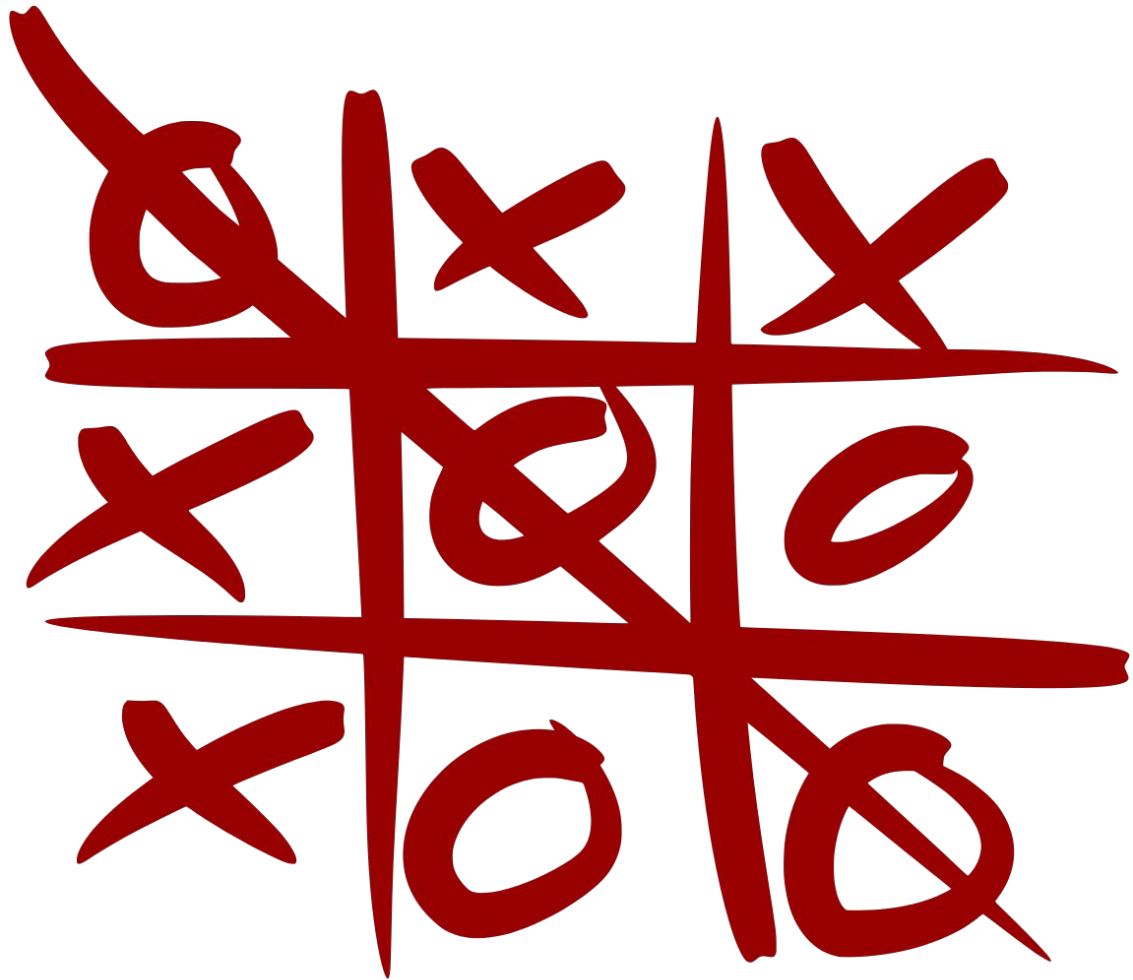
