação de valores (mantendo os outros a *default*)

Probabilidade de mutação

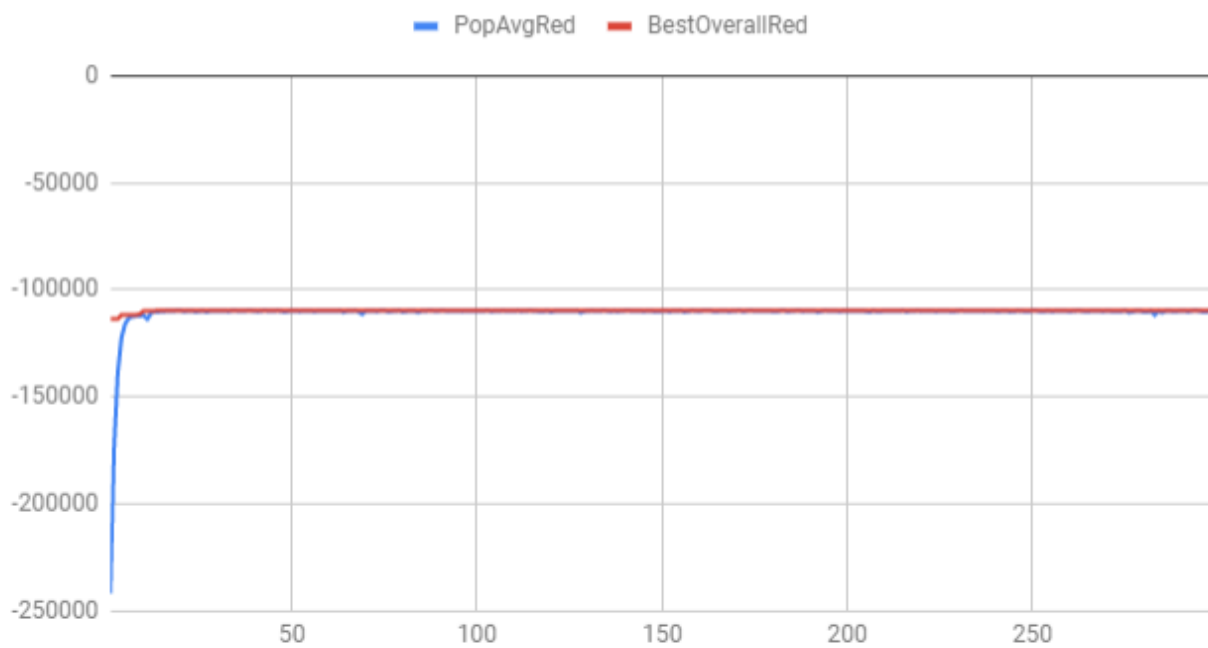


Probabilidade de crossover

Defense - c_prob = 0.05

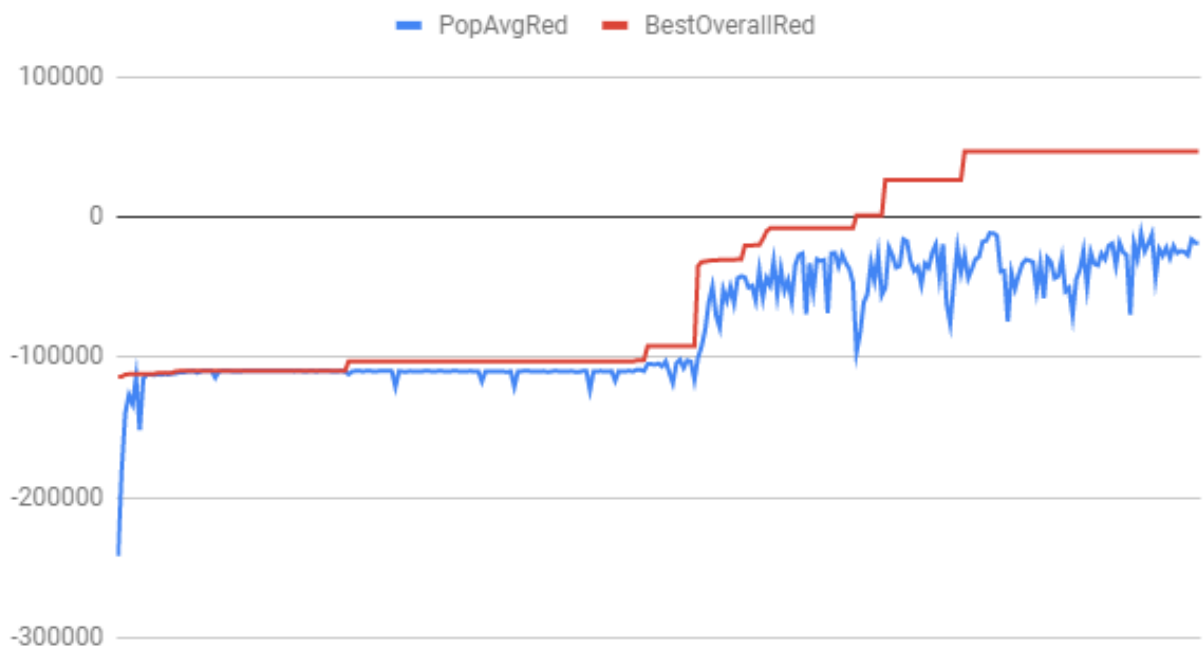


Defense - c_prob = 0.5



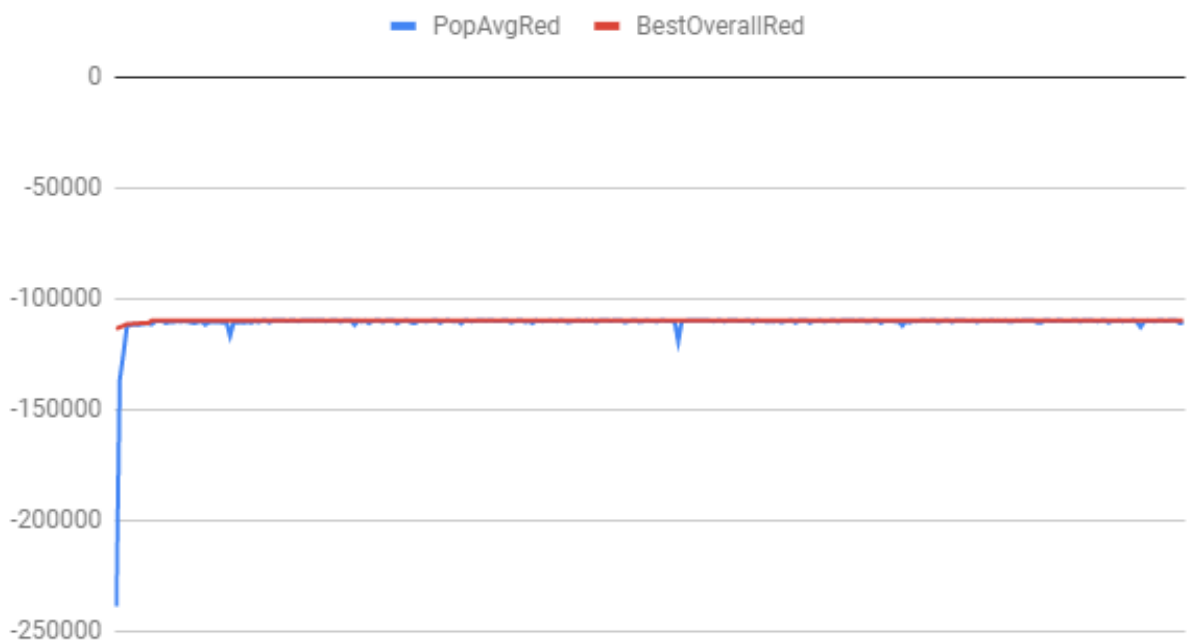
Elitismo

Defense - no elitist



Tamanho do torneio

