

Arquitetura Belief-Desire-Intention para agentes, e Blackboard

Um estudo de caso de técnicas
de Inteligência Artificial
aplicadas a jogos

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Tássio

Agenda

objetivos

conceitos

proposta

desenvolvimento

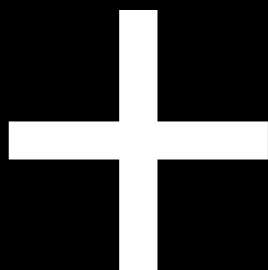
conclusões

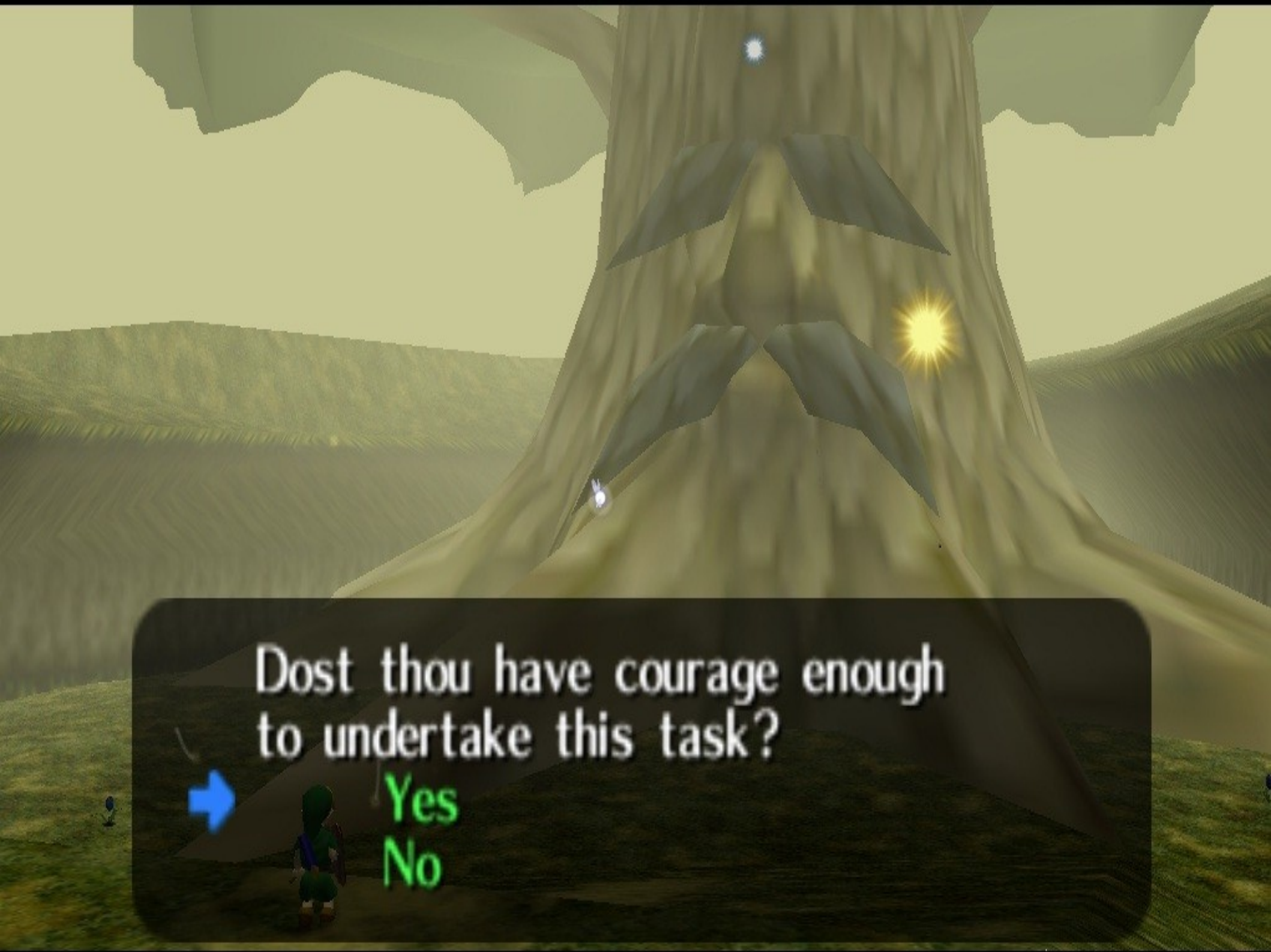


Objetivos









Dost thou have courage enough
to undertake this task?