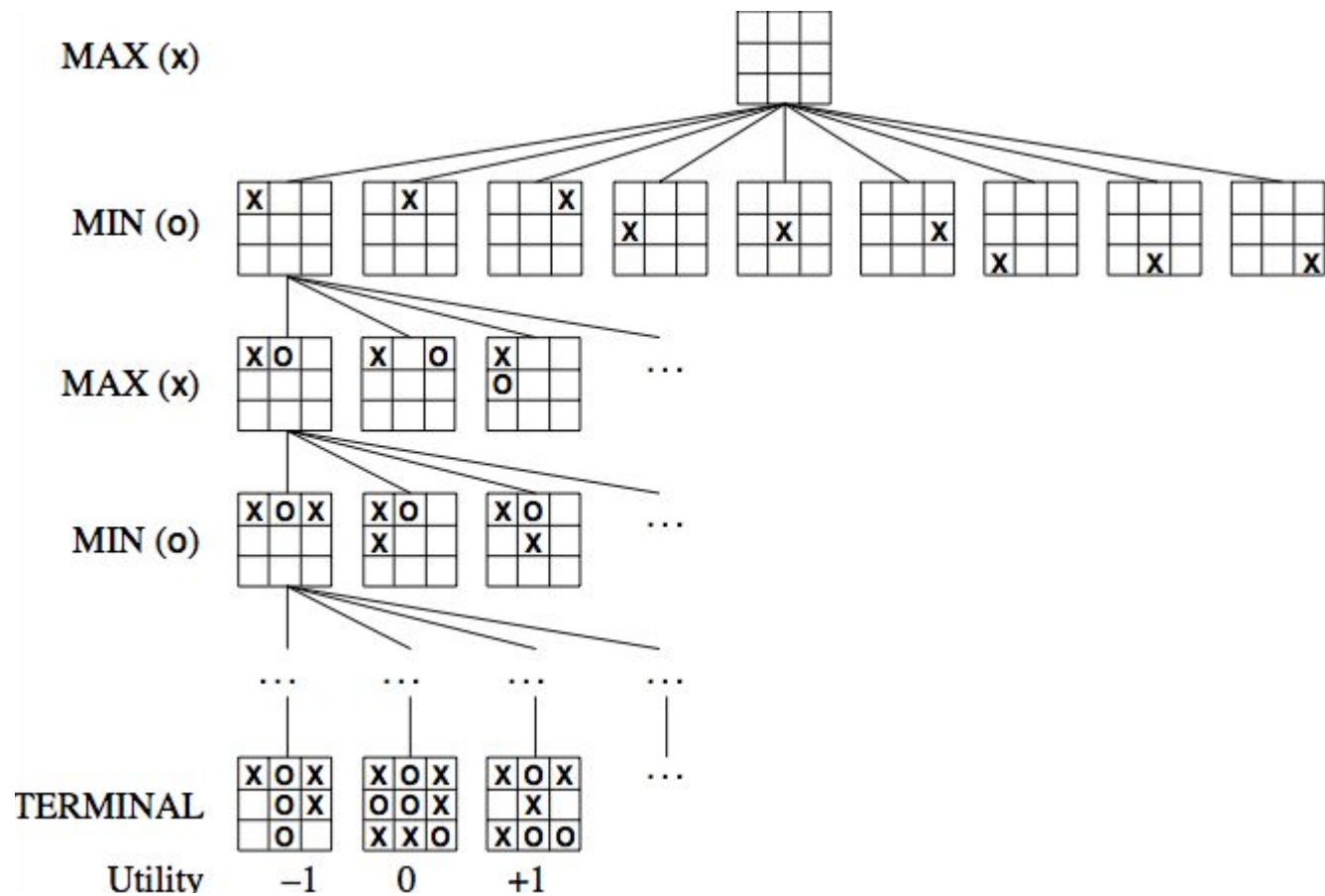


