

Projet de Développement Logiciel

(Master 1 – MIAGE)

<http://mathieuacher.com/teaching/PDL/>

Mathieu Acher

Maître de Conférences
mathieu.acher@irisa.fr

PDL: objectifs pédagogiques

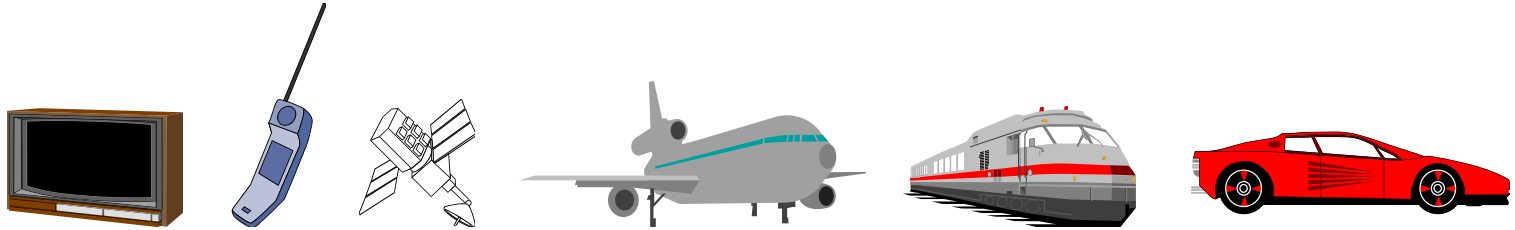
- Pratique et (re-)visite de votre **cursus**
 - Modélisation/UML, Programmation OO, test, design patterns, etc
 - Outils: git, IDE, Maven, intégration continue, documentation
 - Méthodes: travail en groupe, dates limites
- Une **expérience** de la difficulté du développement logiciel
 - indispensable pour votre future vie professionnelle
- **Contribution** à un projet réel, open source

Développer du logiciel \approx

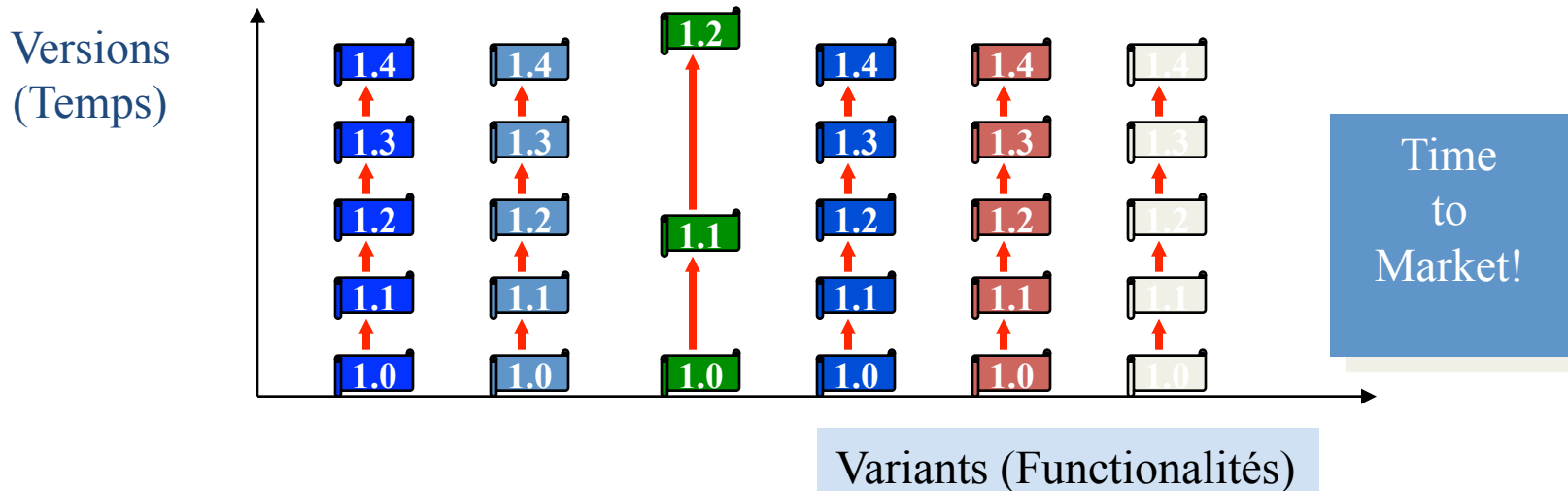
**« Multi-Person Construction
Of
Multi-Versions Programs »**

