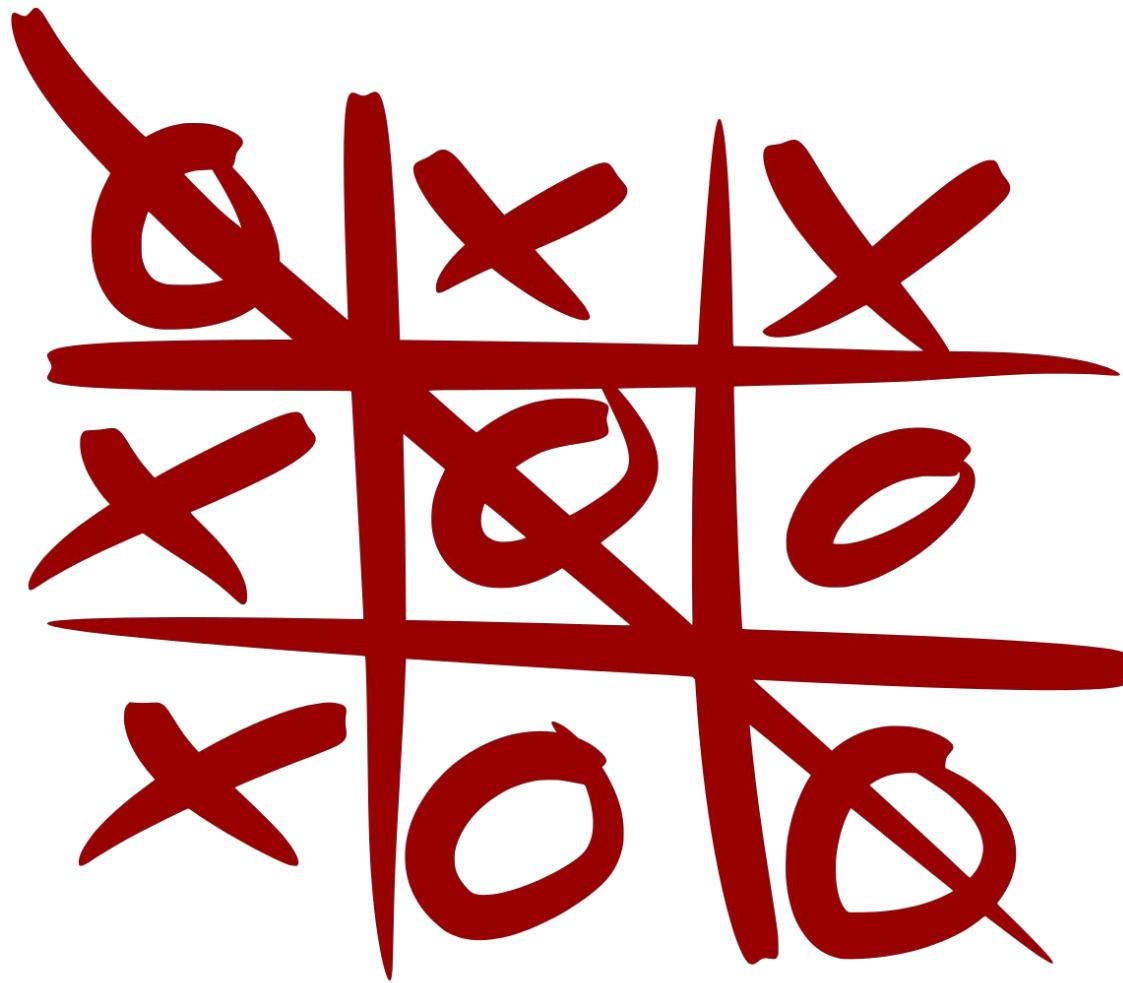
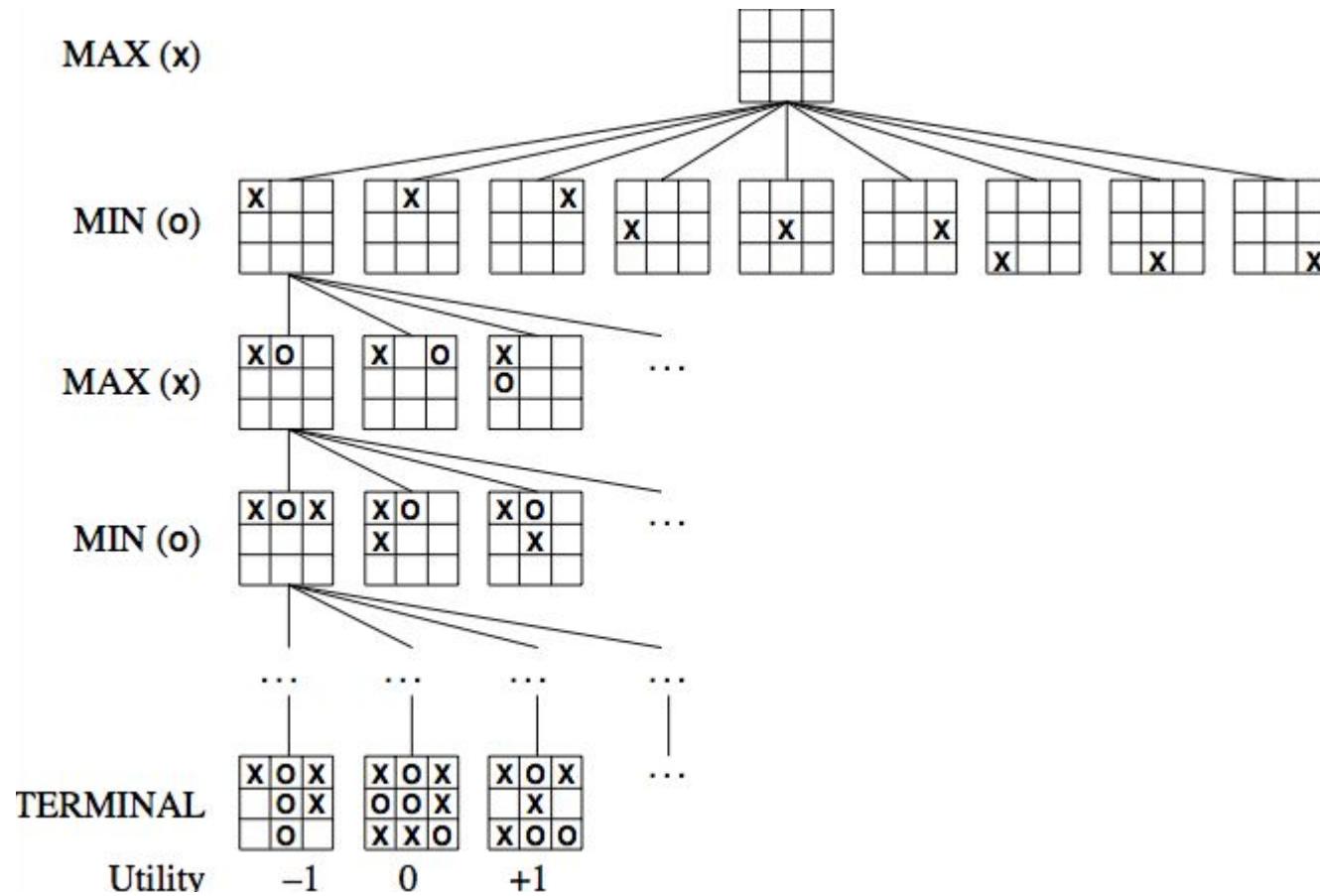


