

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

Tesis de Licenciatura

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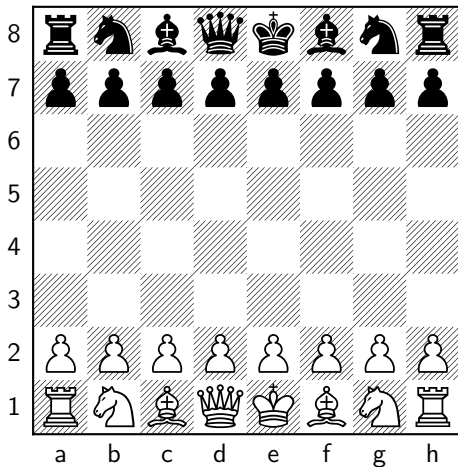
Departamento de Computación  
Facultad de Ciencias Exactas y Naturales  
Universidad de Buenos Aires

2024

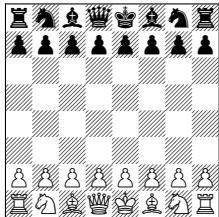


# Ajedrez

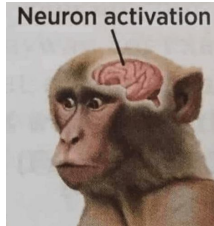
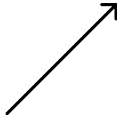
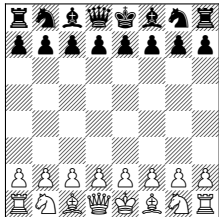
- Dos jugadores
- Suma cero



# Humano vs. Computadora

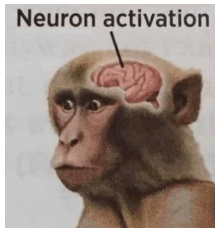
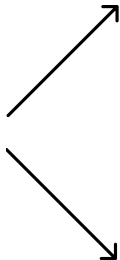
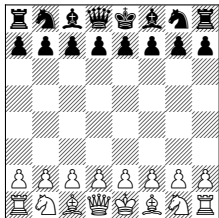


# Humano vs. Computadora



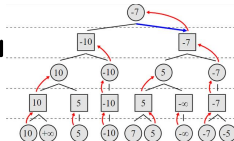
→ e2e4

# Humano vs. Computadora



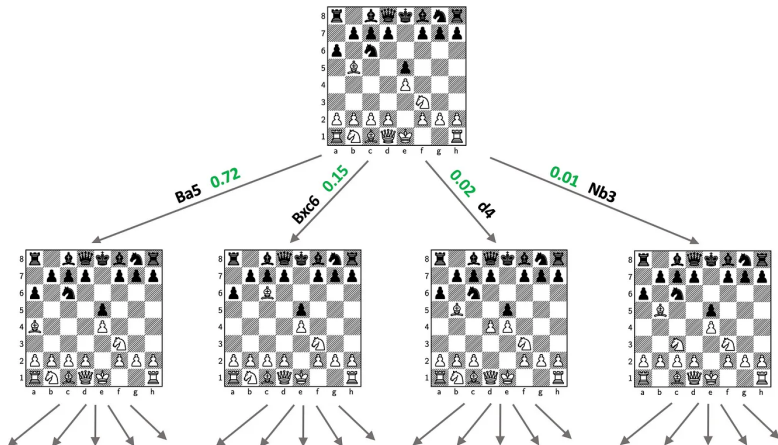
→ e2e4

Chess Engine



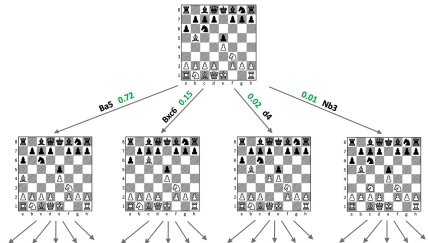
→ e2e4

# Ajedrez como árbol



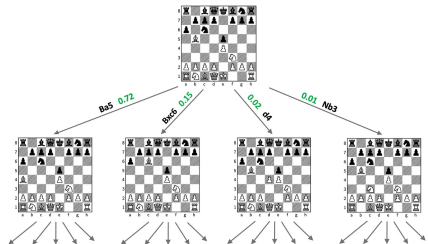
# Motores de ajedrez (Chess Engines)

- Exploran el árbol de juego (Minimax, MCTS, etc.)



# Motores de ajedrez (Chess Engines)

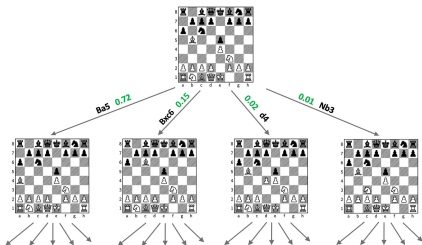
- Exploran el árbol de juego (Minimax, MCTS, etc.)
- Utilizan funciones de evaluación en las hojas



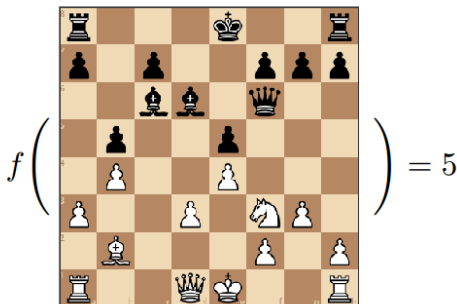


# Motores de ajedrez (Chess Engines)

- 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



# (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

asdasd

# Plan

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- Text visible on slide 2

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# Plan

asdasd

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

asdasd

# Plan

asdasd

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

asdasd



# Contenido

## 1 Introducción

## 2 Parte 1

### ■ Pepe

## 3 Parte 2

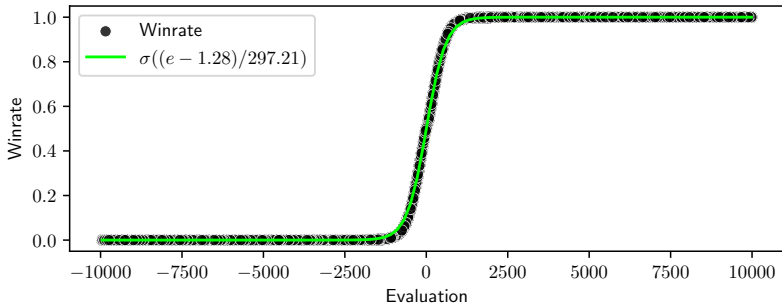
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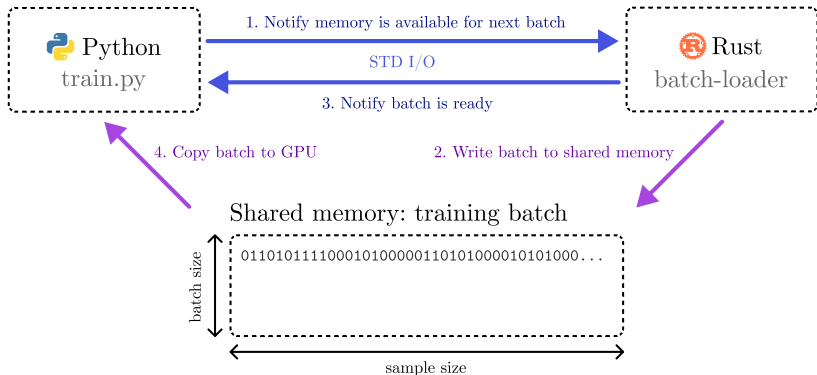
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# Sample frame title



**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