

# Feature set analysis for chess $\exists$ UNN networks

Tesis de Licenciatura

Martín Emiliano Lombardo

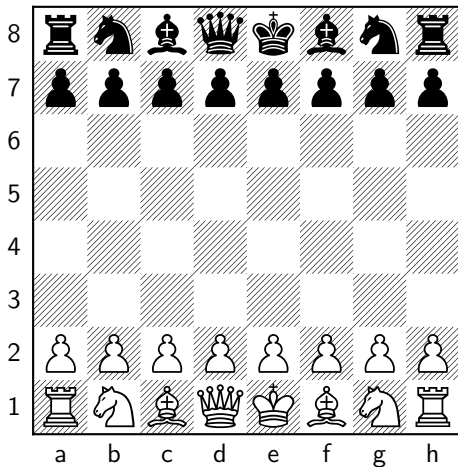
Departamento de Computación  
Facultad de Ciencias Exactas y Naturales  
Universidad de Buenos Aires

2024

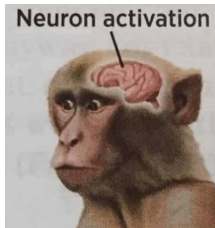
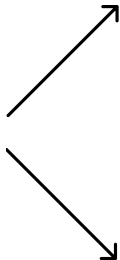
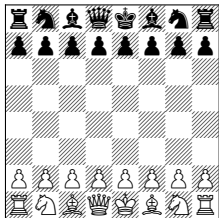


# Ajedrez

- Dos jugadores
- Suma cero

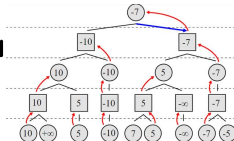


# Humano vs. Computadora



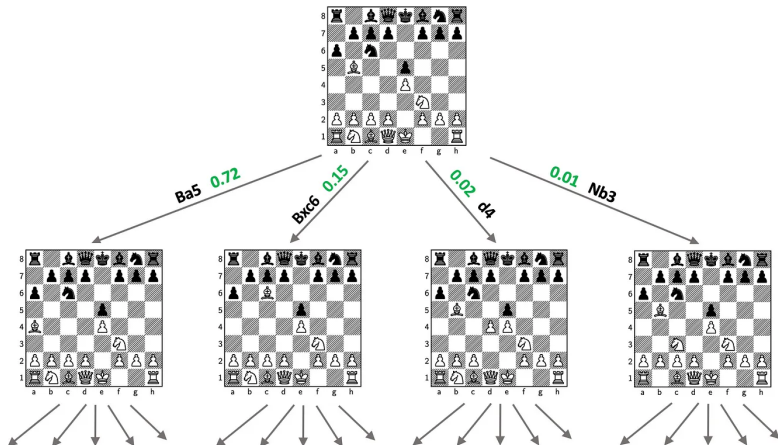
→ e2e4

Chess Engine



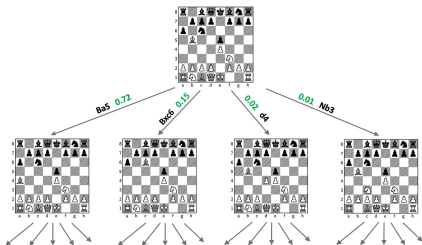
→ e2e4

# Ajedrez como árbol



# Motores de ajedrez (Chess Engines)

- Exploran el árbol de juego (Minimax, MCTS, etc.)
- Utilizan funciones de evaluación en las hojas
- La evaluación se propaga hacia arriba, según el algoritmo



# Función de evaluación

$$f \left( \begin{array}{c} \text{Chessboard position} \end{array} \right) = 5$$

# (adelanto) Feature set

$$f \left( \begin{array}{c} \text{Chessboard diagram} \end{array} \right) = 5$$

# Motores de ajedrez (breve historia)



# Plan

asdasd

- Text visible on slide 1
- Text visible on slide 2
- Text visible on slide 3
- Text visible on slide 4

asdasd

# Contenido

## 1 Introducción

## 2 Parte 1

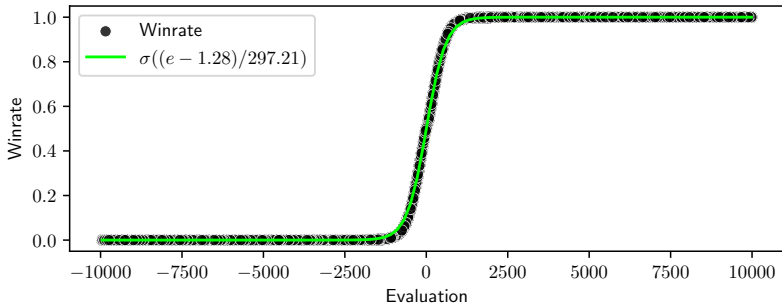
### ■ Pepe

## 3 Parte 2

# Sample frame title

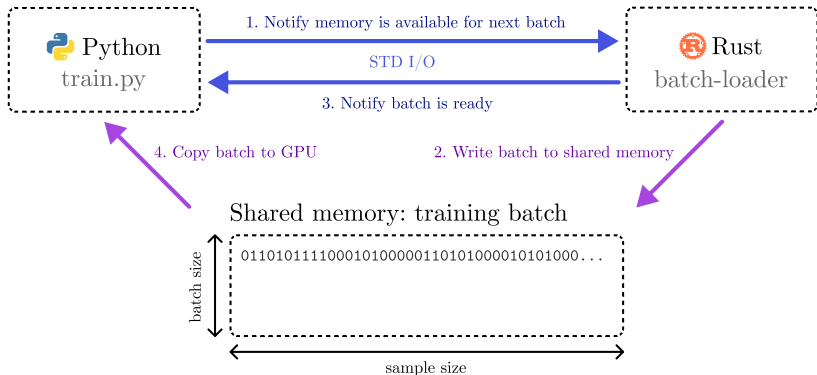
This is some text in the first frame. This is some text in the first frame. This is some text in the first frame.

# Sample frame title



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

# Sample frame title



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

# Sample frame title

WORK IN PROGRESS