David Parnas, 2014

Ingénierie du logiciel



- De plus en plus complexe
 - Systèmes distribués
 - Qualité de service: performance, sécurité, sûreté, utilisabilité, etc.
- Explosion des fonctionnalités
 - Lignes de produits (espace/temps)





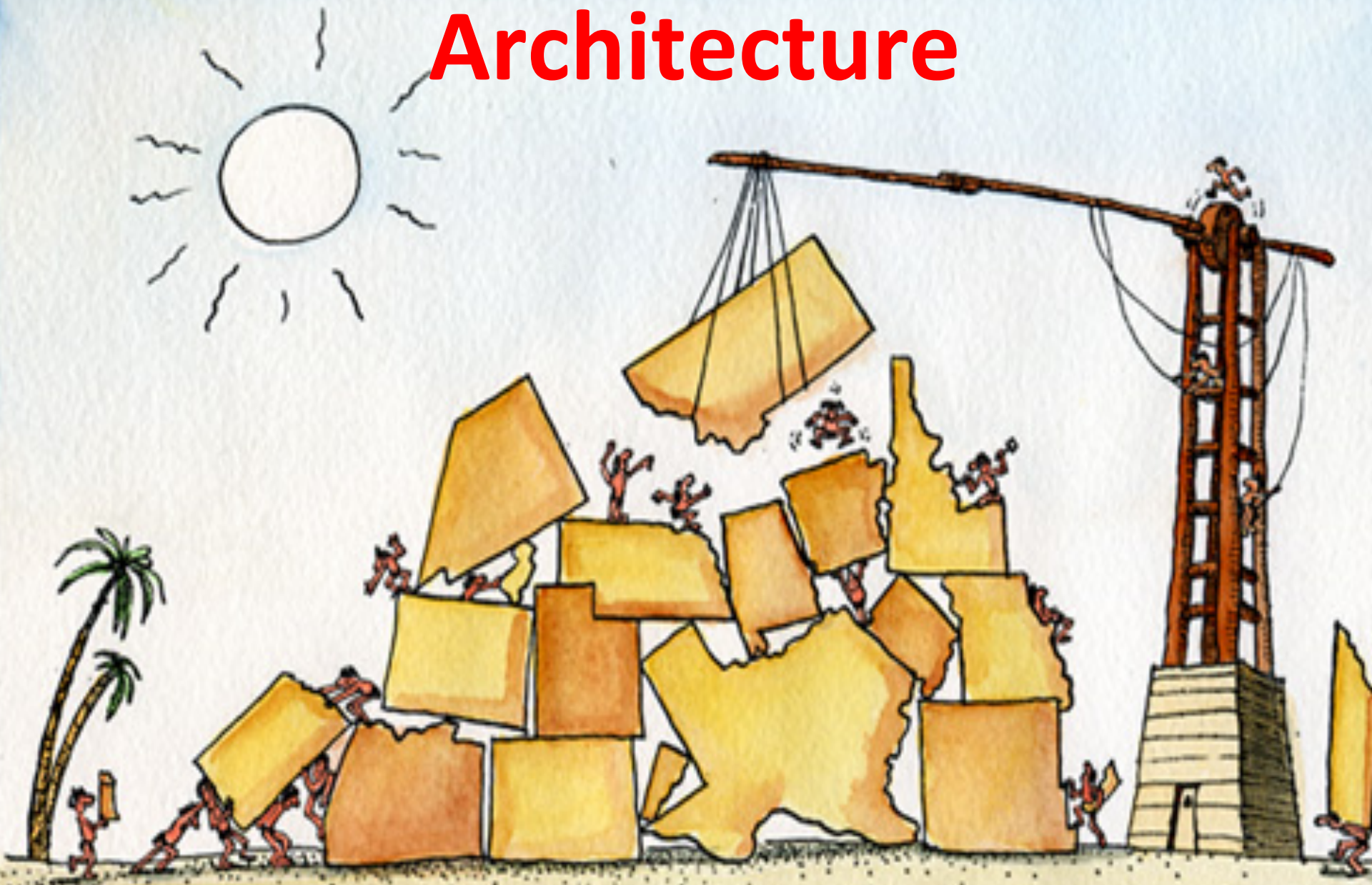
4°