Yes

No



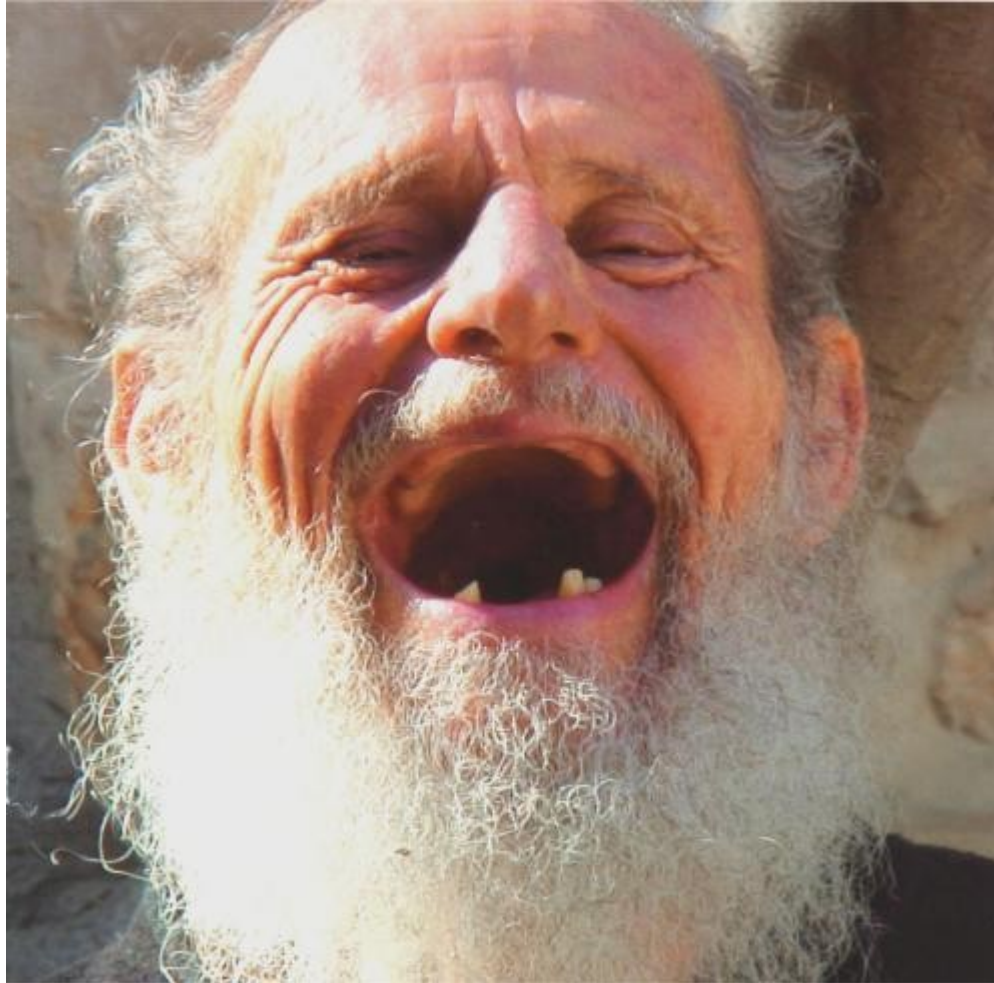
Conceitos

Inteligência é...

WATCH
FOR
ICE



InnocentEnglish.com



Rir?