Por que os bots são burros?

Paulo Bruno de Sousa Serafim









Chinook (Jonathan Schaeffer) vs Marion Tinsley (1994)





GM Kasparov 2.5 vs 3.5 Deep Blue (1997)



Komodo Chess Engine 2.5 x 1.5 GM Nakamura (2016)





ALPHAGO
01:58:30

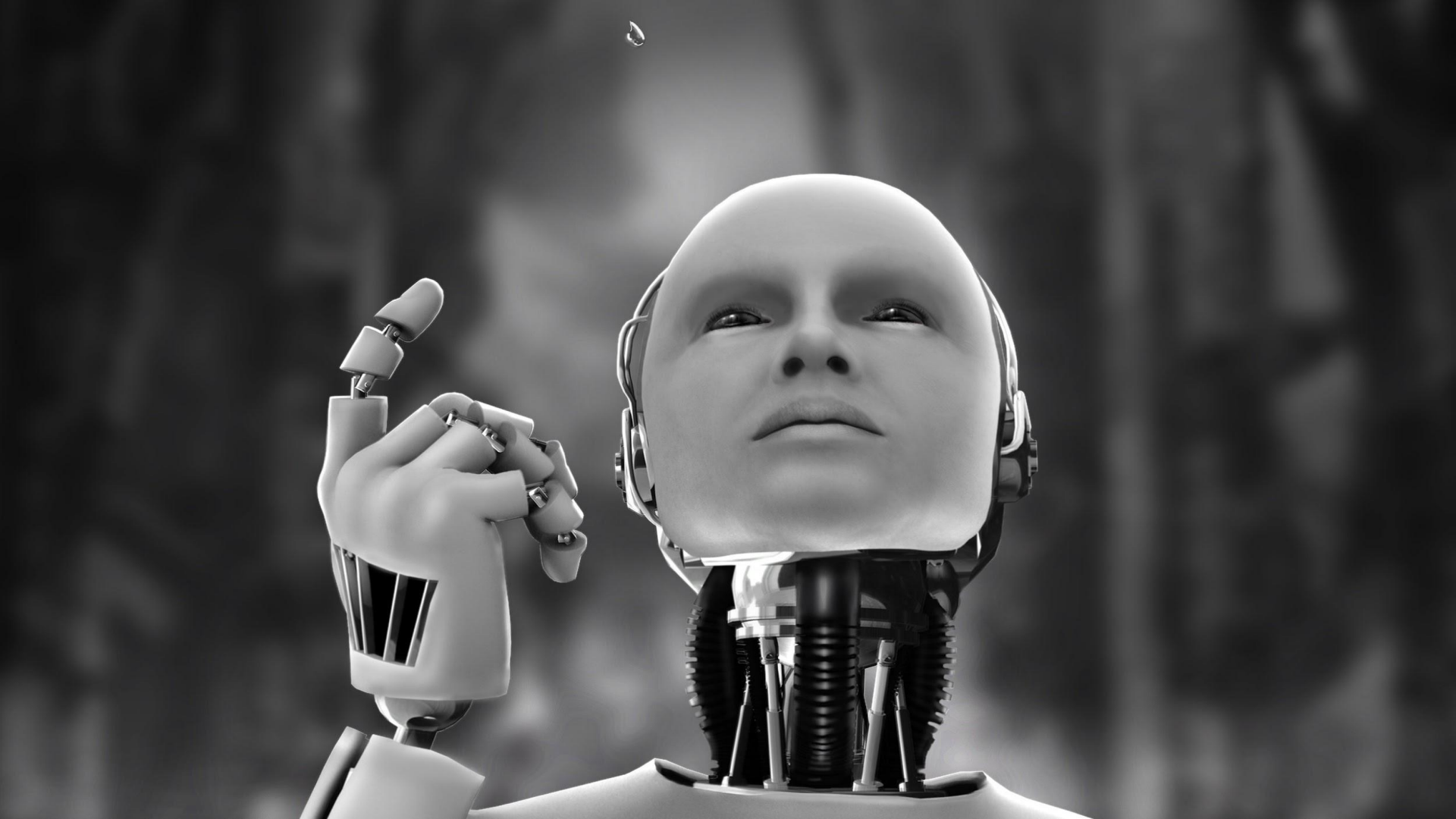
LEE SEDOL
01:59:11