Travail d'équipe

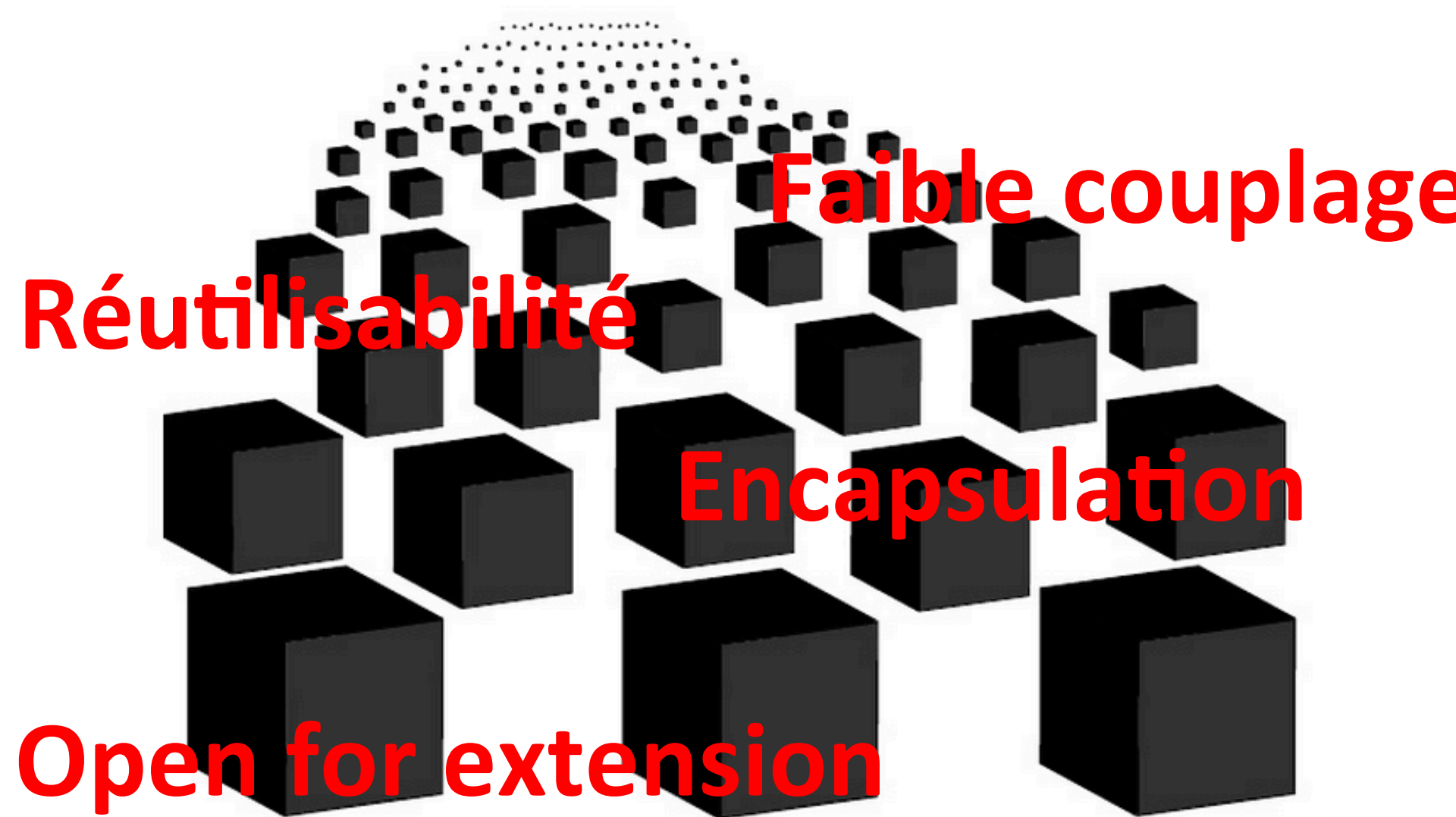
- Organisation
 - Partage des tâches
 - Planification
 - Communication
- Code idéalement...
 - Bien conçu, modulaire, documenté
 - Maintainable, compréhensible
 - Testable
- Outils
 - Collaboratifs (e.g., système de versions)