Por que os bots são burros?

Paulo Bruno de Sousa Serafim









Chinook (Jonathan Schaeffer) vs Marion Tinsley (1994)

Silicon Graphics





GM Kasparov 2.5 vs 3.5 Deep Blue (1997)



Komodo Chess Engine 2.5 x 1.5 GM Nakamura (2016)





AlphaGo

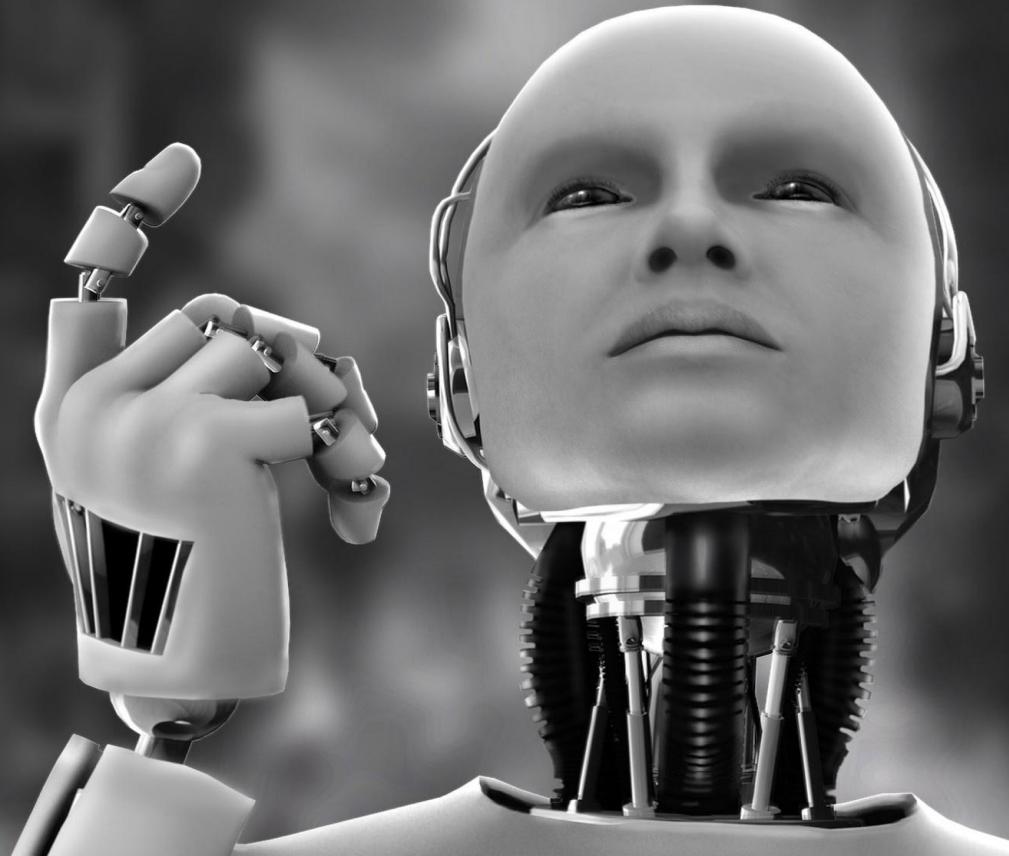


Lee Sedol

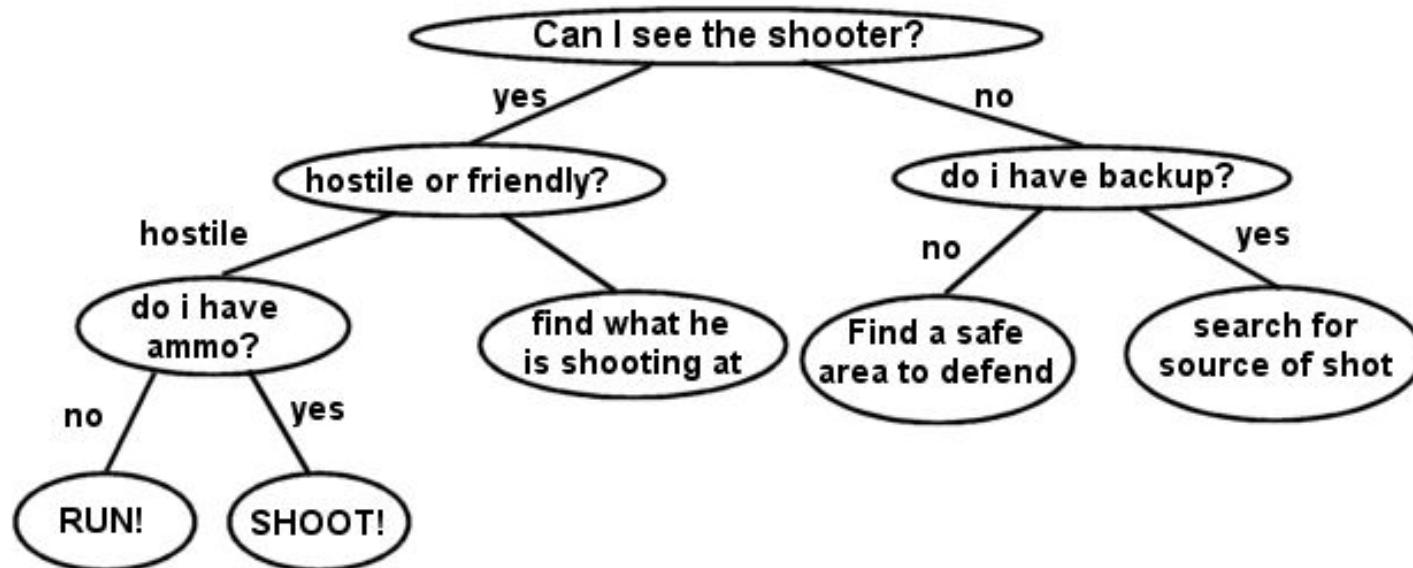


AlphaGo 4 vs 1 Lee Sedol

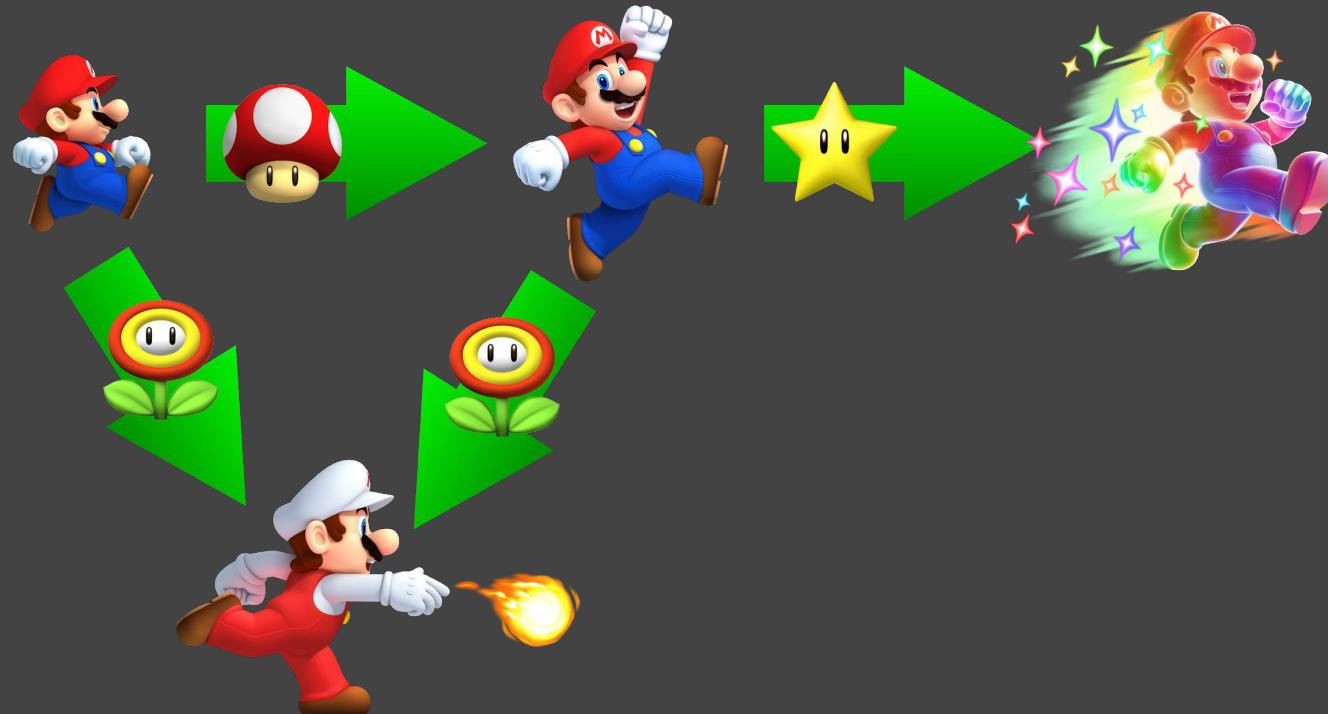
Por que a IA de jogos
comerciais não é tão forte?