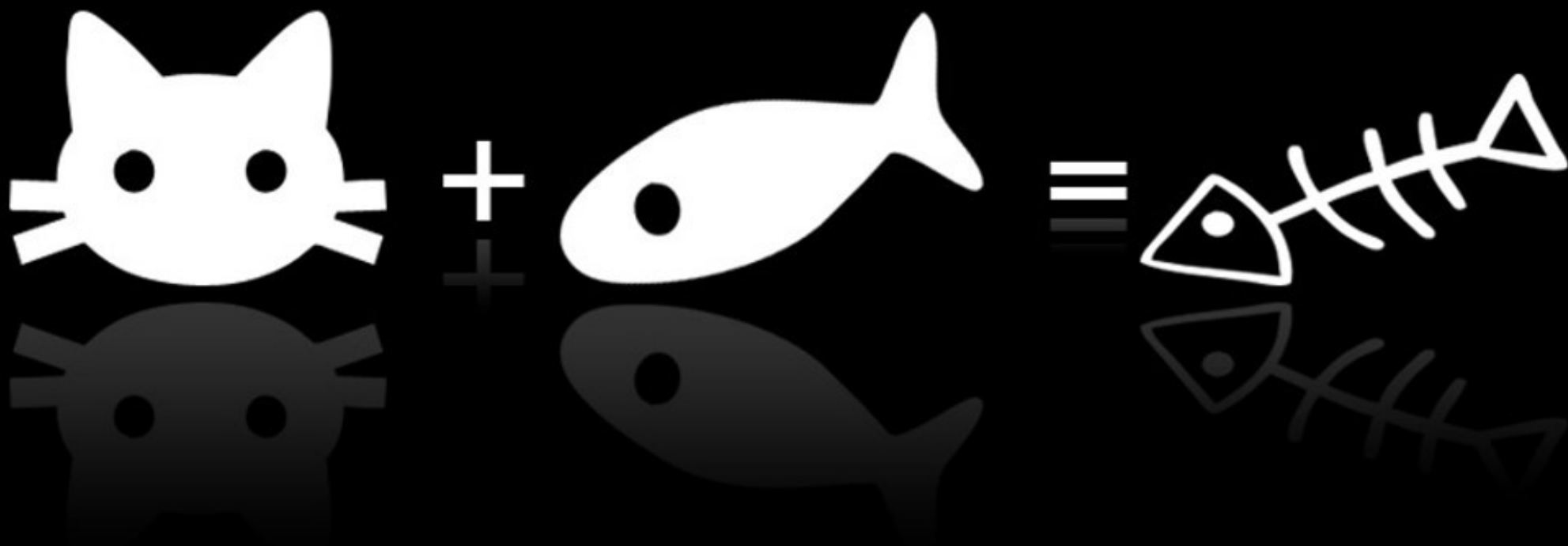
WATER (000000)

WATER (000000)

PRESENT

?

Antever consequências?