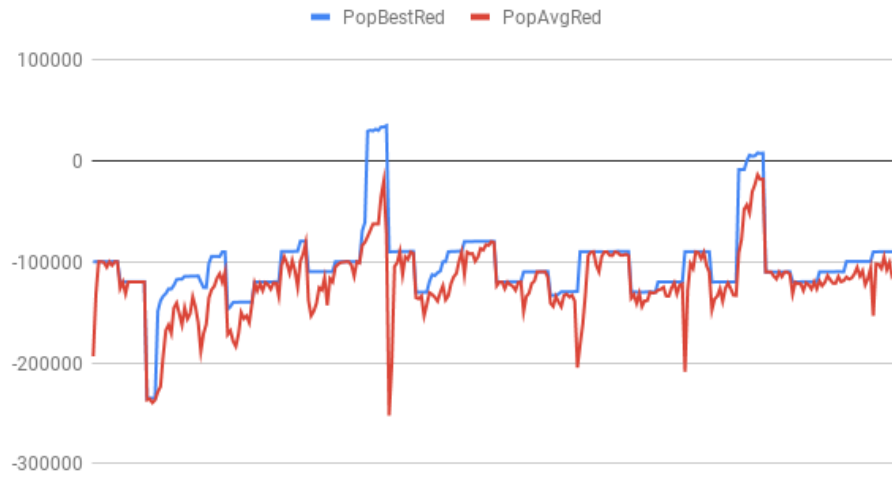
Defense - t_size = 15



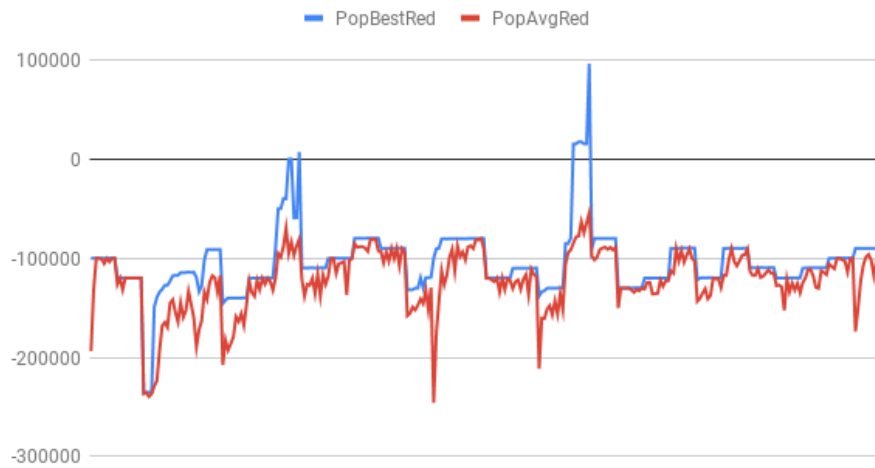
Evolving-DefenseBallRandom

Testes com valores *default*

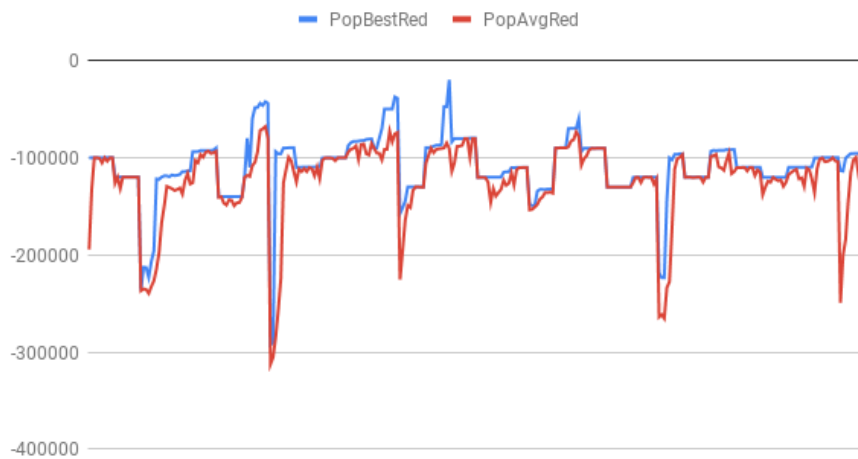
Defense Random Teste 1



Defense Random Teste 2

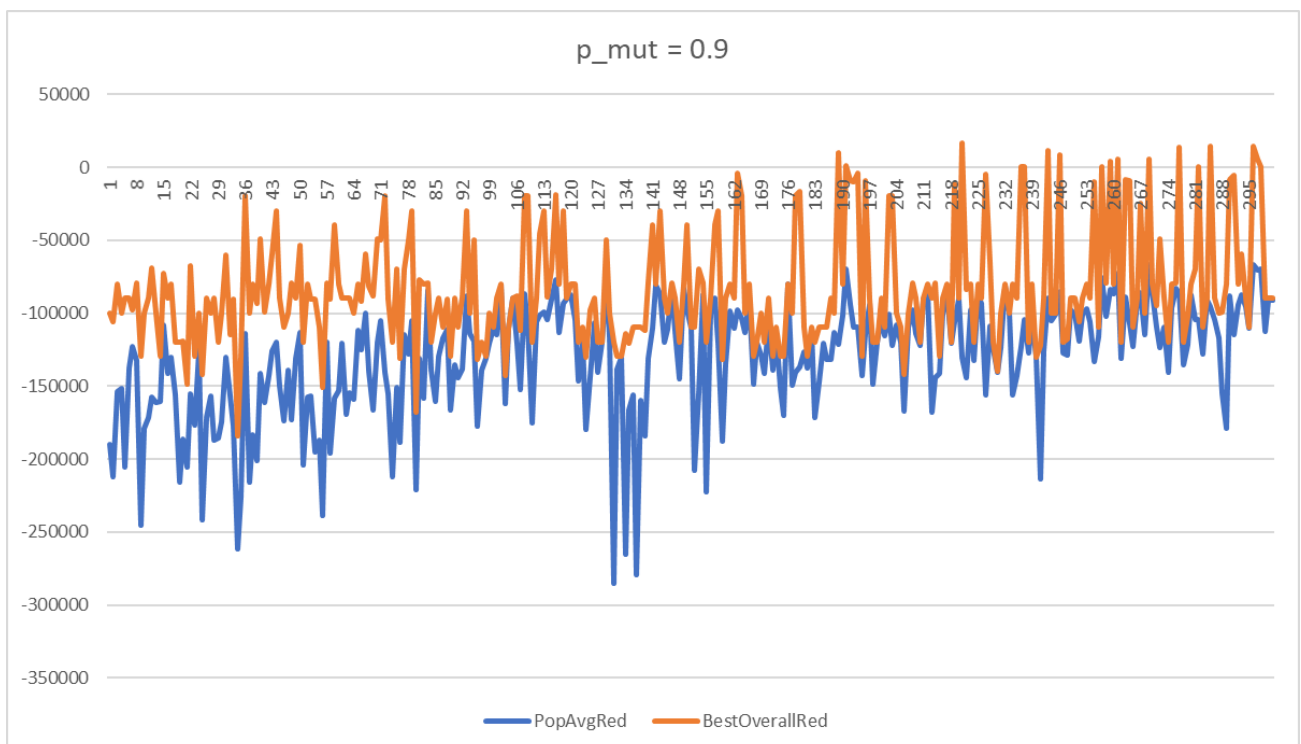
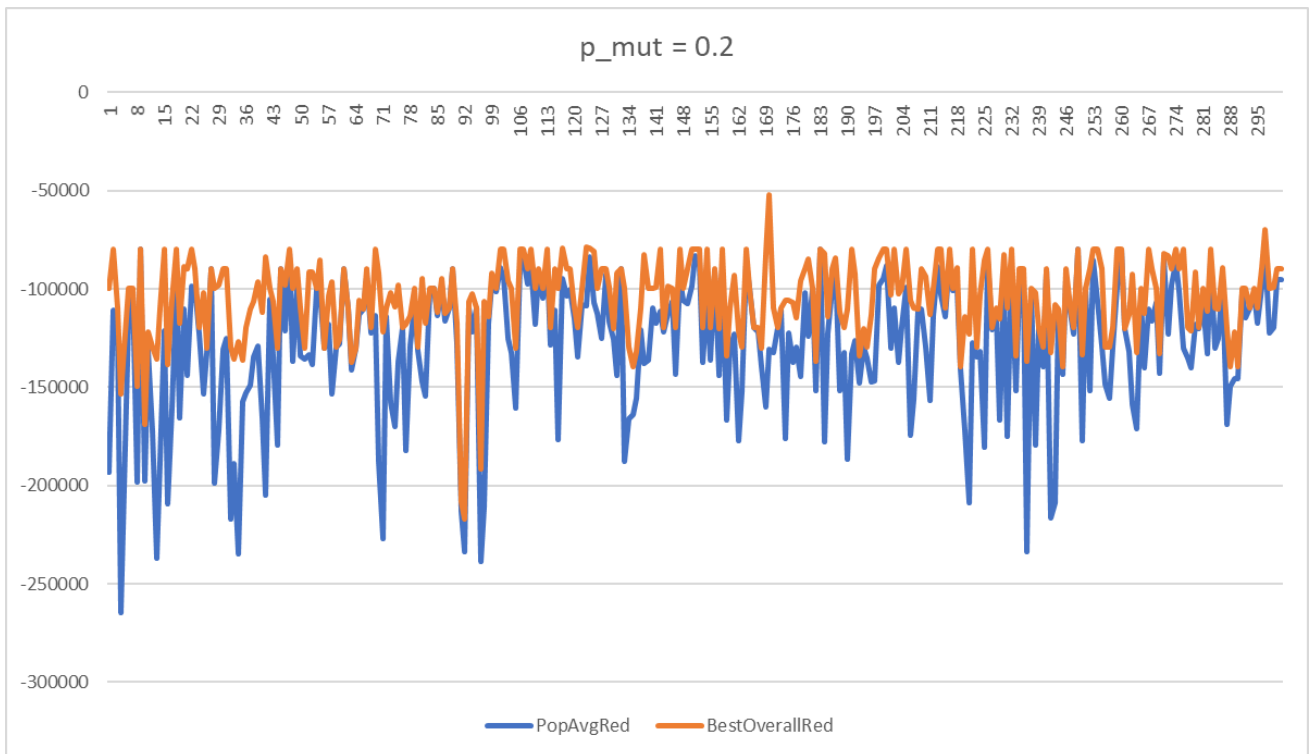