Árvores de decisão



Máquinas de Estado Finito



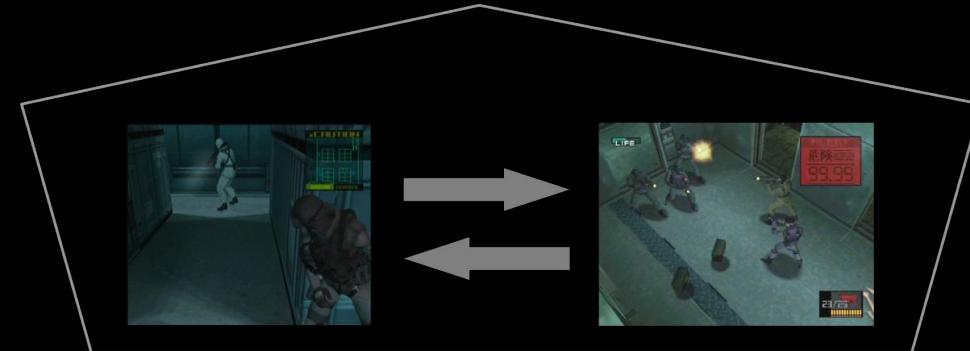
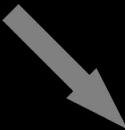
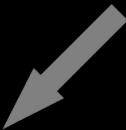


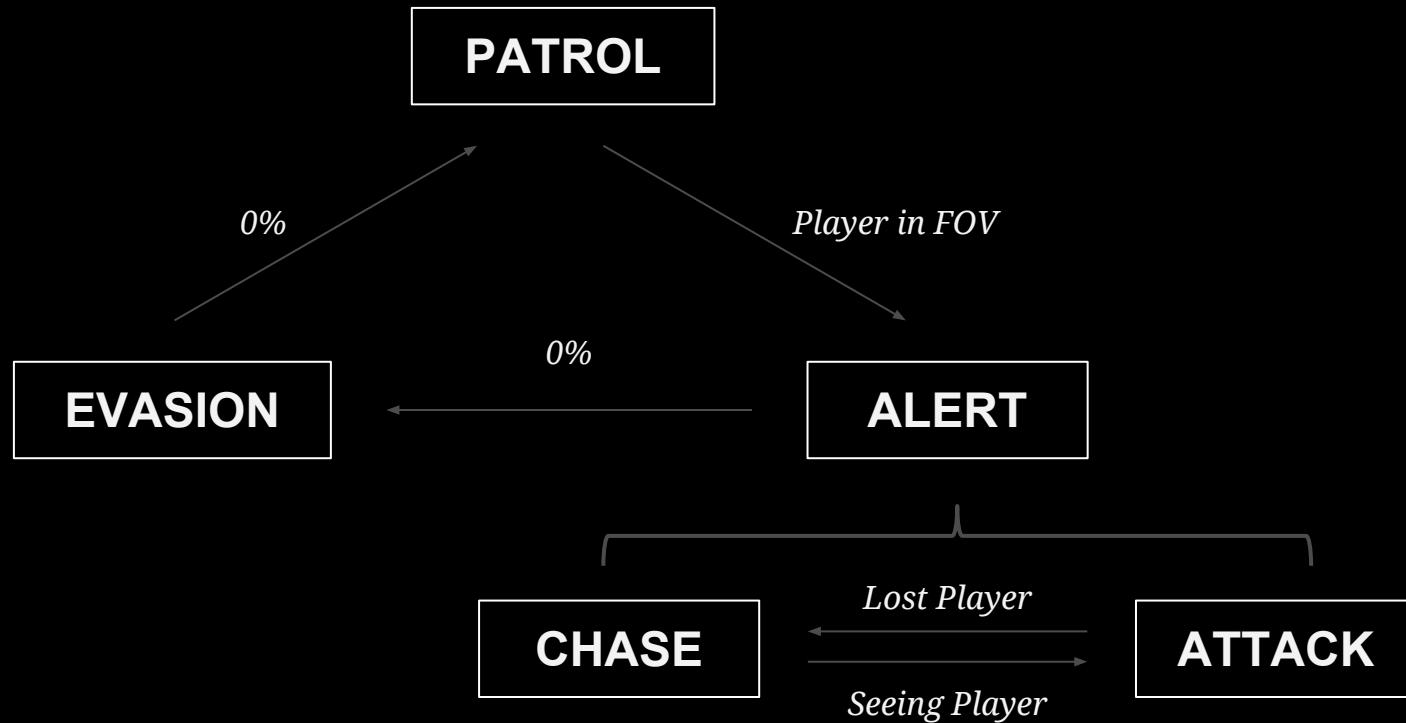
TACTICAL ESPIONAGE ACTION

METAL GEARTM

S O L I D

The image features a large, high-contrast silhouette of a soldier in a crouching position, holding a rifle, set against a light gray background. The silhouette is composed of dark red and black shapes. To the right of the silhouette, the title 'METAL GEAR' is displayed in a bold, red, sans-serif font. Above 'METAL GEAR', the words 'TACTICAL ESPIONAGE ACTION' are written in a smaller, red, all-caps font. Below 'METAL GEAR', the word 'SOLID' is written in a smaller, red, all-caps font. A small 'TM' symbol is located at the top right of the 'G' in 'METAL GEAR'. The overall aesthetic is gritty and dramatic.