Mind
Match

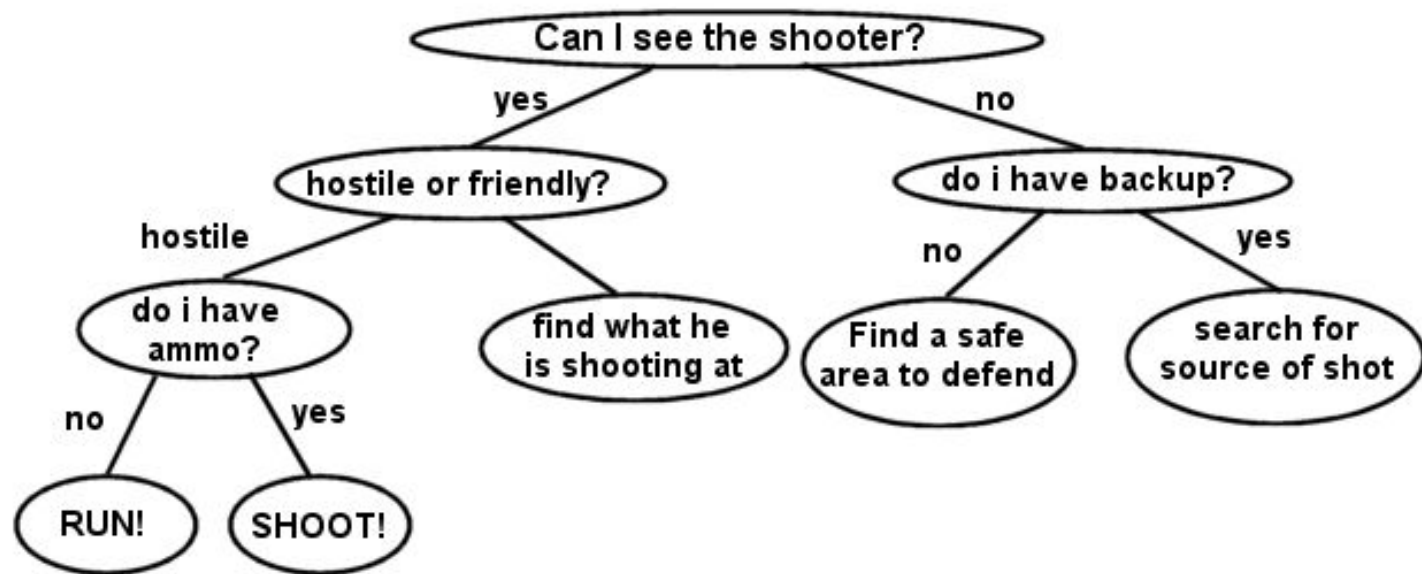
 AlphaGo Lee Sedol
 

AlphaGo 4 vs 1 Lee Sedol

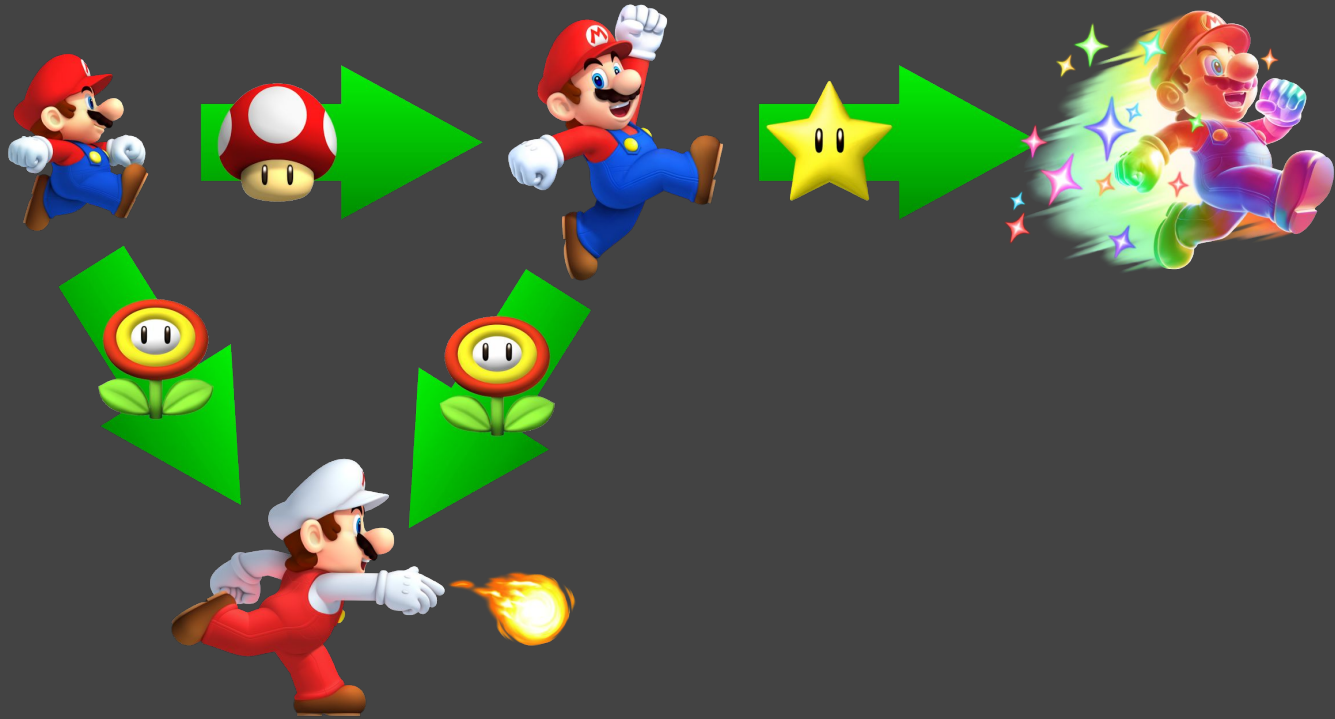
Por que a IA de jogos comerciais não é tão forte?



Árvores de decisão

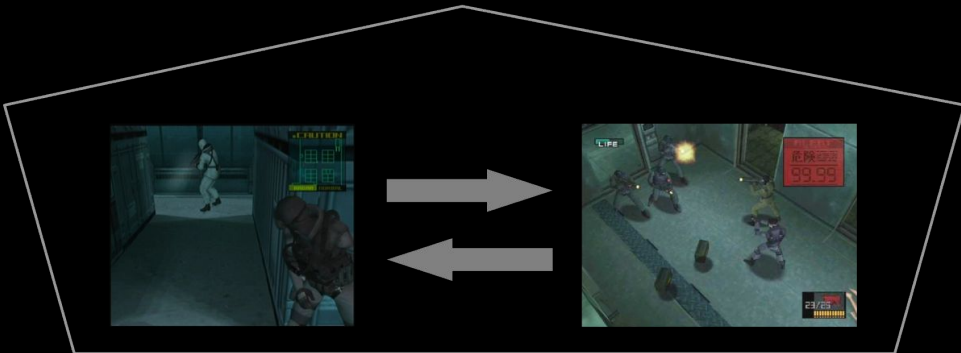
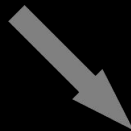