Defense Random Teste 3



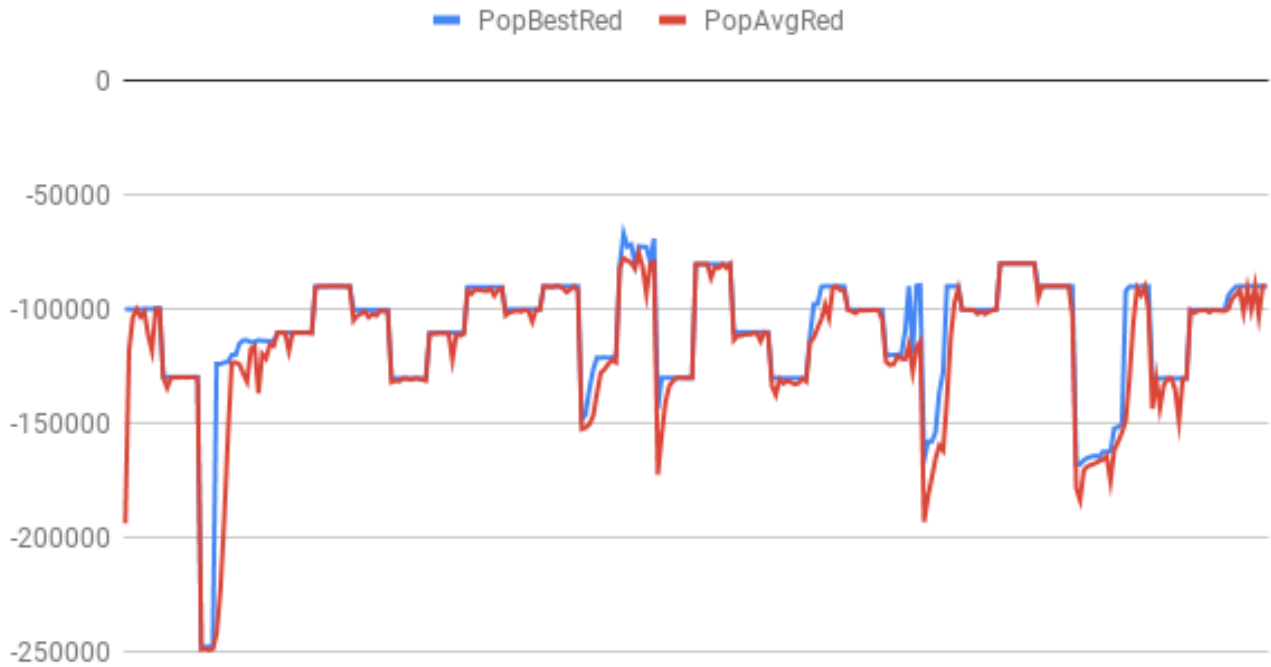
Teste com variação de valores (mantendo os outros a *default*)