Aleatoriedade

Comportamento

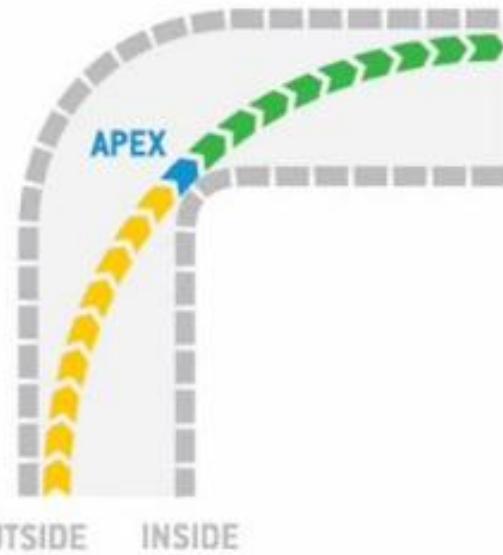
Tática e estratégia

Tomada de decisão

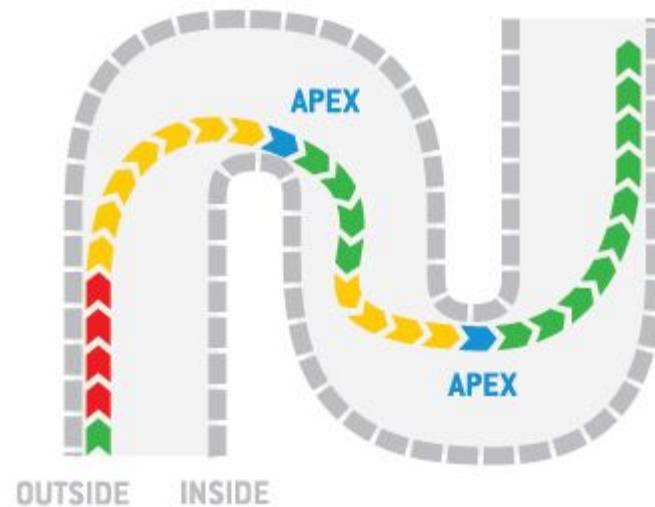
Movimentação

Poderia ser mais difícil?