Architecture

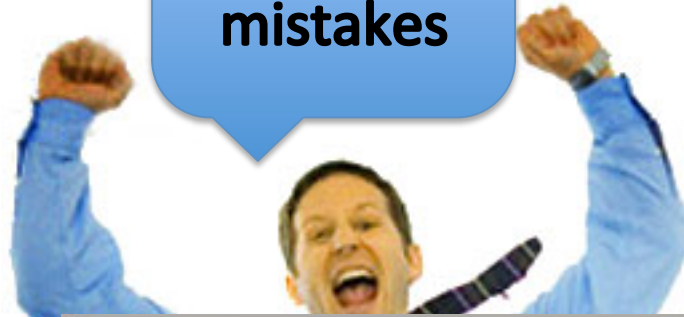


Idéalement: « modular black boxes »

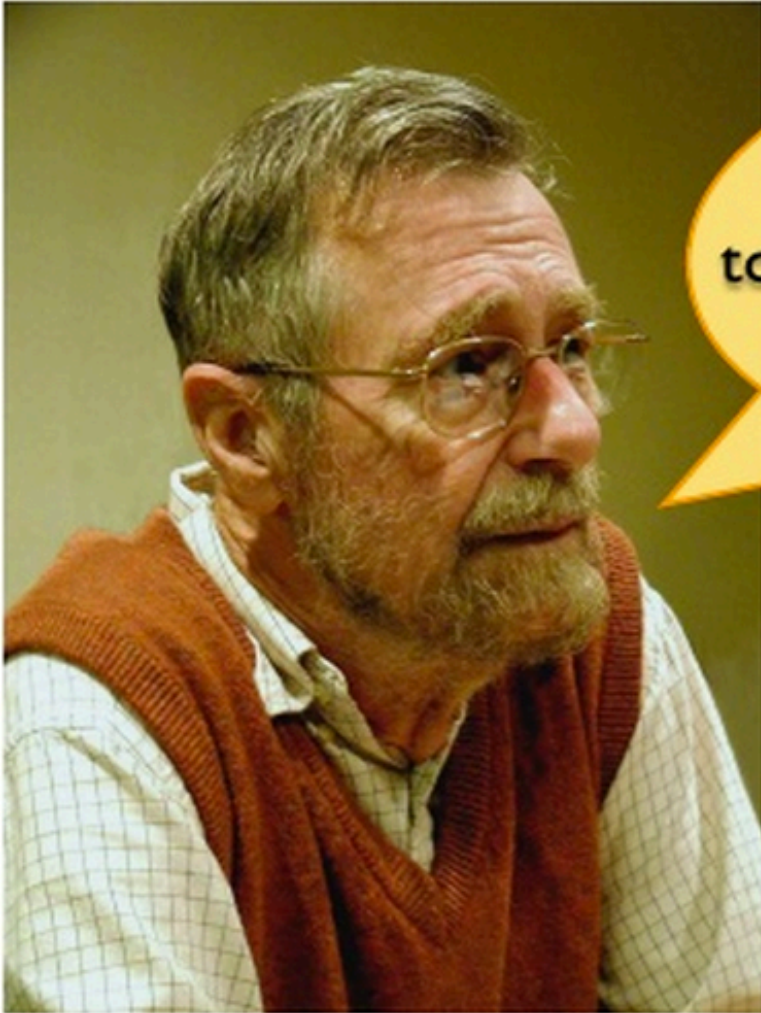


I don't
make
mistakes

Testing



Dijkstra



Program testing can be used to show the presence of bugs, but never to show their absence!

Software Integration

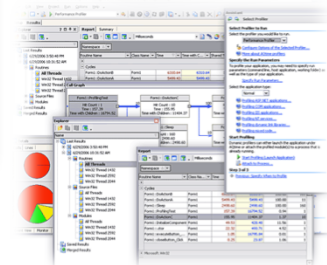


google-guice

Guice (pronounced 'juice') is a lightweight dependency injection framework for Java 5 and above, brought to you by Google.