Probabilidade de mutação

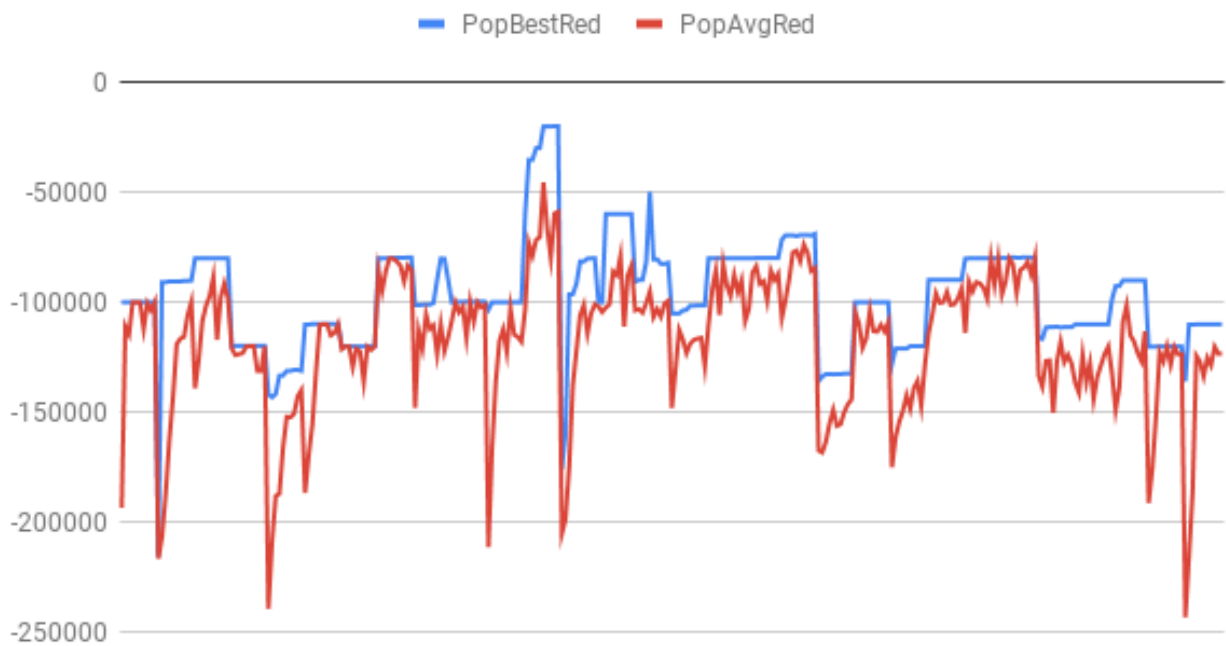


Probabilidade de crossover

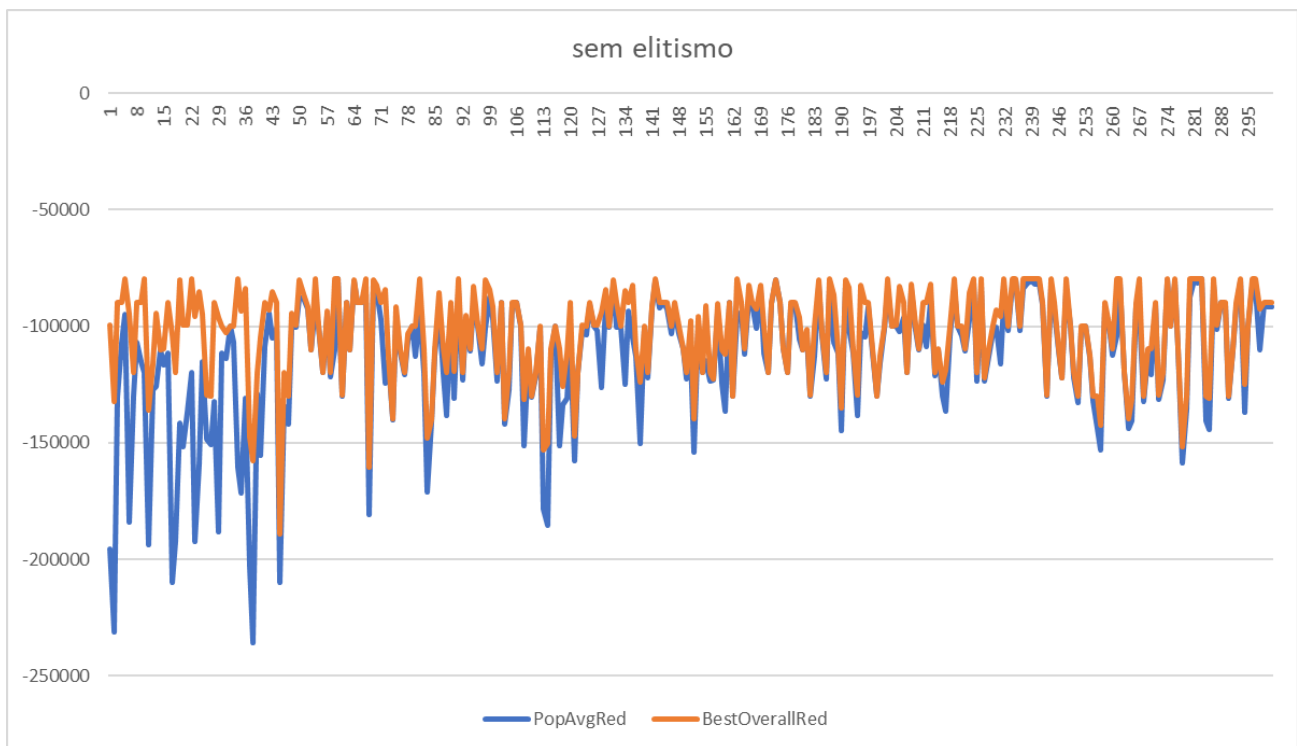
DefenseRandom prob_c=0.05



DefenseRandom prob_c=0.5

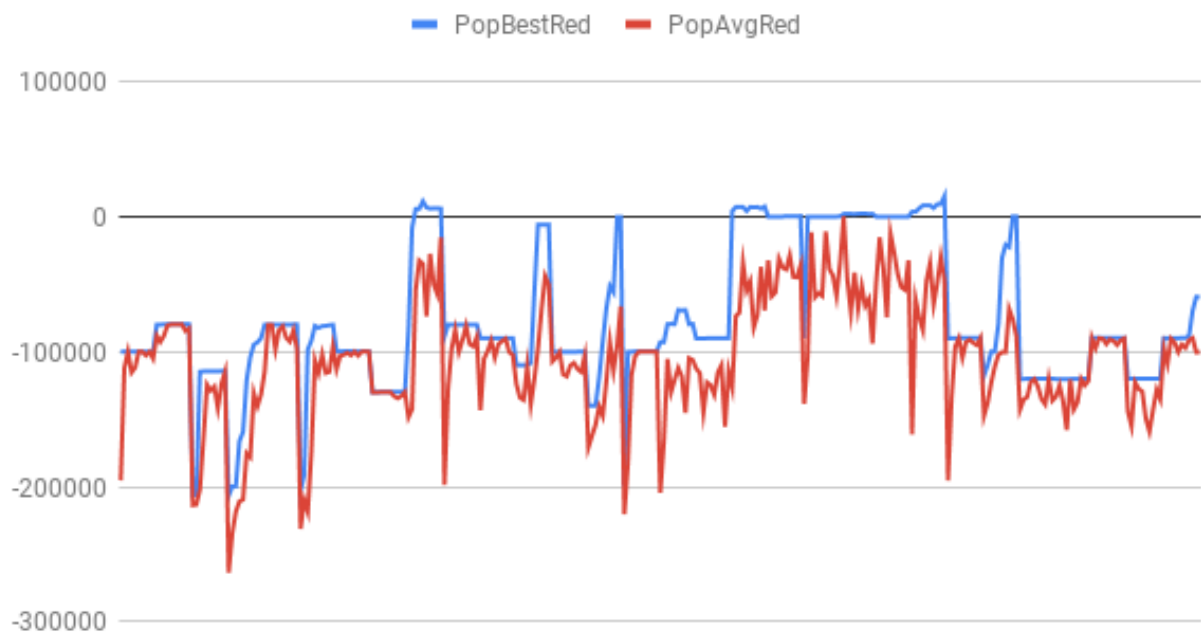


Elitismo



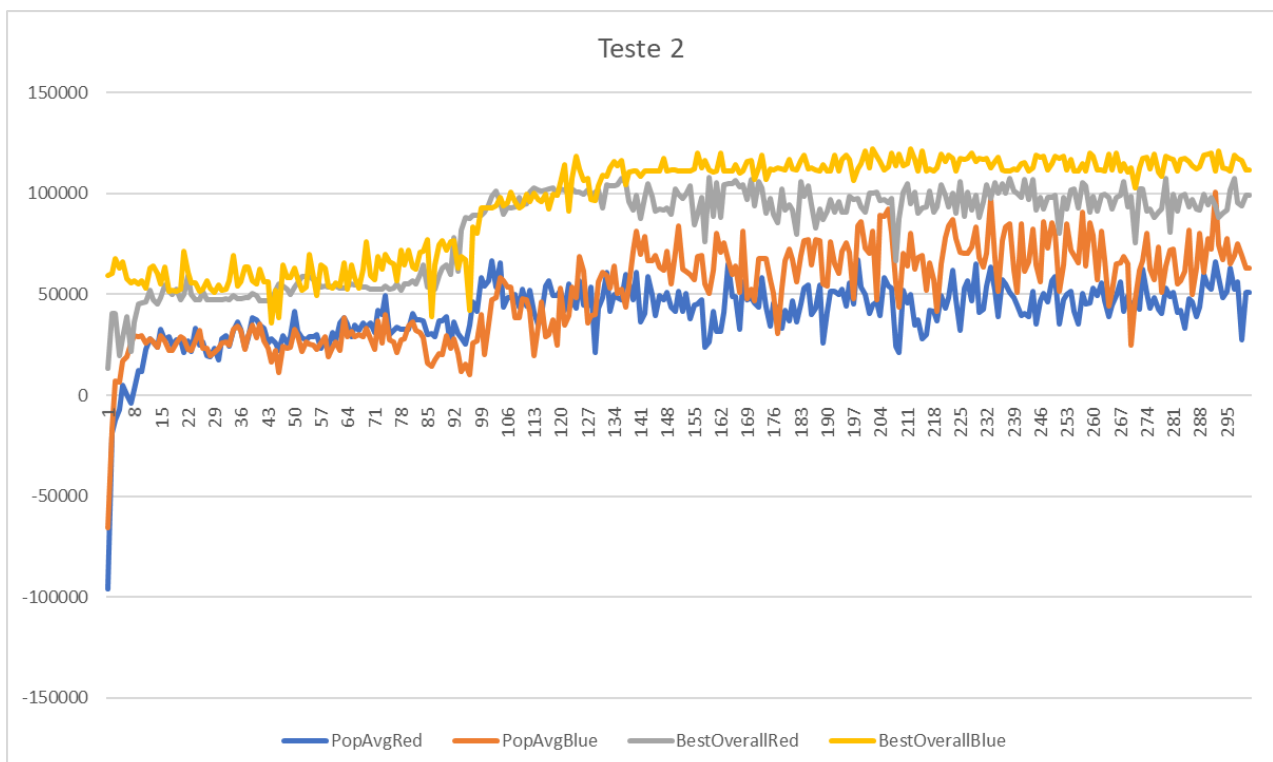
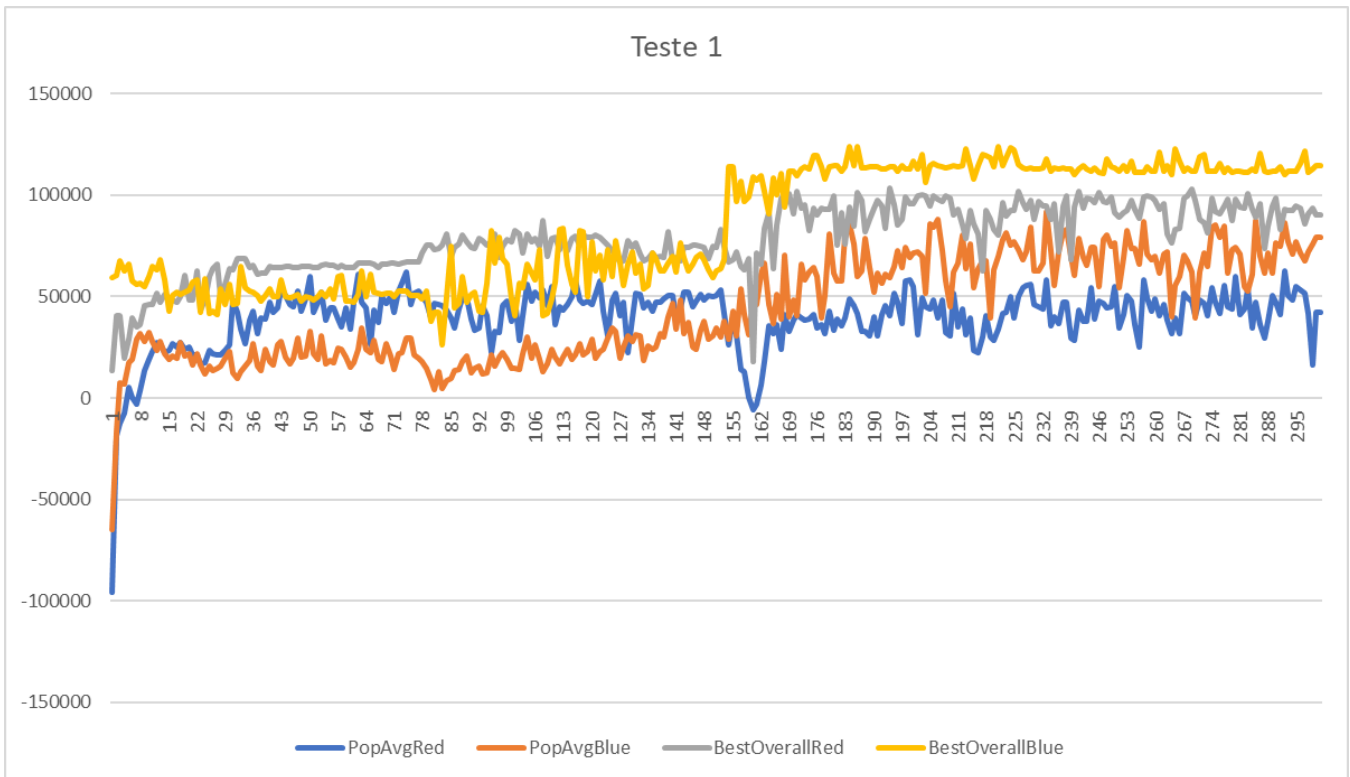
Tamanho do torneio