RIGHT ANGLE

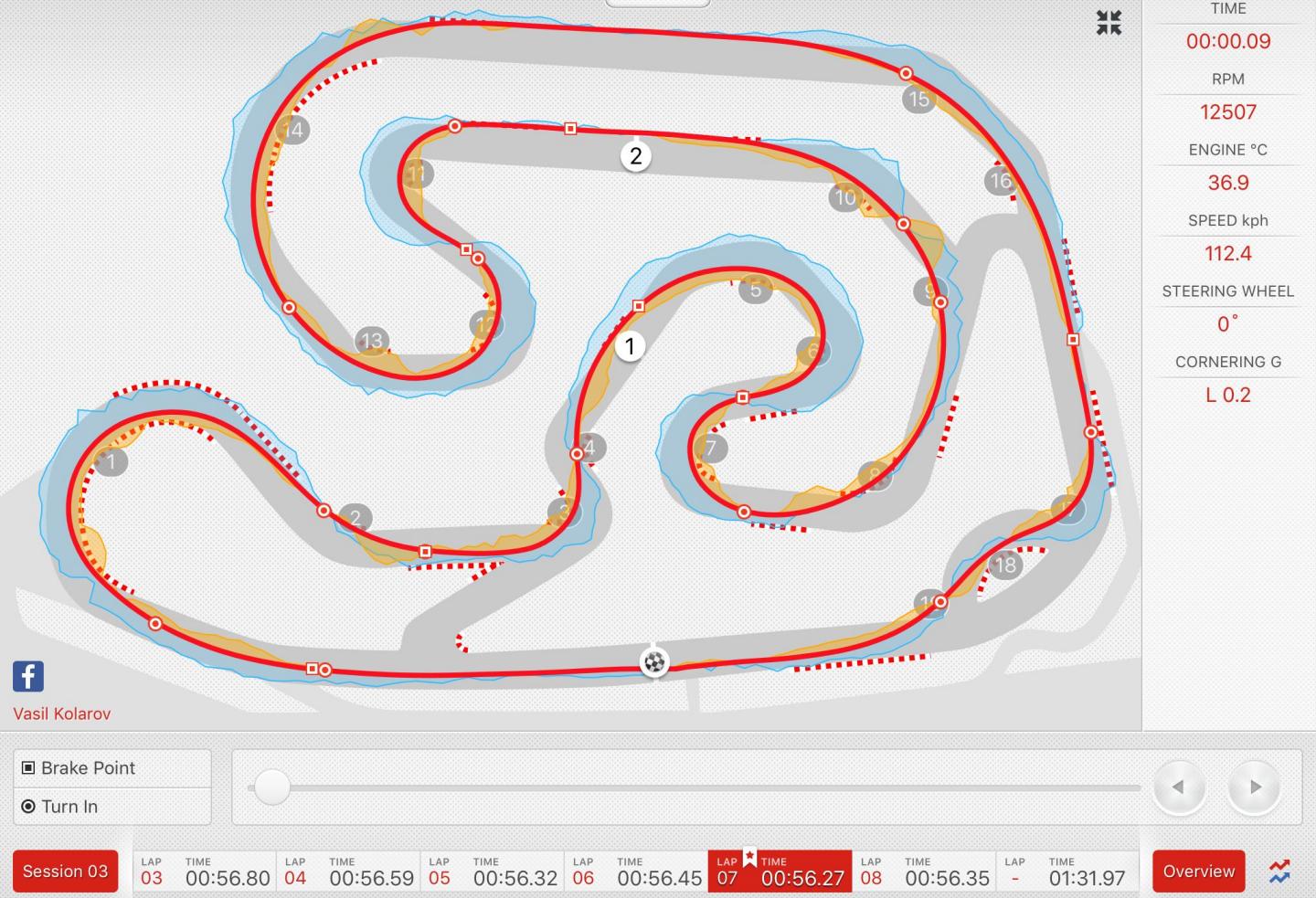


DOUBLE HAIRPIN



[◀ Back](#)