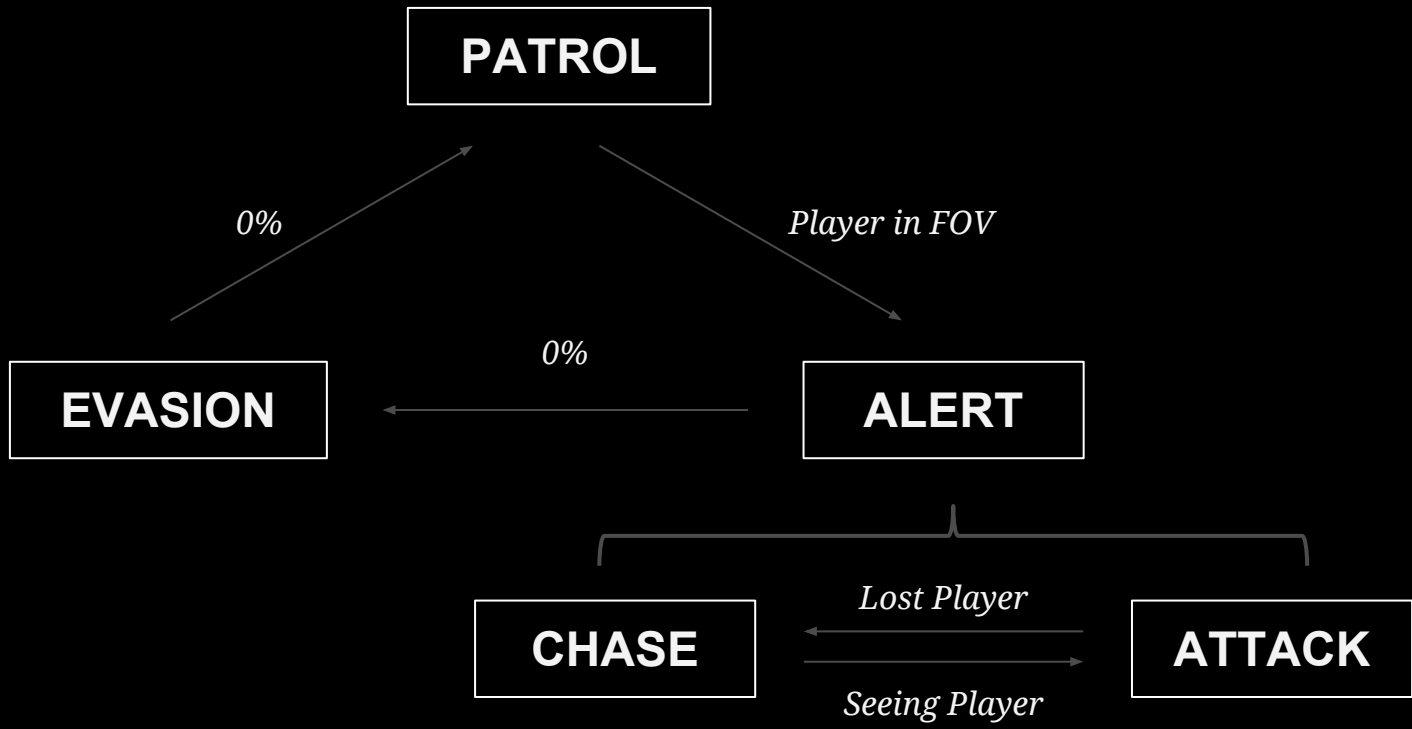
Máquinas de Estado Finito





TACTICAL ESPIONAGE ACTION
METAL GEARTM
SOLID







Aleatoriedade

Comportamento

Tática e estratégia

Tomada de decisão

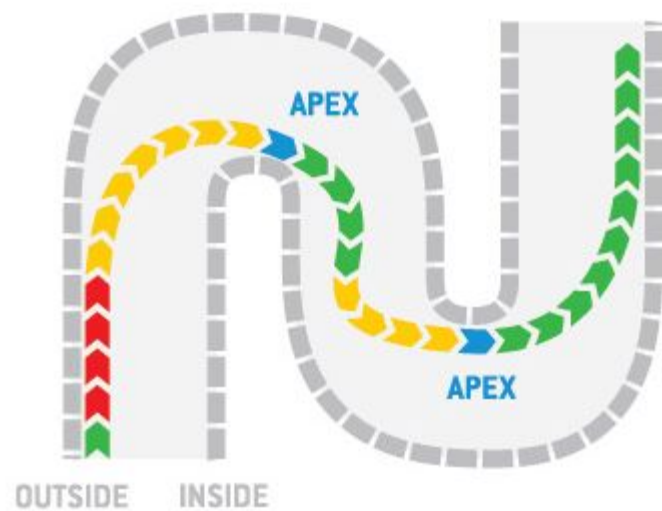
Movimentação

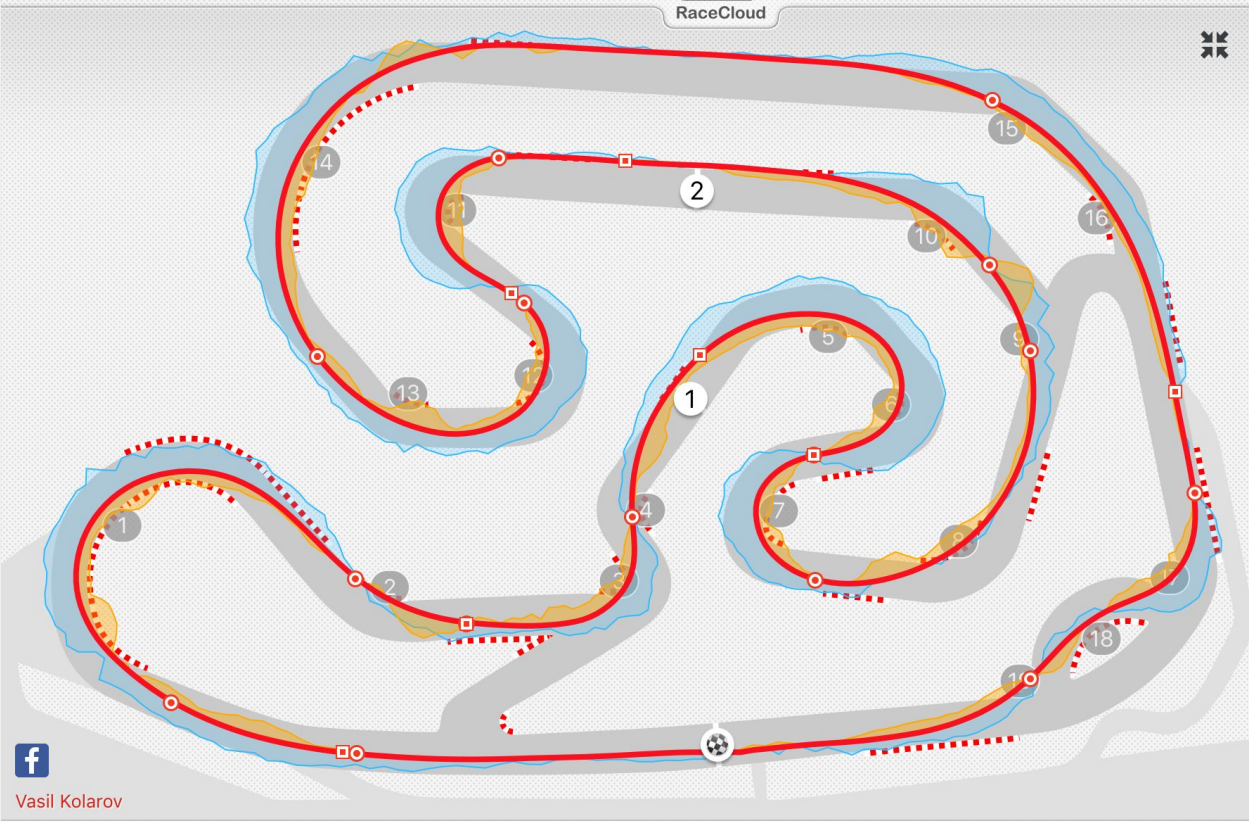
Poderia ser mais difícil?

RIGHT ANGLE



DOUBLE HAIRPIN





TIME	00:00.09
RPM	12507
ENGINE °C	36.9
SPEED kph	112.4
STEERING WHEEL	0°
CORNERING G	L 0.2



Vasil Kolarov

- Brake Point
- Turn In

Progress bar with left and right navigation arrows.

Session 03	LAP 03	TIME 00:56.80	LAP 04	TIME 00:56.59	LAP 05	TIME 00:56.32	LAP 06	TIME 00:56.45	LAP 07	TIME 00:56.27	LAP 08	TIME 00:56.35	LAP -	TIME 01:31.97	Overview
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Headshot = 1/3