DefenseRandom t_size=15

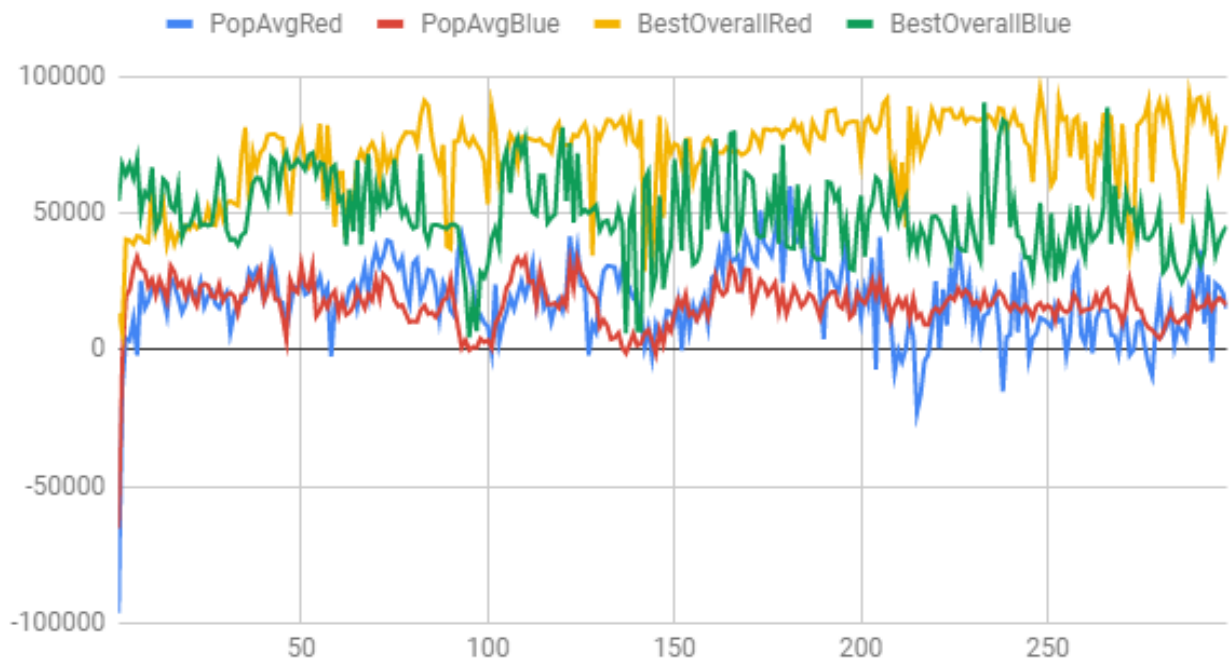


Evolving-OnevsOne

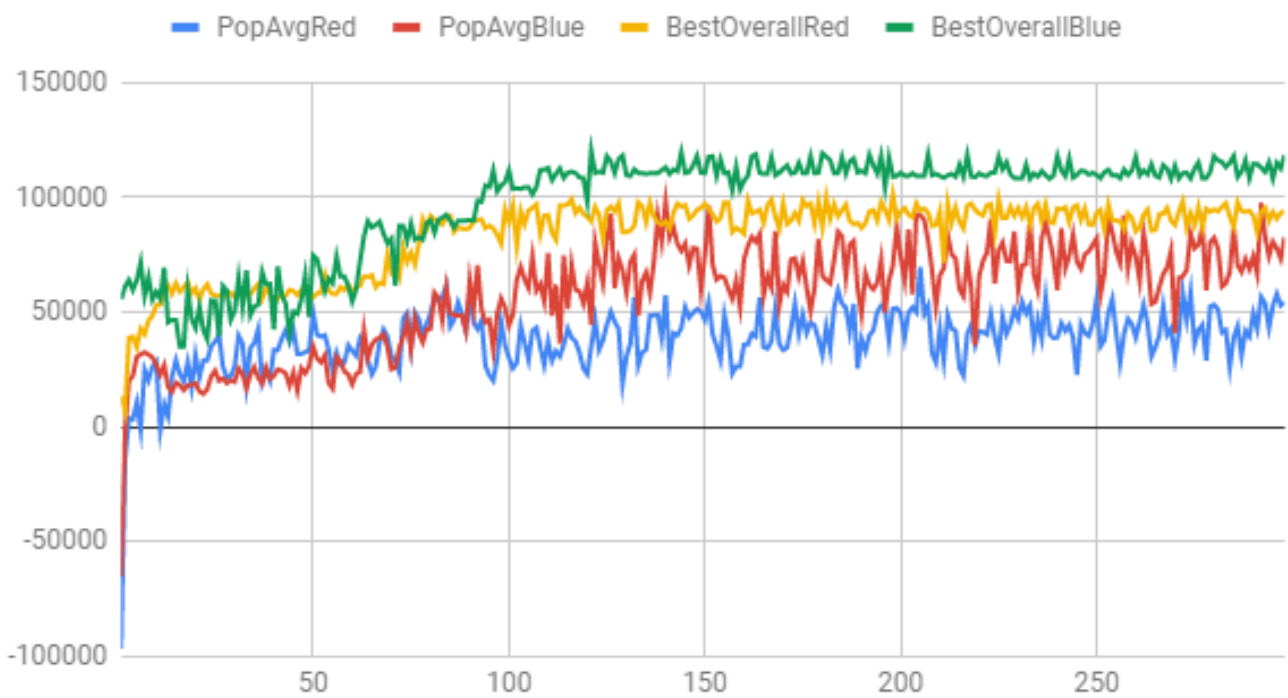
Testes com valores *default*



OneVsOne - Teste 3

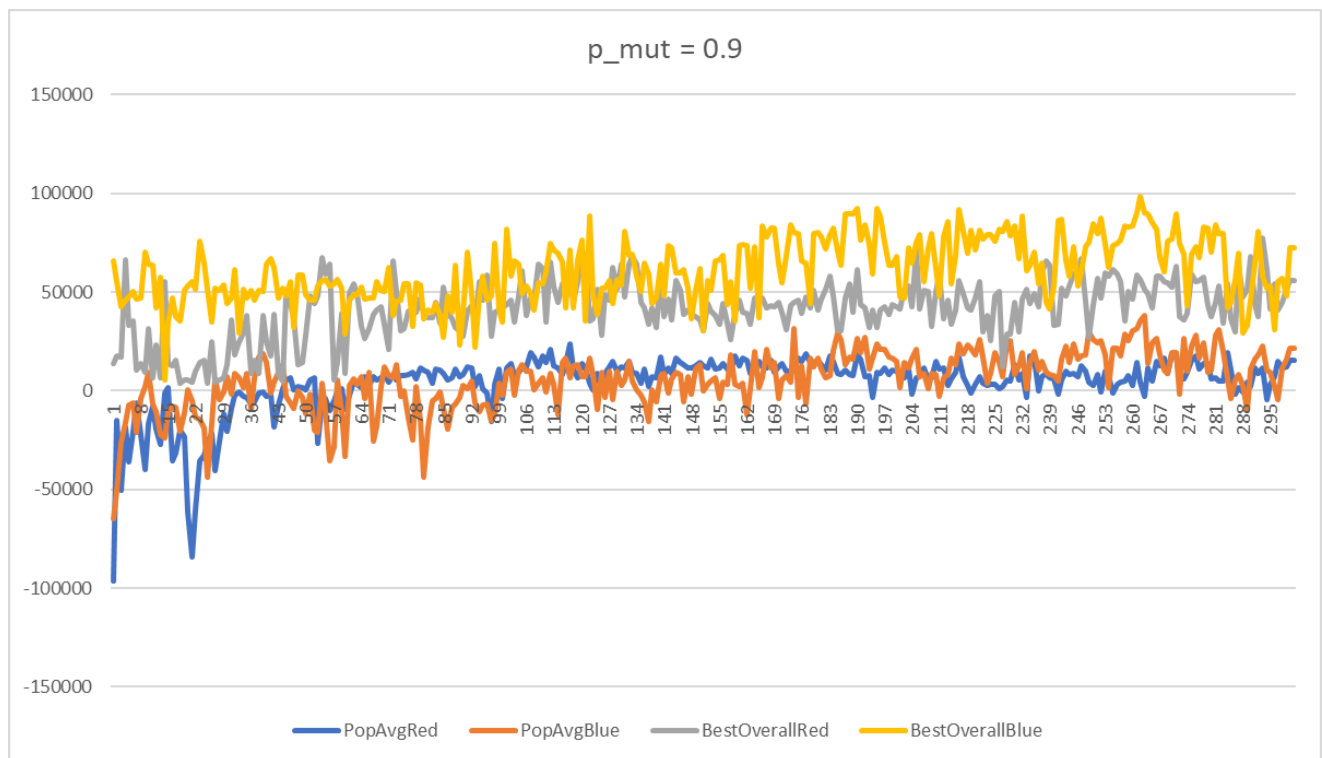
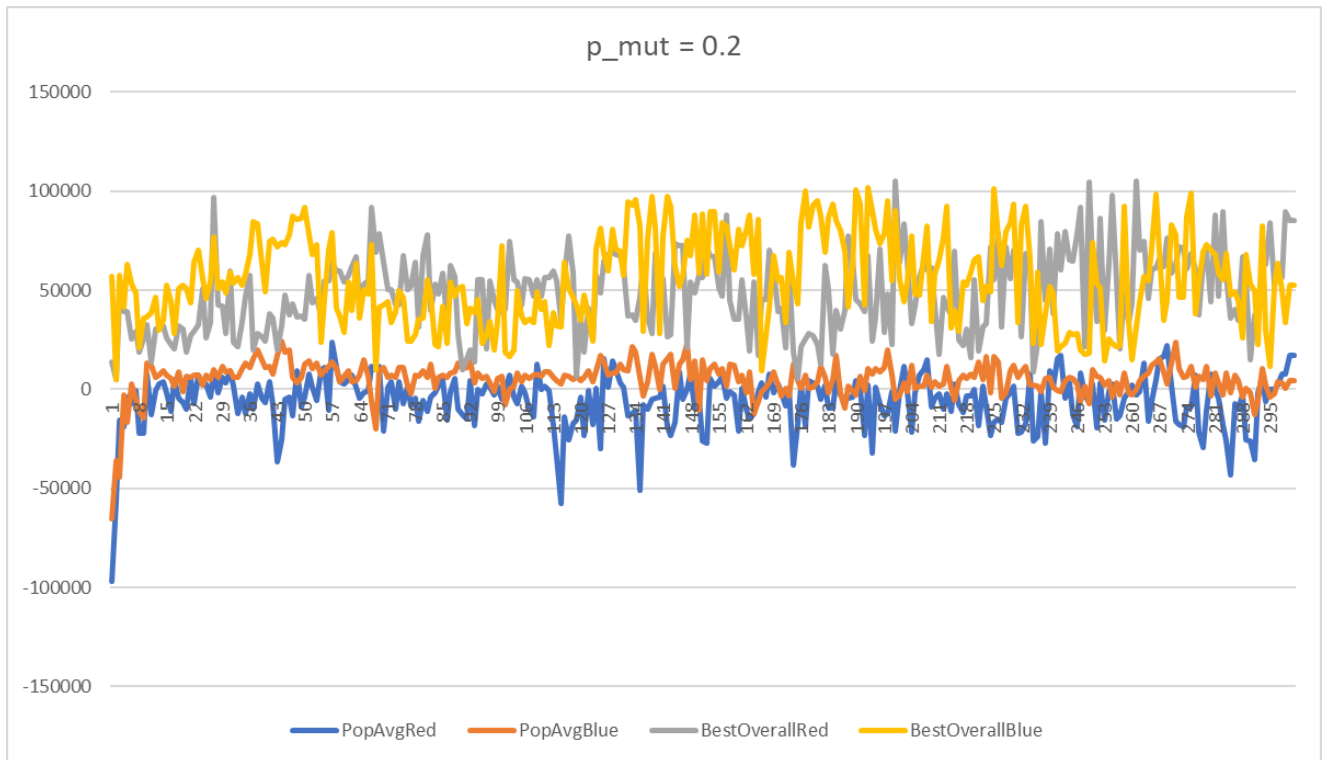