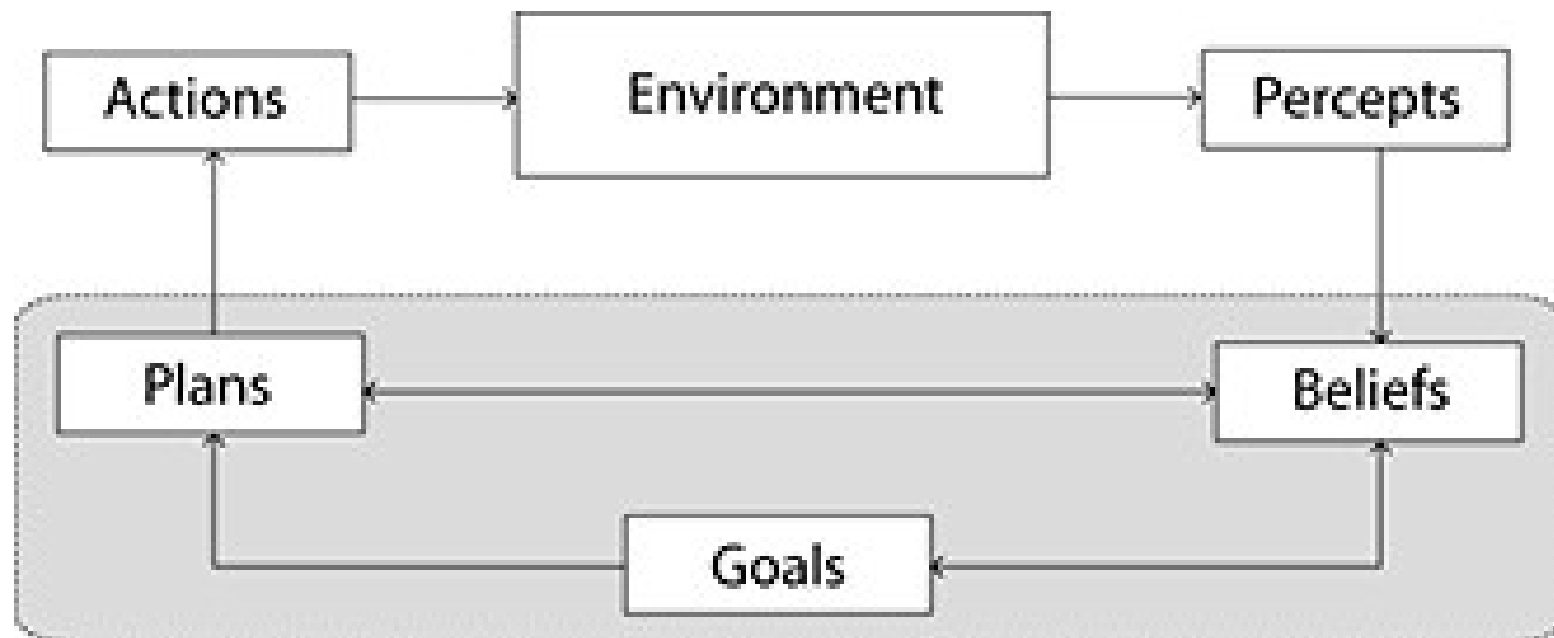


Belief

Desire

Intention





Blackboard

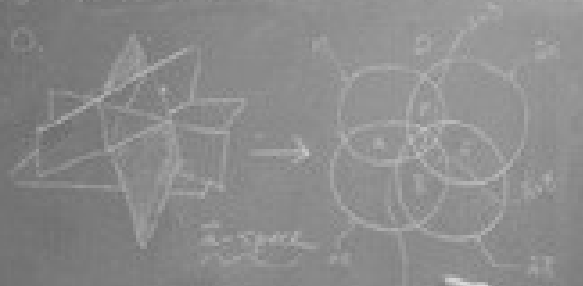
switching fun. $\{0,1\}^n \rightarrow \{0,1\}^m$
 Threshold fun. have each a_i, \dots, a_n
 so that

$$f(x) = S(a_1 x_1 + \dots + a_n x_n)$$

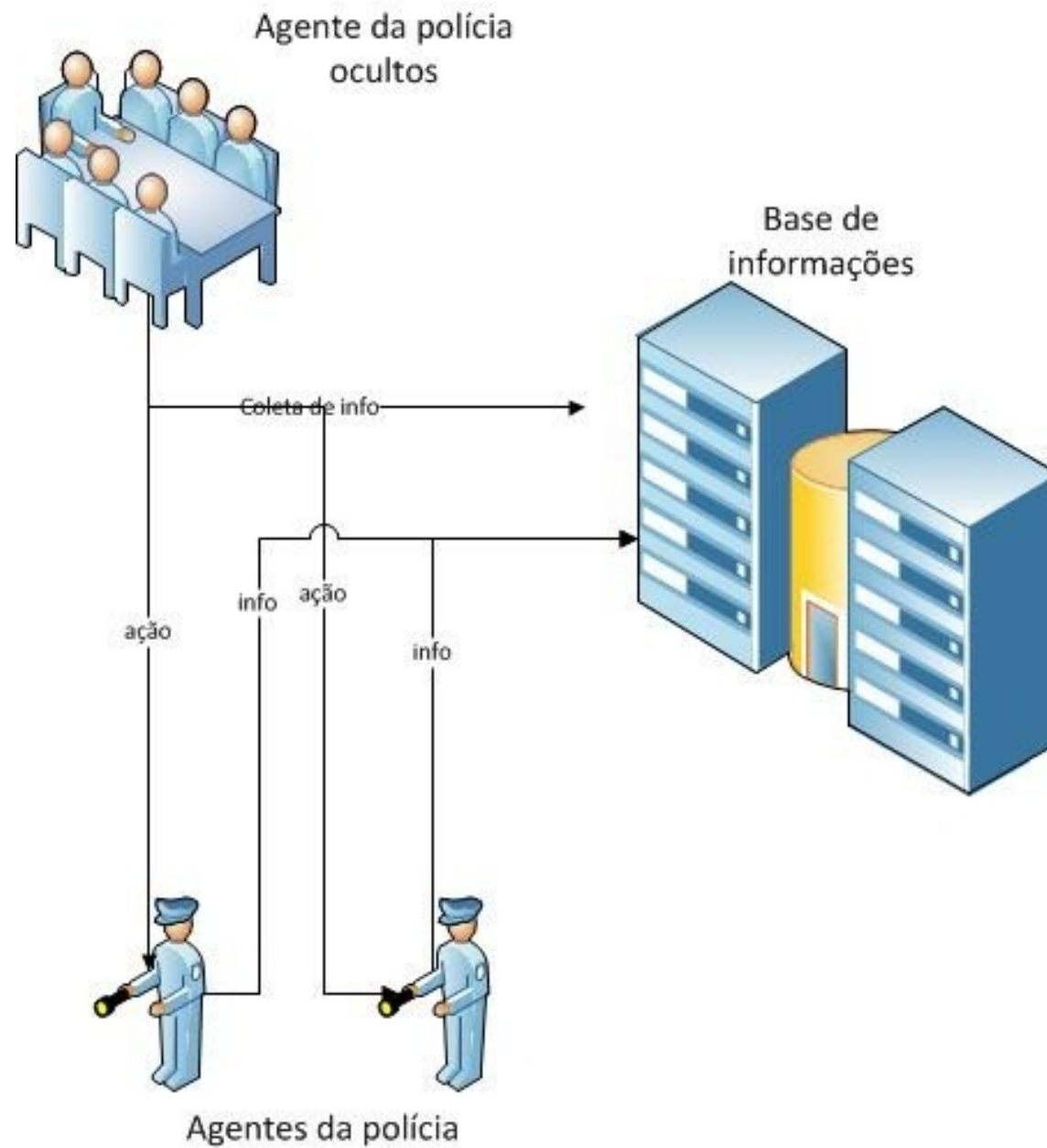
where $S(x) = \begin{cases} 1 & \text{if } x \geq 0 \\ 0 & \text{if } x < 0 \end{cases}$
 We call such f linearizable