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









X





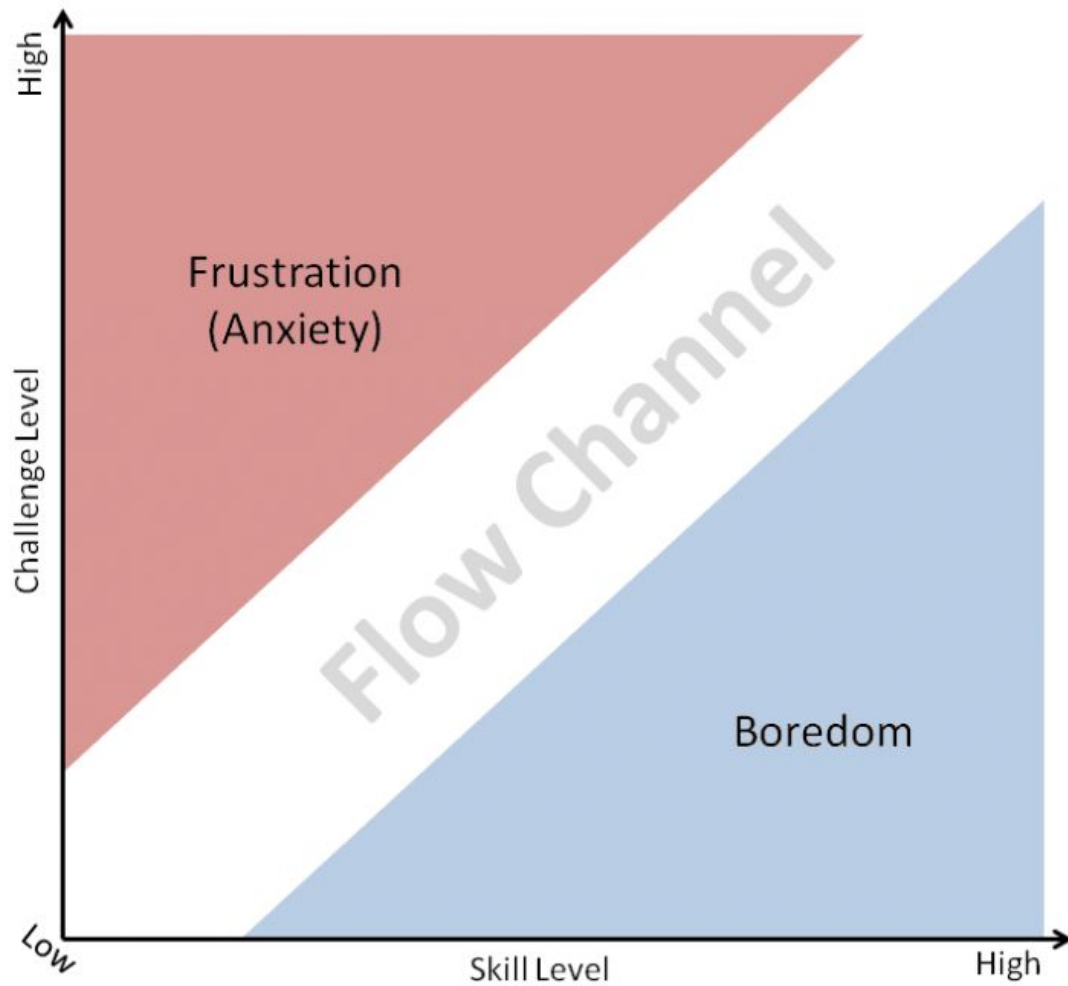
X



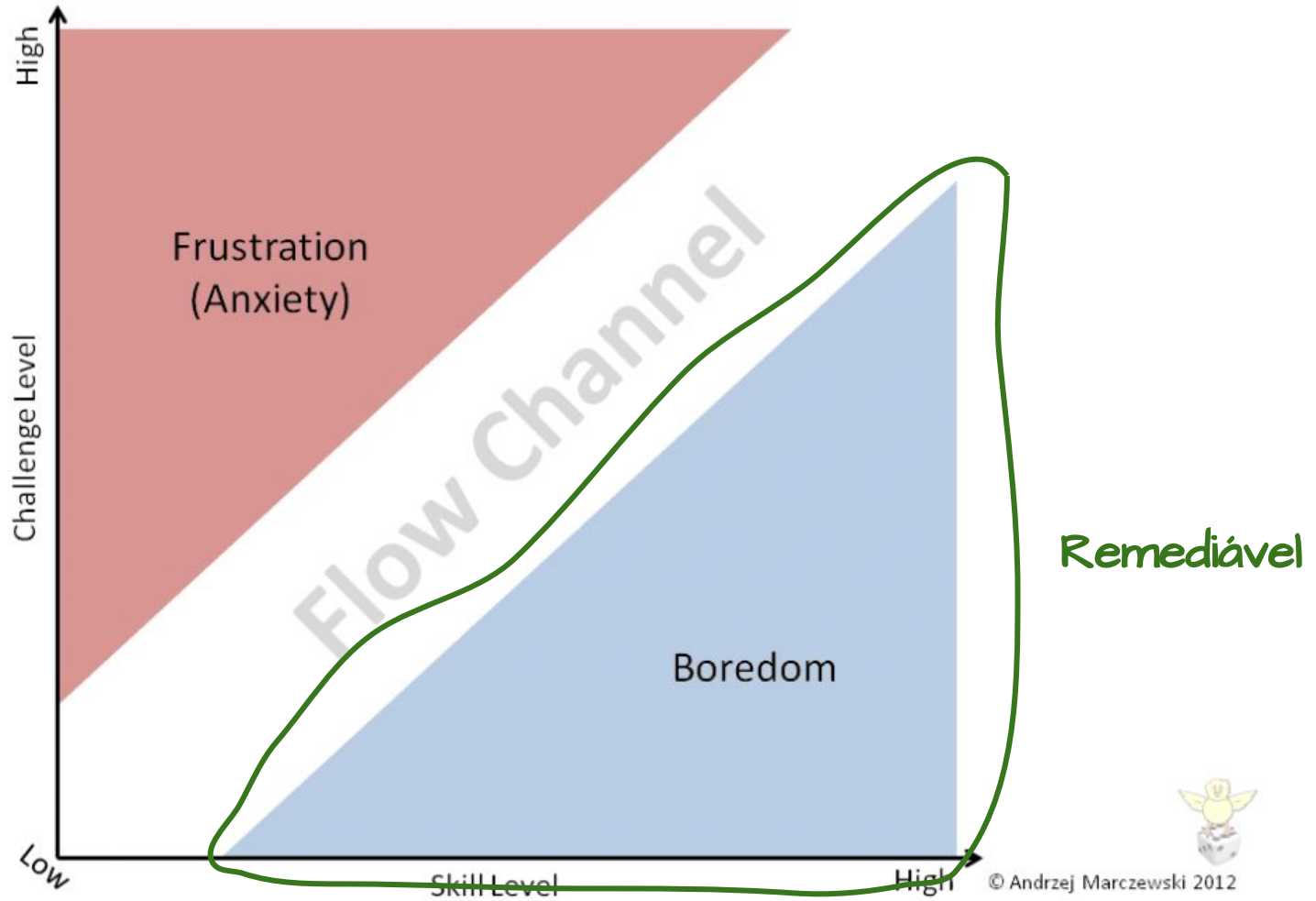
X



Flow Simplified

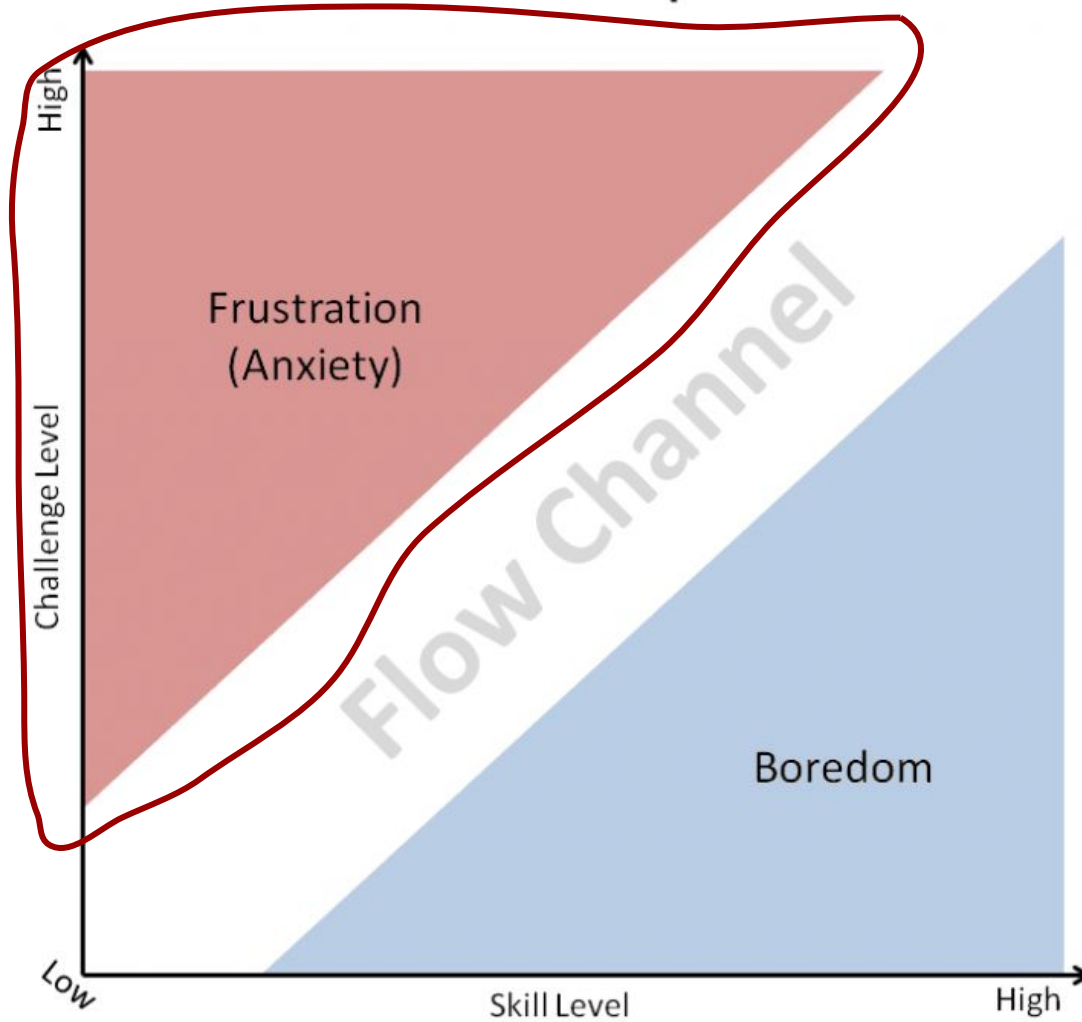


Flow Simplified



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

A large, light blue wireframe spider is positioned in the upper right quadrant of the slide, facing left. It is rendered in a grid-like mesh style, typical of 3D computer graphics.

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UNIVERSIDADE
FEDERAL DO CEARÁ



COMPUTER GRAPHICS VIRTUAL REALITY AND ANIMATION

Perguntas?