OneVSOne - Teste 4

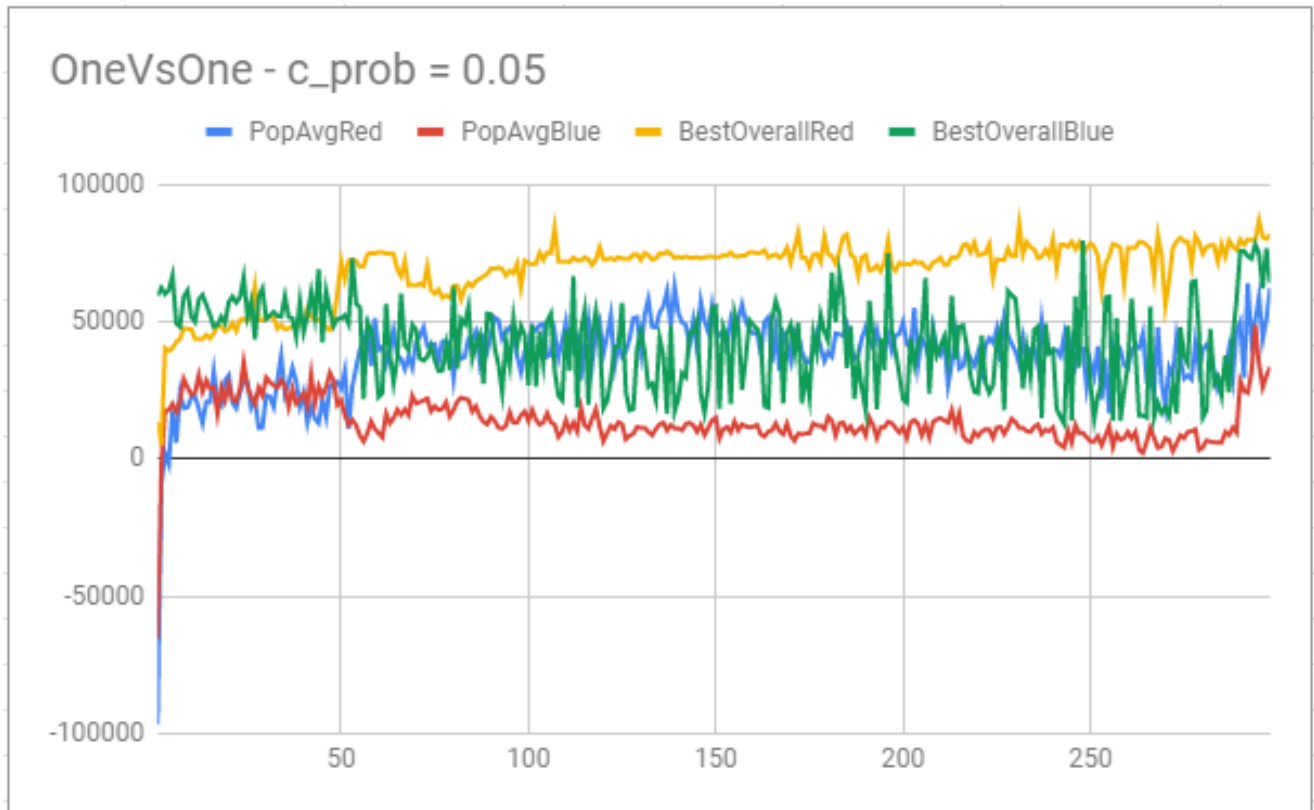


Teste com variação de valores (mantendo os outros a *default*)