Développement Logiciel





How the customer explained it



How the Project Leader understood it



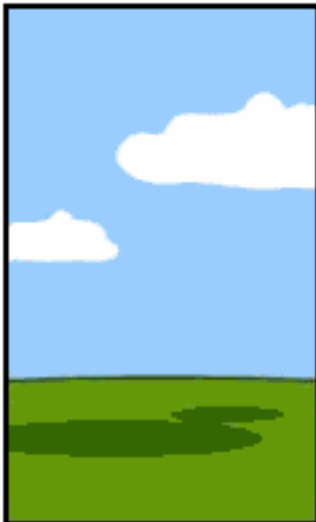
How the Analyst designed it



How the Programmer wrote it



How the Business Consultant described it



How the project was documented



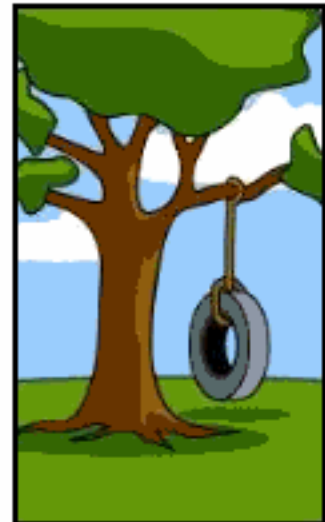
What operations installed



How the customer was billed



How it was supported



What the customer really needed

PDL: Objectifs

- Analyse, conception, réalisation, test, par la pratique
 - (Re)visite de votre cursus (UML, Programmation OO, etc.)
- Gestion de projets
 - Sur un exemple « joué » mais bien réel où des résultats sont attendus
 - Projet en groupe
- Préparation pour le stage au 2^{ème} semestre
 - Et pour votre future vie professionnelle !



Systeme



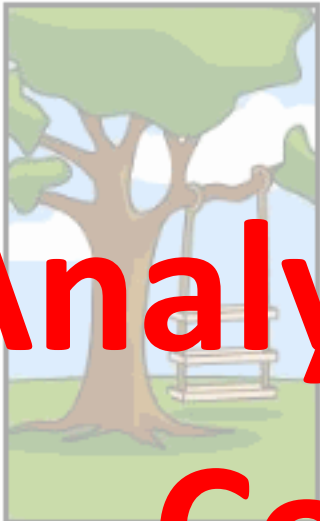
PDL en pratique?

Analyse

Conception

Réalisation

Validation



How the customer explained it



How the Project Leader understood it



How the Analyst designed it



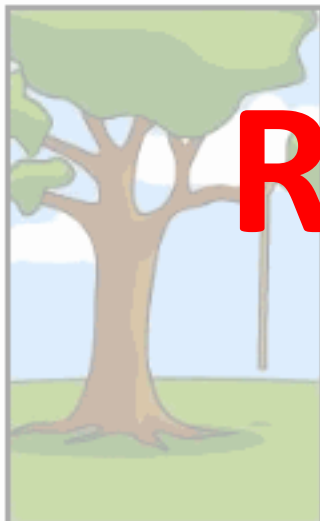
How the Programmer wrote it



How the Business Consultant described it



How the project was documented



What operations installed



How the customer was billed



How it was supported



What the customer really needed

Quatre objectifs, trois rendus

- (E0) Comprendre un projet existant
 - comment récupérer le code source? comment exécuter, installer et déployer une application? quelles sont les technologies utilisées? comment exécuter des cas de tests? intégration continue? quelle est l'architecture du projet? comment maintenir et étendre la fonctionnalité Y?
- (EX) Eliciter des exigences, proposer et valider, et effectuer des choix techniques
- (SP) Implémenter dans un laps de temps prédéfini
 - boucle avec EX; interactions nécessaires avec le « client »
- (PR) Présentation pendant 30' (20' + 10'): expliquer et défendre un travail, synthèse, bilan

Projets

PDL: les “projets”

- Trois projets sont proposés:
 - technologies, domaines, besoins différents
- Points communs, extension/reprise d’un projet:
 - Open source
 - Github
 - Constante évolution
 - Peut-être mal documenté, difficile à tester et déployer
- Basé sur le travail exceptionnel de **Hugo Vallée**, **Stéphane Mangin**, et **François Esnault** (ex-MIAGE 1, stages)

PDL: les “projets”