Lucas Guerrero (INTERNATIONAL) 1.43 km











Headshot = 1/3



**Se poderia ser difícil,
por que é fácil?**









X





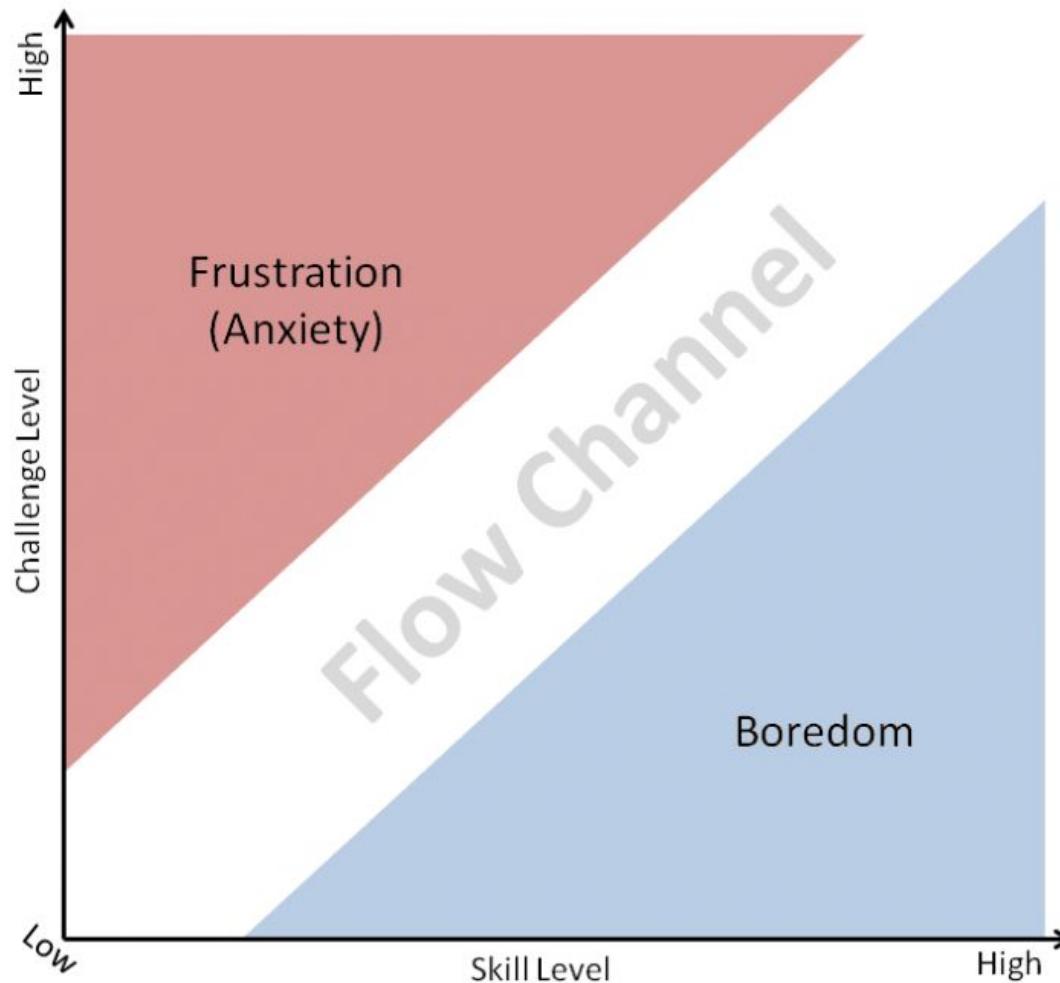
X



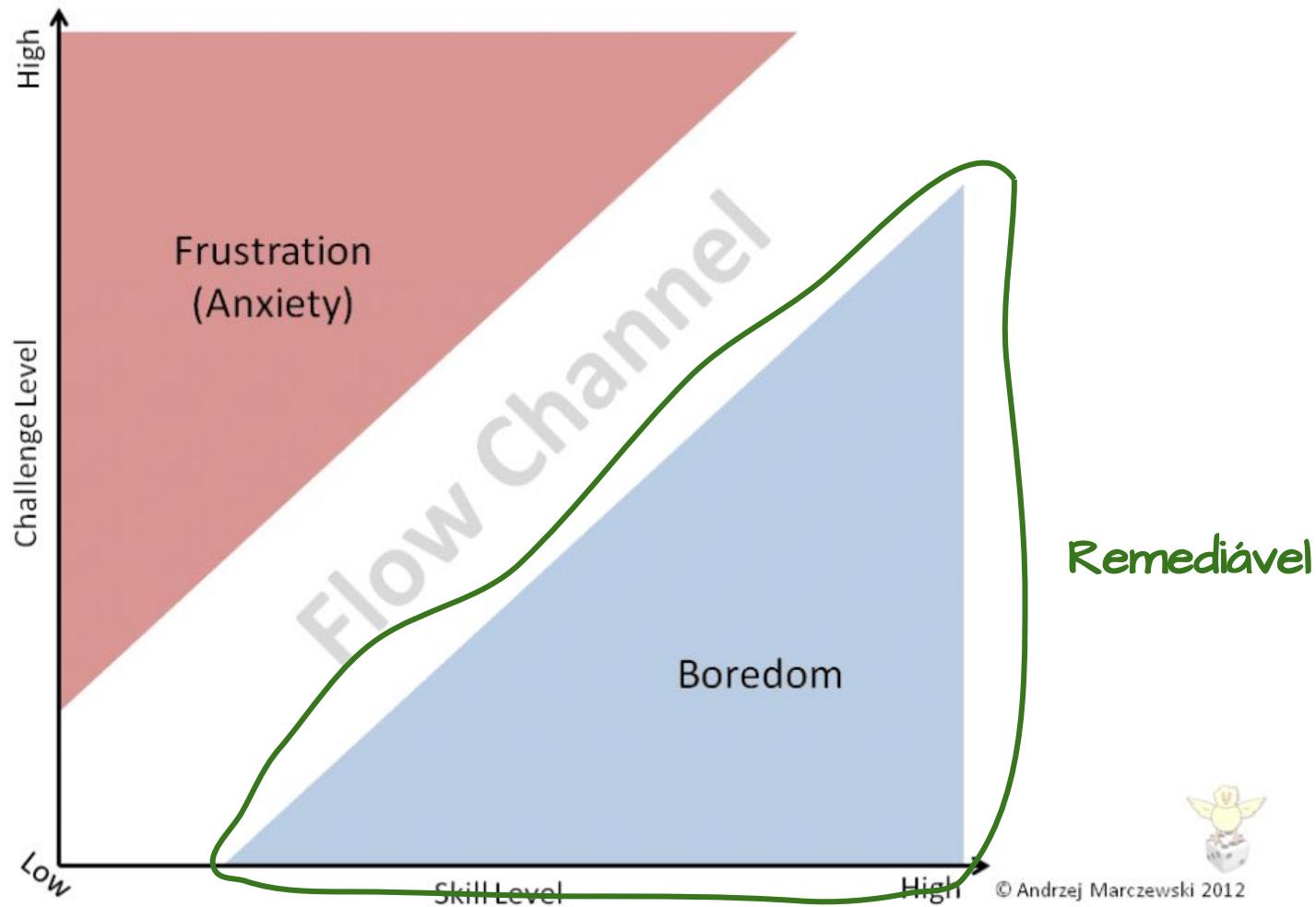
X



Flow Simplified

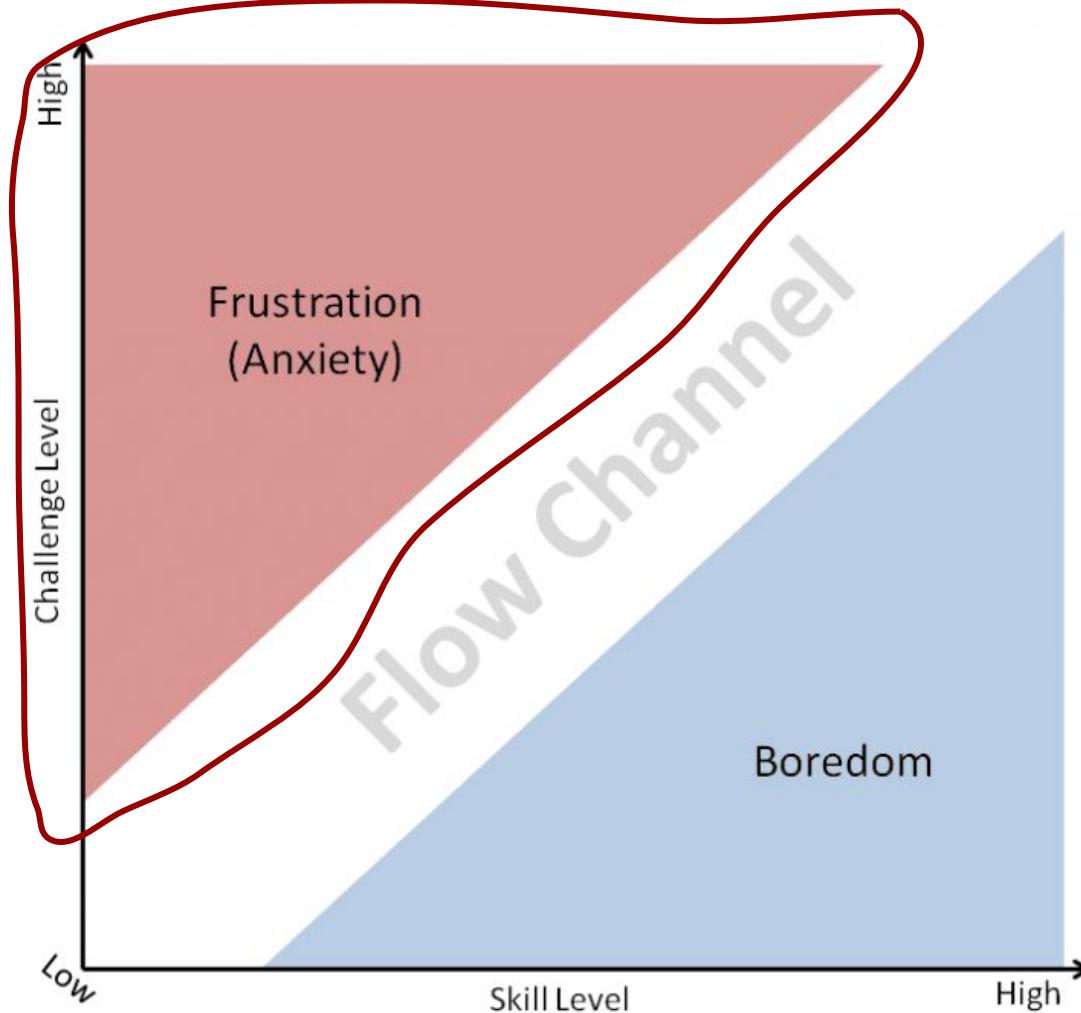


Flow Simplified