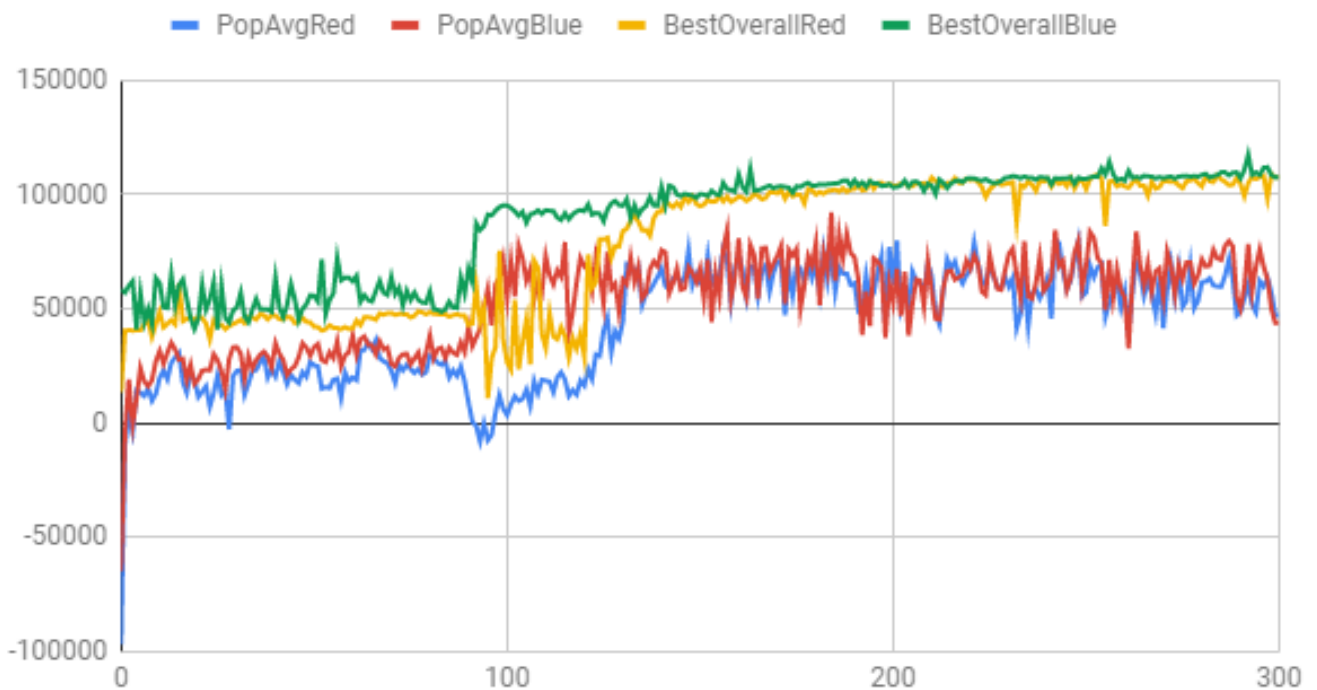
Probabilidade de mutação



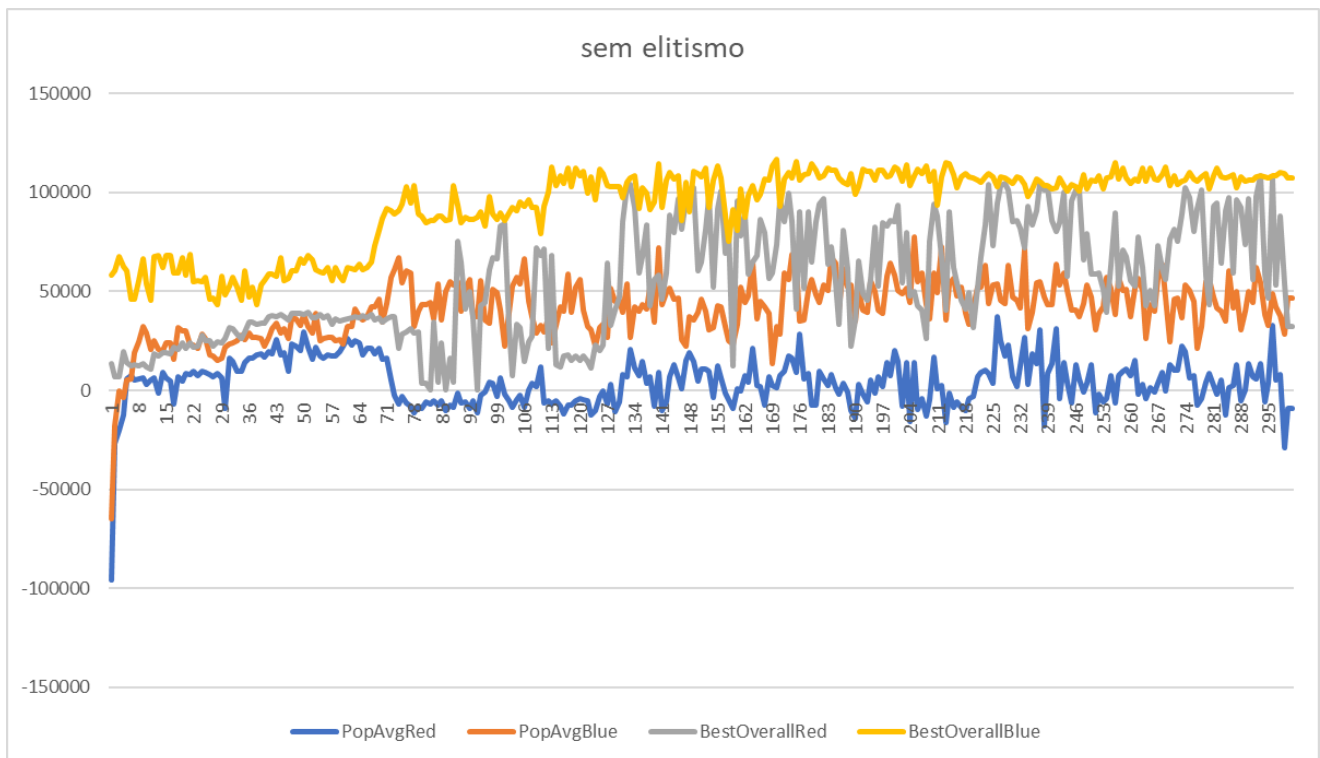
Probabilidade de crossover



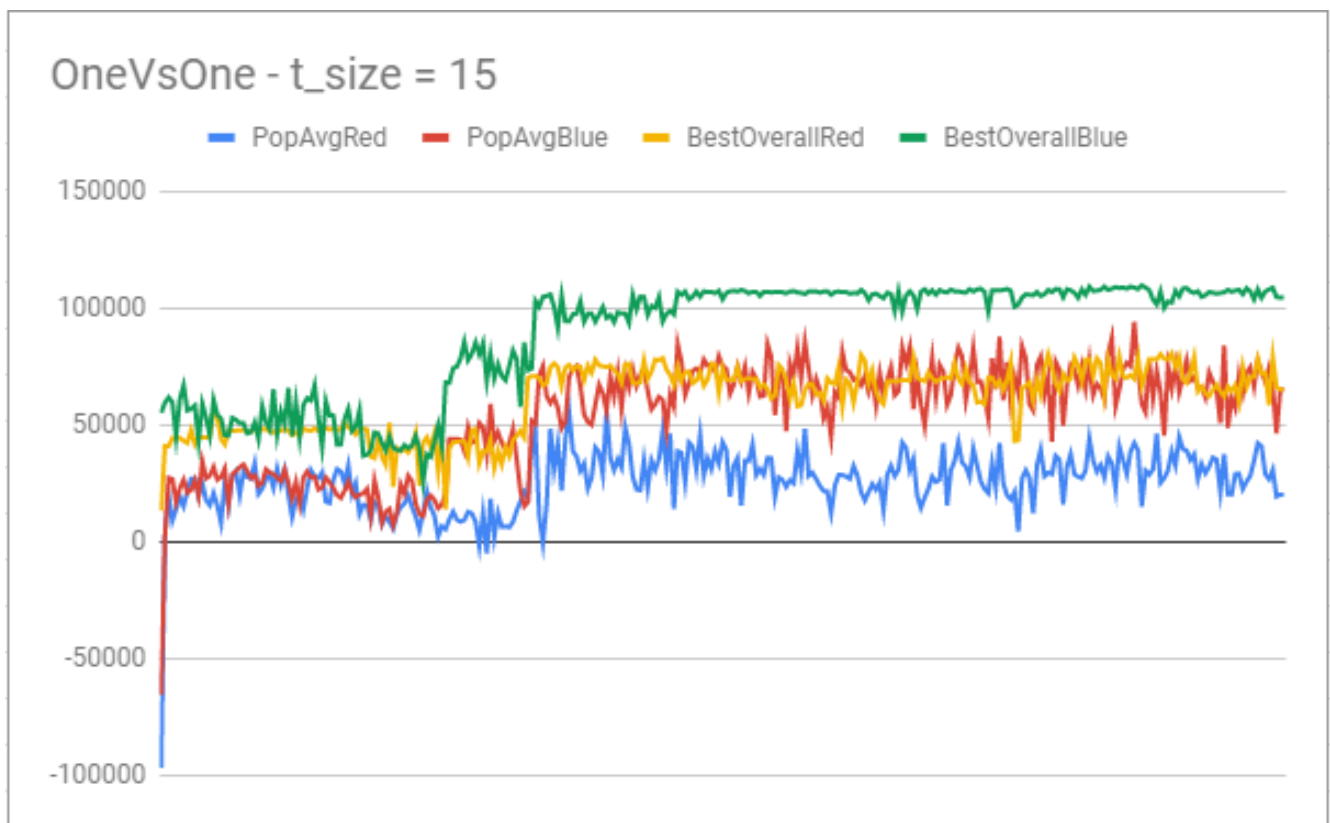
OneVsOne - c_prob = 0.5



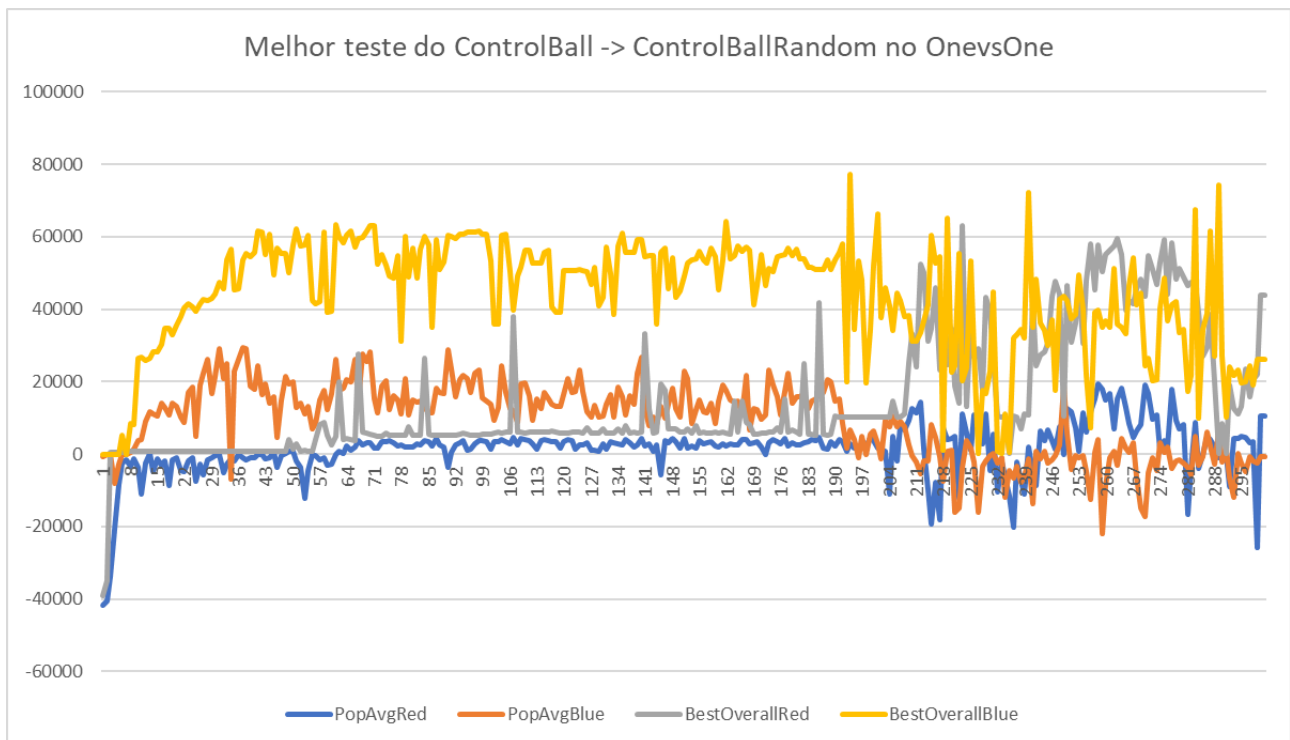
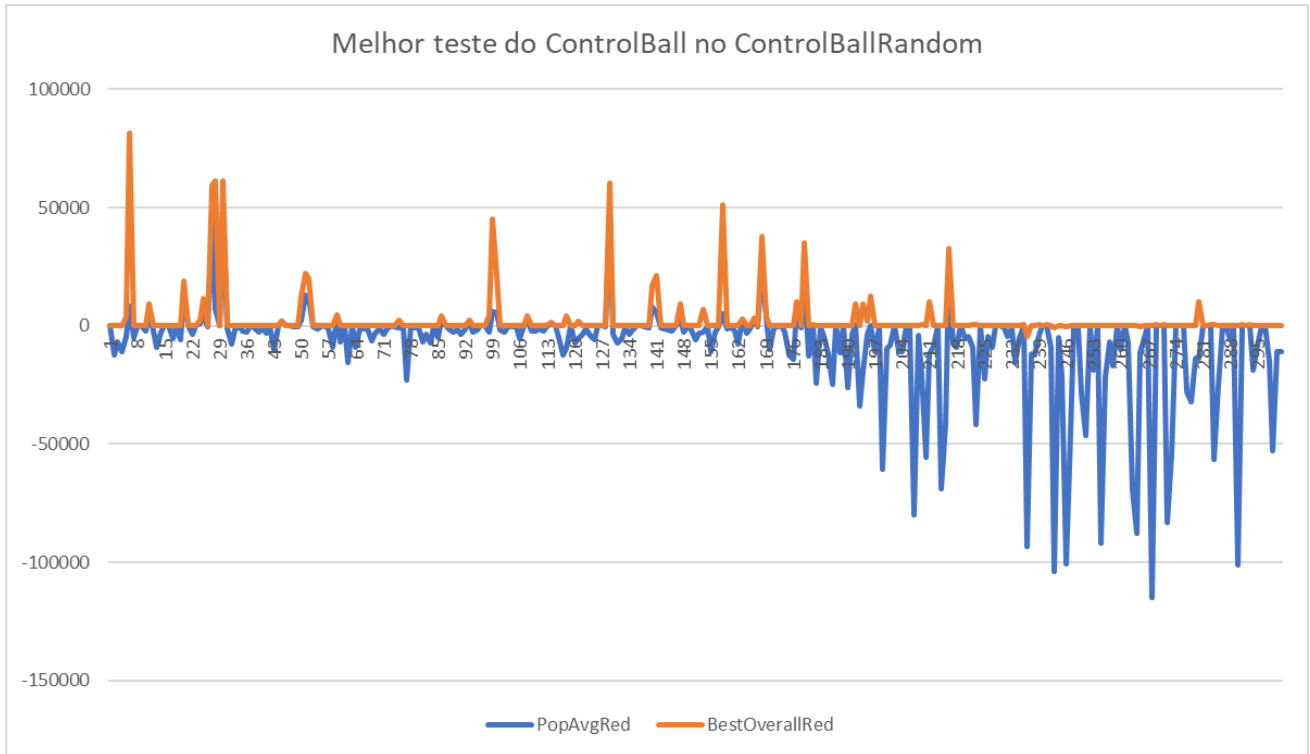
Elitismo