- Trois projets sont proposés:
 - technologies, domaines, besoins différents
- Groupe de 4 personnes (min)
 - 5 personnes max.
- Les trois projets doivent être couverts par l'ensemble des groupes
 - maximum 3 groupes par projet
- Premier arrivé, premier servi:

<http://tinyurl.com/PDL-MIAGE1516>

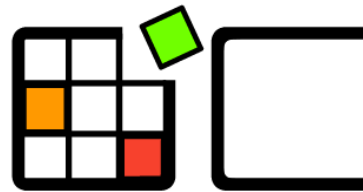
3 Projets

- 2 projets sur opencompare.org
- 1 projet sur les échecs
- En pratique les activités sont très similaires:
 - Eliciter et valider des exigences
 - Développement Java pour traiter des données
 - Génération de HTML/CSS/JavaScript
 - Tester
 - Travail collaboratif (github)

Projet #1 + #2

(opencompare)

opencompare.org



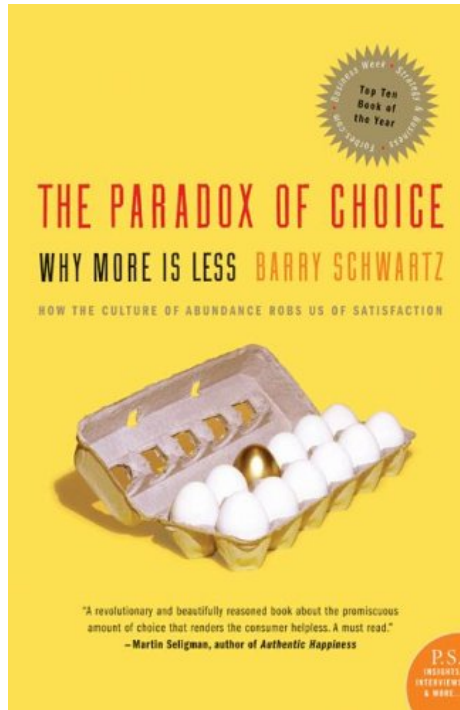
OpenCompare

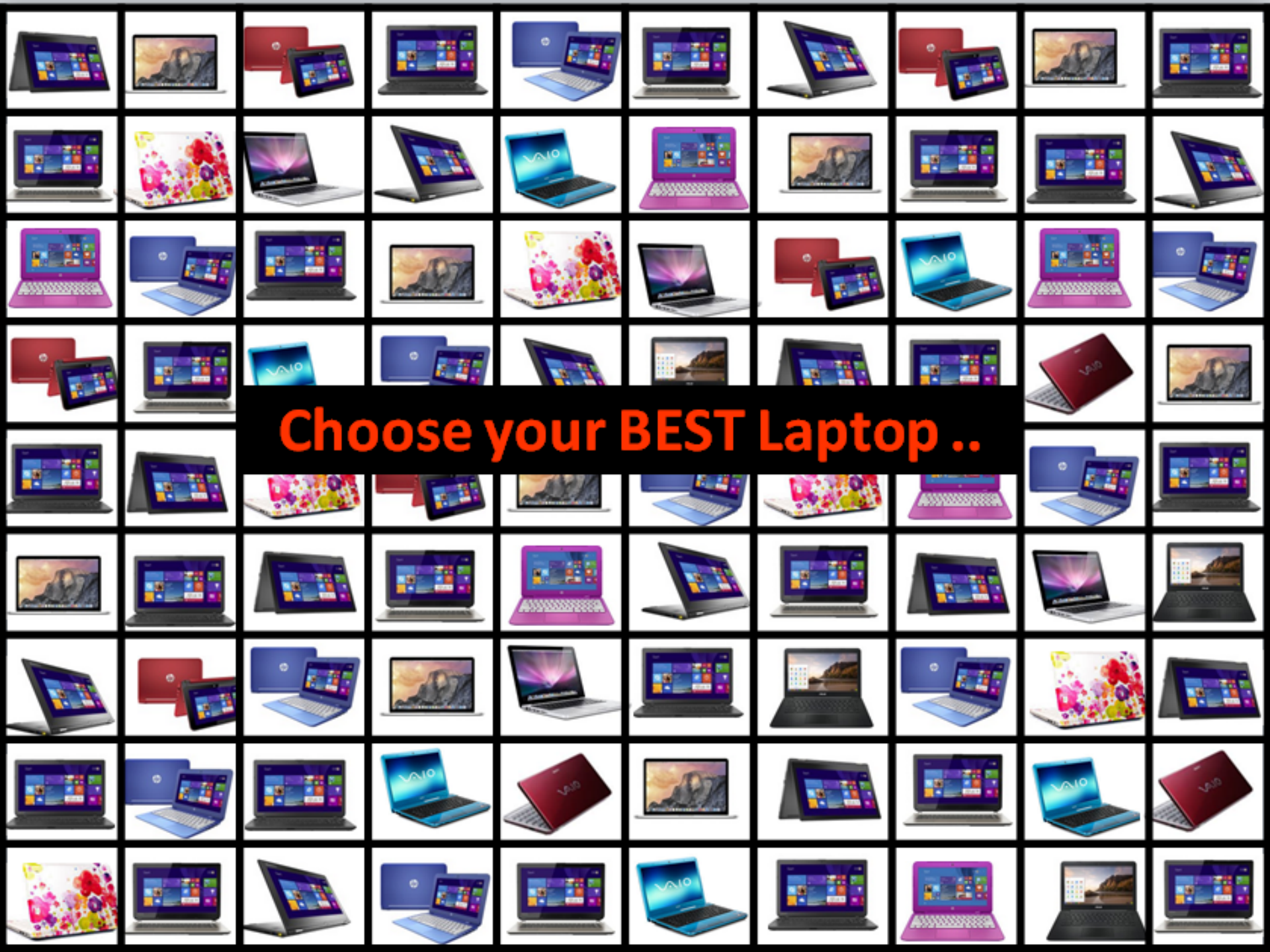


The Art of Choosing



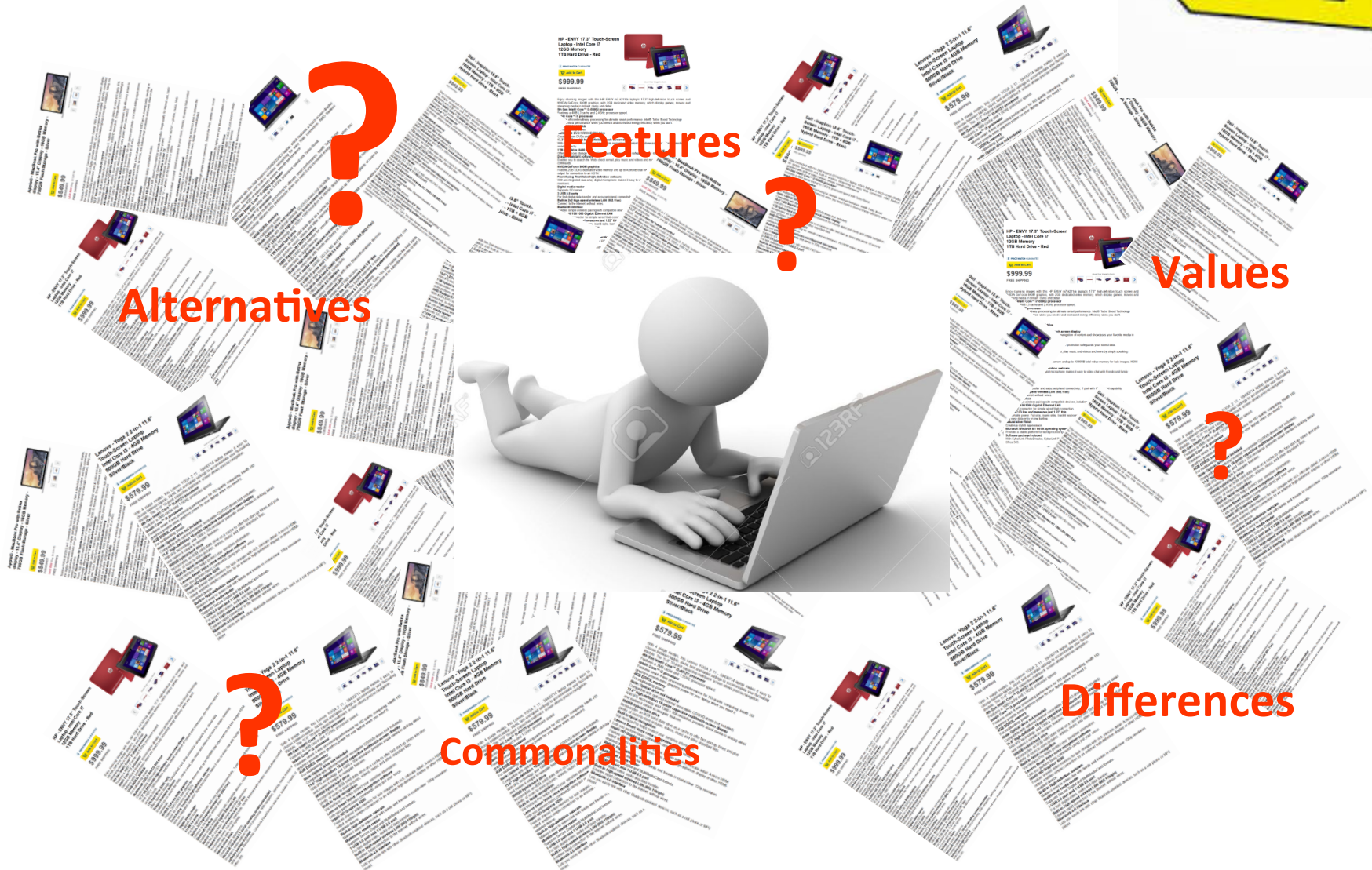
SHEENA IYENGAR





Choose your BEST Laptop ..

