Seu Título



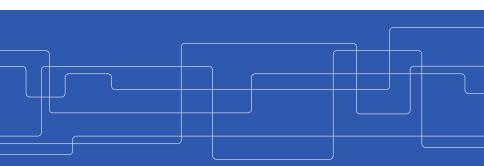
Caso haja subtitulo

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October 23, 2019 Nome do simpósio





DESTAQUE

seu texto!!!!

Changes in rules

The complexity of the game has increased thanks to the increase in the field size and the inclusion of more robots in the game.

The learning has proved to be effective

The complexity of a soccer match indicates the need for solutions that can analyze the strategy of the opposing team during the game and make necessary adaptations.



Particle Swarm Optimization (PSO)

Is an optimization algorithm based on a population of particles. It has been acknowledged for solving several problems with simplicity and a few computational resources.

PSO velocity and position equations

$$V_i(t+1) = \omega V_i(t) + c_1 r_1(pbest(i,t) - P_i(t)) + c_2 r_2(gbest(t) - P_i(t))$$

$$P_i(t+1) = P_i(t) + V_i(t+1)$$



DESTAQUE seu bla bla bla

NOME DA TABELA ou qq coisa de destaque

Parameter	Value
neighborhood topology	global (all particles connected)
iterations	300
acceleration coefficients	$c_1 = 2$
	$c_2 = 2$
inertia	$\omega = 0.7298$
population size	100
search space	$900 (D_{maxY}) \times 1200 (D_{maxX})$
robots position	$x = rand(0, D_{maxX})$
	$y = rand(0, D_{maxY})$
robots velocity	vx = 1
	vy = 1



Aqui vc tem um exemplo de várias figuras

basta usar o pacote subfigure



Figura: Pressing example

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Quer trabalhar só com itemize

taqui um exemplo

- item 1;
- litem 2;
- ▶ item 3;
- ▶ item 4;
- item 5.



Pass equation

$$\begin{split} f_{\mathsf{Pass}}(A, p(i,t), R) &= (f_{\mathsf{RadiusAction}}(p(i,t), R) + \\ f_{\mathsf{VisionLine}}(A, p(i,t), R) + \\ f_{\mathsf{AdverRadius}}(A, p(i,t)) + \\ f_{\mathsf{TeamRadius}}(p(i,t)) + \\ f_{\mathsf{Colission}}(A, p(i,t)) + \\ f_{\mathsf{InvasionGoalArea}}(p(i,t))) \end{split}$$

Block Pass Equation

$$\begin{split} f_{\mathsf{BlockPass}}(A, p(i, t), R) &= \mathsf{f}_{\mathsf{MinDistance}}(A, p(i, t)) + & \mathsf{f}_{\mathsf{RadiusAction}}(p(i, t), R) + \\ & \mathsf{f}_{\mathsf{VisionLine}}(A, p(i, t), R) + & \mathsf{f}_{\mathsf{AdverRadius}}(A, p(i, t)) + \\ & \mathsf{f}_{\mathsf{TeamRadius}}(p(i, t)) + & \mathsf{f}_{\mathsf{Colission}}(A, p(i, t)) + \\ & \mathsf{f}_{\mathsf{InvasionGoalArea}}(p(i, t)) \end{split}$$



Two types of experiment

- grSim simulator, the ball and the opponent's robots were positioned differently for visual verification of the behavior of the team robots.
- Five soccer matches from league at RoboCup 2019 were selected. From these games, all indirect free kick plays were analyzed.

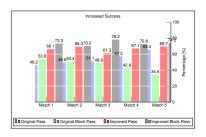


Figura: Increased percentage success in five RoboCup 2019 matches, with $\stackrel{\text{match}}{\approx}$ 15 - 20 indirect kicks and 10.000 simulations.





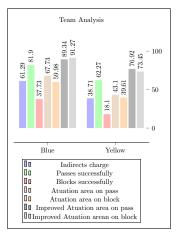


Figura: Analysis of two RoboCup 2019 matches with 14 indirect kicks.



ANTES

Redes de computadores

Compartilhamento de recursos e informações.

Evolução da Internet

Pesquisa.

Ser-humano e sua criatividade

Criatividade é inventar, experimentar, crescer, correr riscos, quebrar regras, cometer erros, e se divertir. (Mary Lou Cook)

DEPOIS

Redes de computadores Vamos jogar Counter-strike ??

Evolução da Internet Facebook, Torrent, MSN.

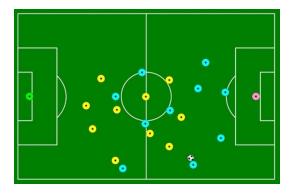
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Coluna com bloco e imagem

destaque

- ▶ item 1;
- litem 2;
- item 3;
- item 4.



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Quer brincar com cores dos blocos

Exemplo em vermelho

bla bla bal

Exemplo em azul

bla bla bla

Personalize seus blocks se quiser

vejas definições no arquivo beamerthefei.sty e acrescente as suas... depois compartilha com o pessoal (peça autorização para subir no github)





Brinque a vontade - bloco dentro de bloco

Exemplo em vermelho

bla bla bla

Exemplo em azul

bla bla bla



Título como parâmetro

Texto também deve estar entre chaves

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