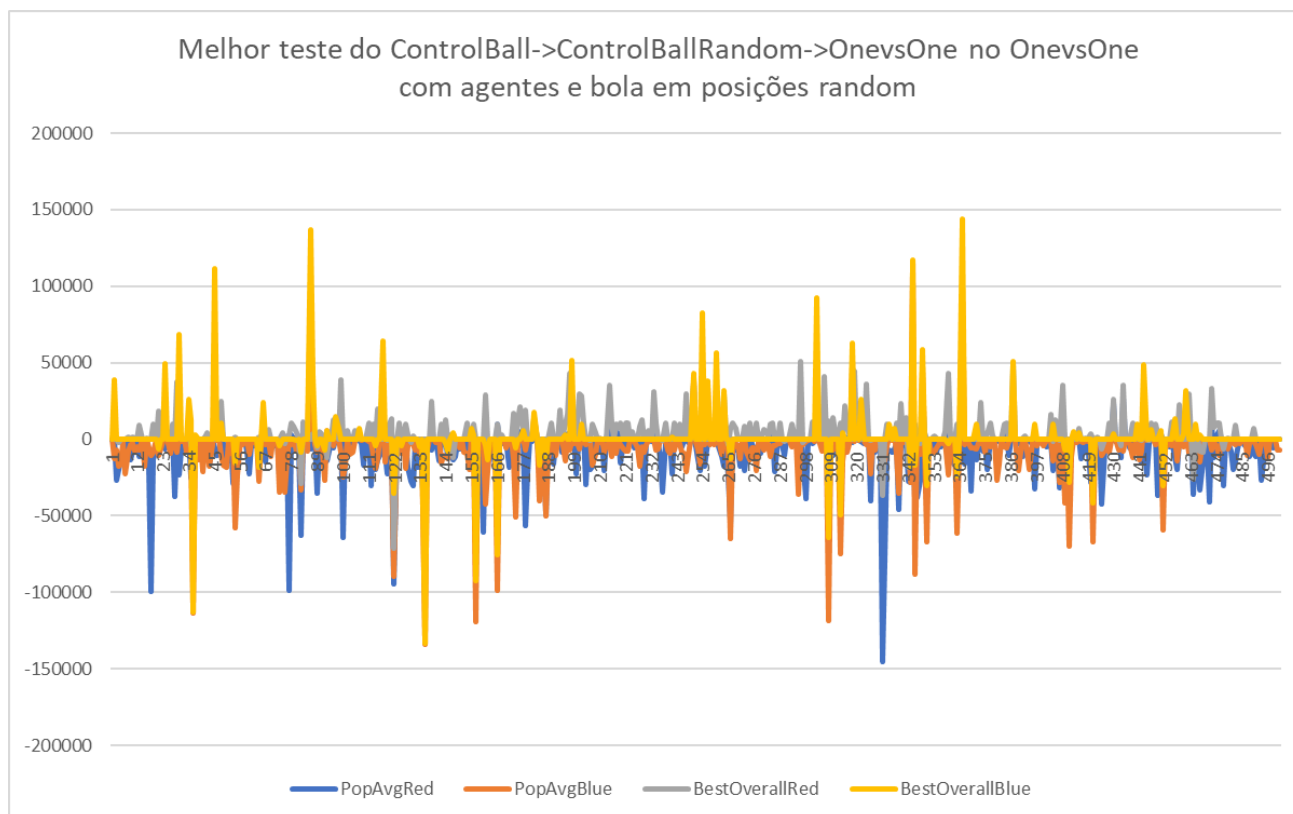
Tamanho do torneio



Testes Iterativos

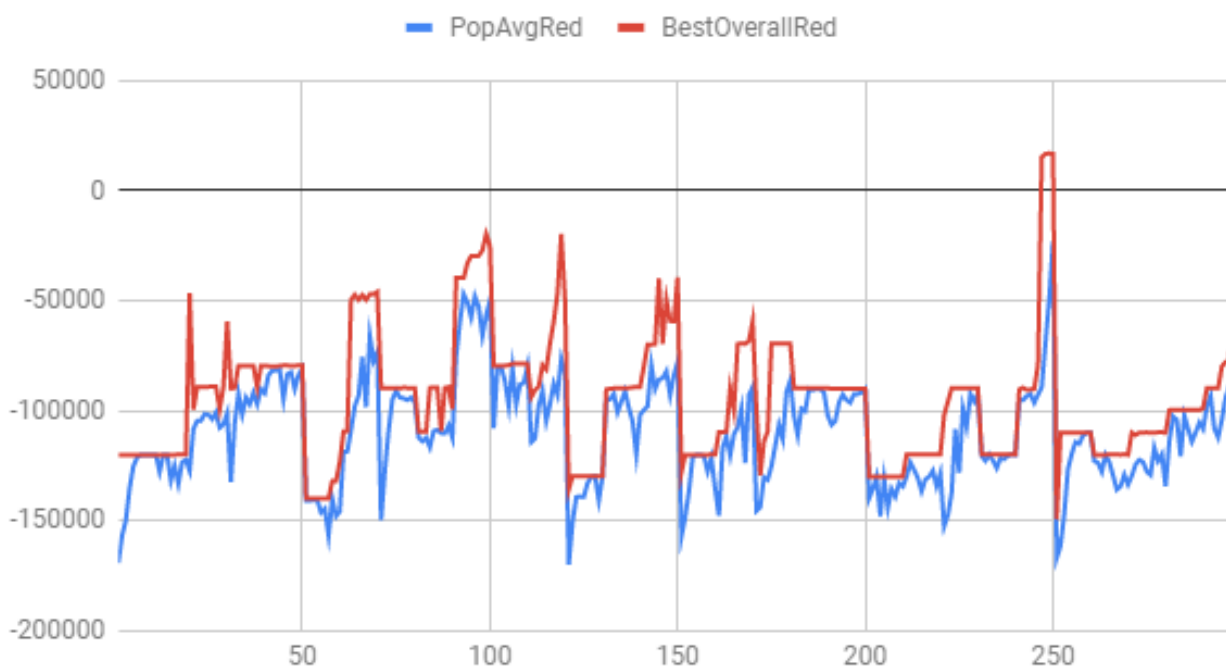


Nota: apenas o agente vermelho é iterativo, o azul tem o *fitness* a 0 no início para comparação

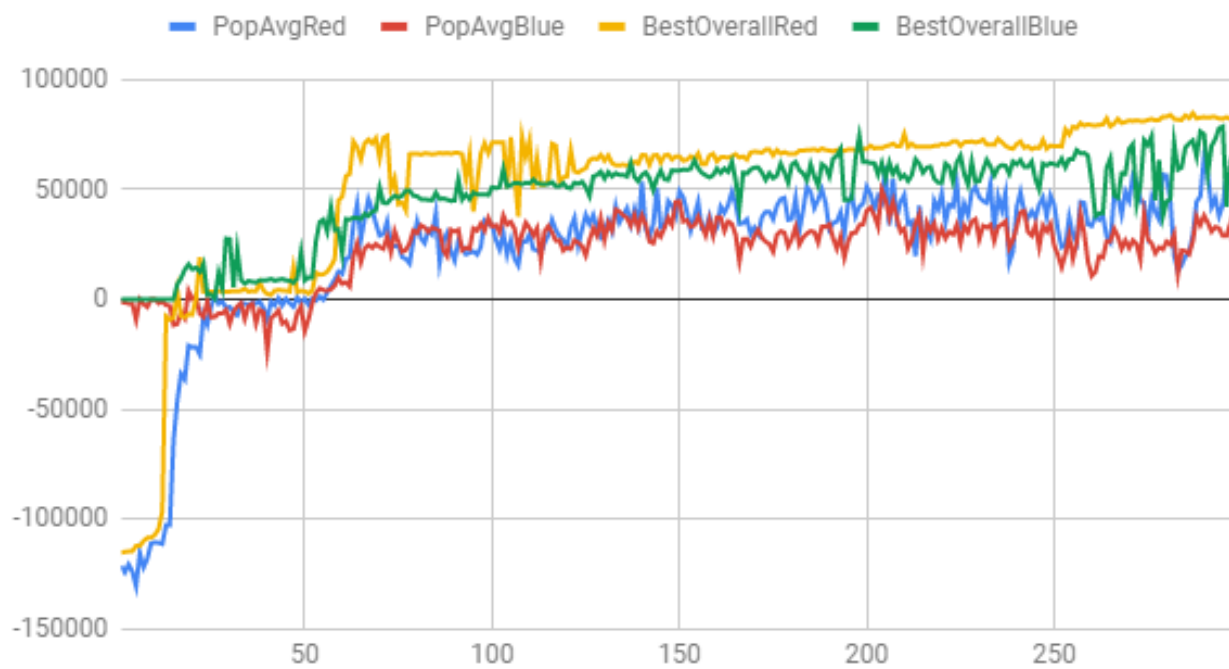


Nota: apenas o agente vermelho é iterativo, o azul tem o *fitness* a 0 no início para comparação da evolução. Neste teste foram feitas, ao contrário dos outros testes, 500 gerações, em vez de 300

Defense Random - Teste Iterativo Defense



OneVsOne - Teste Iterativo Defense



Nota: apenas o agente vermelho é iterativo, o azul tem o *fitness* a 0 no início para comparação