Choose your BEST Laptop..



Features

Values

Differences

Commonalities

Alternatives

4
produits



Cliquez sur les flèches pour trier par caractéristique

Samsung ATIV Book 2 NP270E5E-X06FR

Asus R510CC-XX577H - Blanc

Dell Inspiron 15R-5537 - i5 - Radeon HD (Argent)

Toshiba Satellite Pro C70-A-12C

<p>Notation</p>	Pas encore noté	★★★★★	Pas encore noté	Pas encore noté
<p>Processeur et chipset</p>	Samsung ATIV Book 2 NP270E5E-X06FR	Asus R510CC-XX577H - Blanc	Dell Inspiron 15R-5537 - i5 - Radeon HD (Argent)	Toshiba Satellite Pro C70-A-12C
<p>Modèle</p>	Processeur Intel® Core™ i5-3230M (2,60 GHz)	Processeur Intel® Core™ i5-3337U (1,80 GHz)	Processeur Intel® Core™ i5-4200U (1,60 GHz)	Processeur Intel® Core™ i3-3120M (2,50 GHz)
<p>Nombre de cœurs</p>	2	2	2	2
<p>Mode Turbo</p>	3,10 GHz	2,70 GHz	2,60 GHz	-
<p>Northbridge</p>	Intel® HM75	Intel® HM76	-	-