ABACD
 no interacting function along $\sqrt{2}$
 1-real axis



ESQUEMA DE TOMADA DE DECISÕES DA POLÍCIA



Proposta

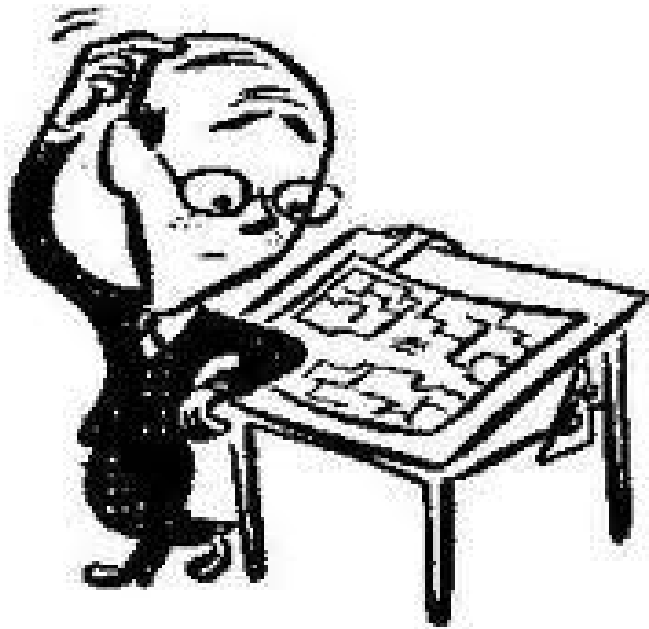


Colocar screenshots

Ou rascunhos conceituais

Desenvolvimento





Decisões



E então...

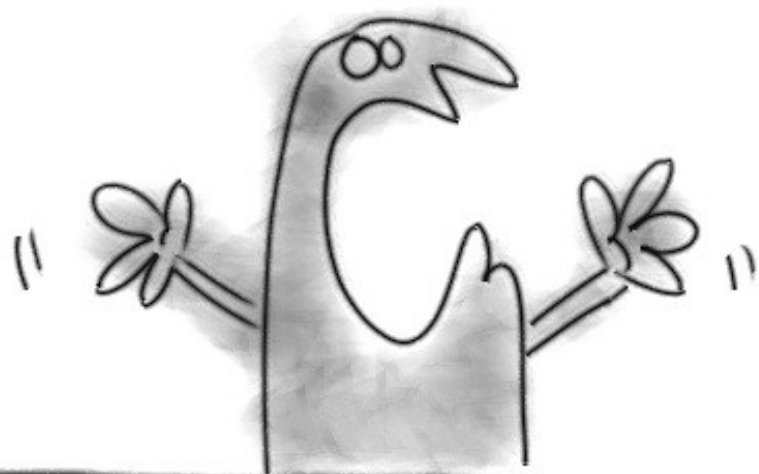




Conclusões



Now What?!!



Trabalhos futuros

- Impacto na experiência de jogo
- Comportamento em maior escala
- SBGames 2011?



Aprendizado



Thank
You!!