Flow Simplified

Morte
do jogo



Por que os bots são burros?

Não aceitamos derrotas

Não aceitamos derrotas

Somos muito orgulhosos

Não aceitamos derrotas

Somos muito orgulhosos

Diversão = Vitória

Não aceitamos derrotas

Somos muito orgulhosos

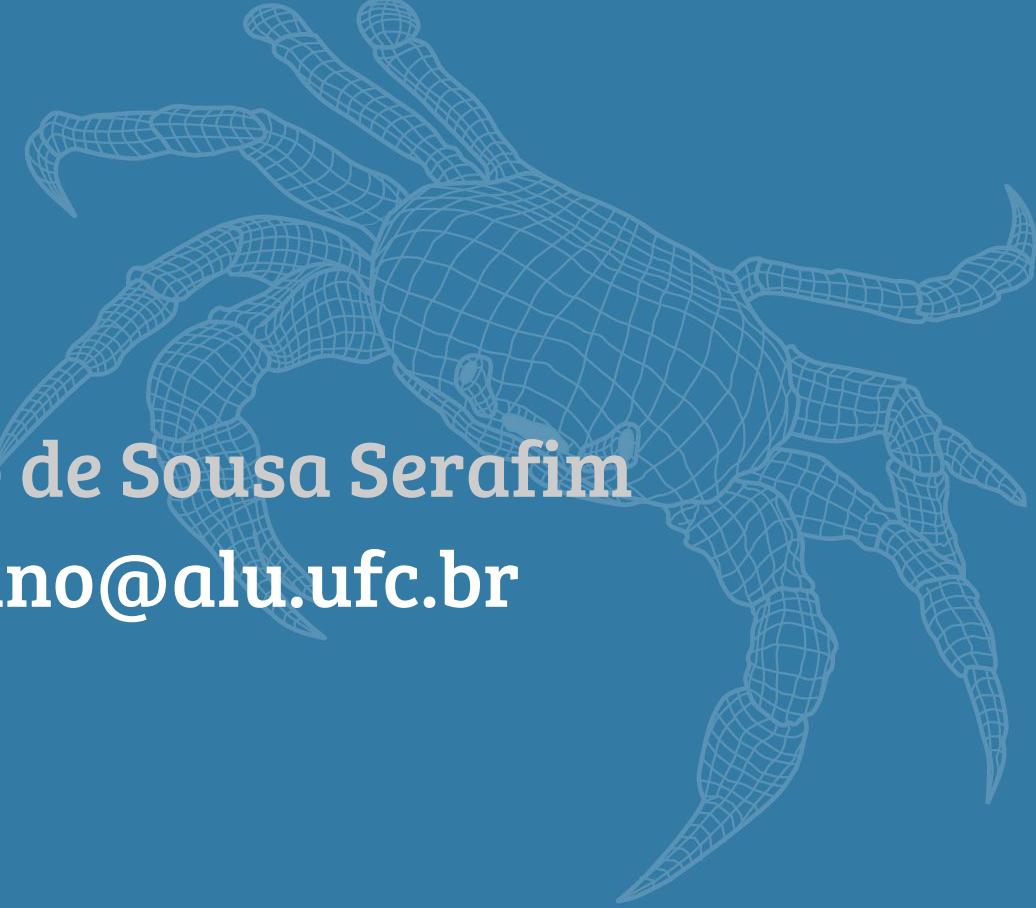
Diversão = Vitória

Não somos páreos para IA

“Good enough to be challenging,
Bad enough to be fun...”

Muito Obrigado!

Paulo Bruno de Sousa Serafim



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UNIVERSIDADE
FEDERAL DO CEARÁ

DEPARTAMENTO
DE COMPUTAÇÃO



COMPUTER GRAPHICS VIRTUAL REALITY AND ANIMATION

Perguntas?