

# Feature set analysis for chess EUNN networks

Tesis de Licenciatura

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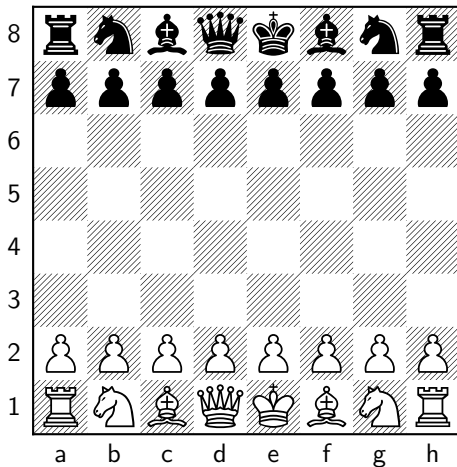
Departamento de Computación  
Facultad de Ciencias Exactas y Naturales  
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2024

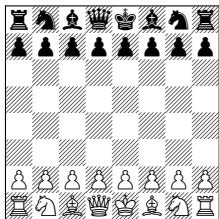


# Ajedrez

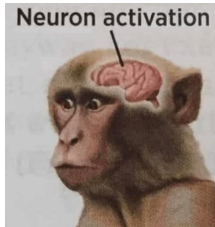
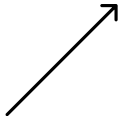
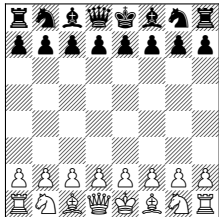
- Dos jugadores
- Suma cero



# Humano vs. Computadora

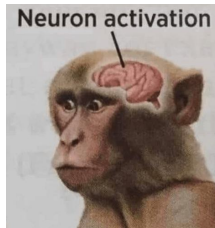
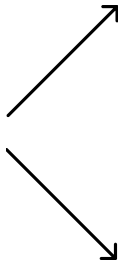
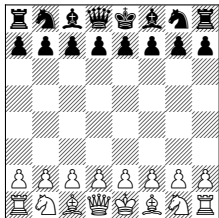


# Humano vs. Computadora



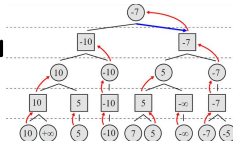
→ e2e4

# Humano vs. Computadora



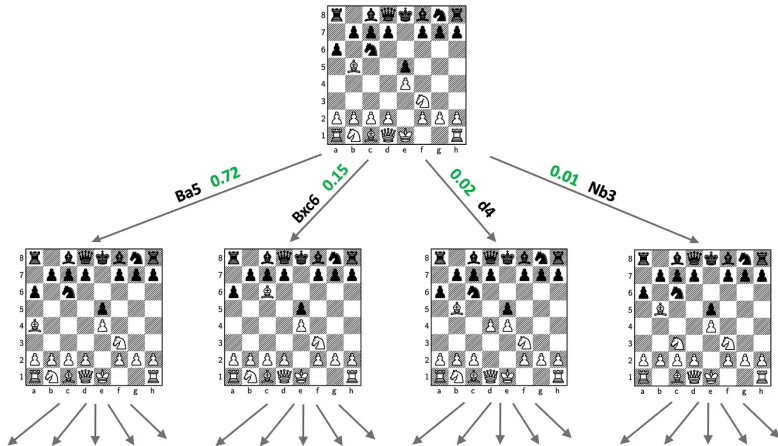
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Chess Engine



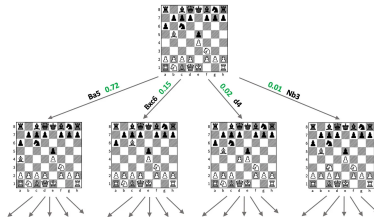
→ e2e4

# Ajedrez como árbol



# Motores de ajedrez (Chess Engines)

- Exploran el árbol de juego (Minimax, MCTS, etc.)
- Utilizan funciones de evaluación en las hojas



# Motores de ajedrez (breve historia)



# Plan

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# Plan

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# Plan

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# Plan

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- Text visible on slide 2
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asdasd

# Contenido

## 1 Introducción

## 2 Parte 1

### ■ Pepe

## 3 Parte 2

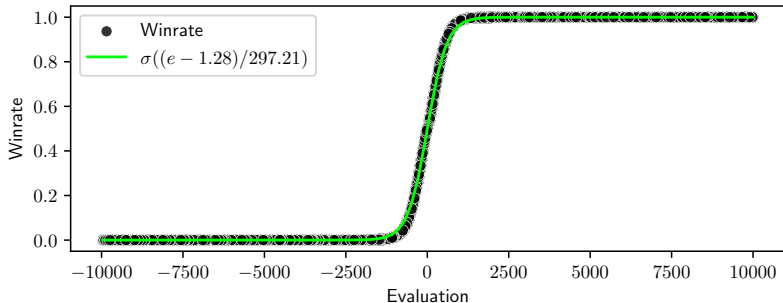
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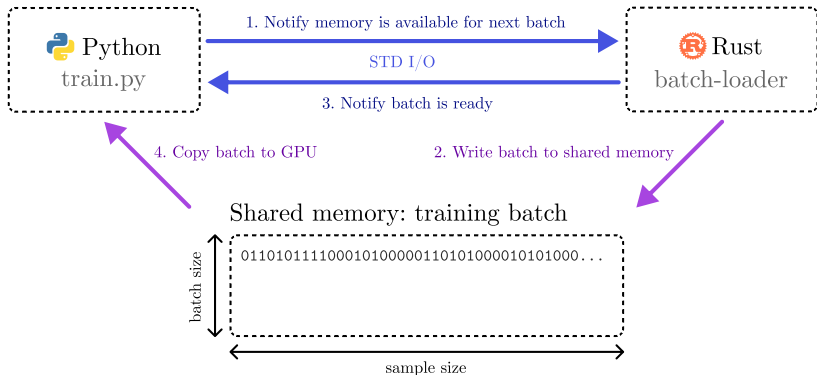
# Sample frame title



**Figure:** WDL model function (sigmoid) fitted to 100 million evaluations in the dataset.



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**Figure:** Sequence of steps to send a batch from the batch-loader subprocess in Rust to Pytorch.

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WORK IN PROGRESS