<p>Mémoire</p>	Samsung ATIV Book 2 NP270E5E-X06FR	Asus R510CC-XX577H - Blanc	Dell Inspiron 15R-5537 - i5 - Radeon HD (Argent)	Toshiba Satellite Pro C70-A-12C
<p>Capacité mémoire</p>	4096 Mo	4096 Mo	6144 Mo	4096 Mo
<p>Barrette(s) installée(s)</p>	1	1	2	1
<p>Emplacement(s) disponible(s)</p>	1	1	-	1
<p>Type</p>	SO-DIMM DDR3	SO-DIMM DDR3	SO-DIMM DDR3L	SO-DIMM DDR3
<p>Fréquence</p>	1600 MHz	1600 MHz	1600 MHz	1600 MHz
<p>Maximum</p>	-	8192 Mo	-	16384 Mo
<p>Affichage</p>	Samsung ATIV Book 2 NP270E5E-X06FR	Asus R510CC-XX577H - Blanc	Dell Inspiron 15R-5537 - i5 - Radeon HD (Argent)	Toshiba Satellite Pro C70-A-12C
<p>Écran</p>	15,6"	15,6"	15,6"	17,3"
<p>Résolution</p>	WXGA (1366 x 768)	WXGA (1366 x 768)	WXGA (1366 x 768)	WSXGA (1600 x 900)
<p>Dalle</p>	-	Color Shine avec technologie LED	-	Rétro-éclairage LED
<p>Aspect de la dalle</p>	Mat / Anti-reflets	Brillant	Brillant	Mat / Anti-reflets
<p>Carte graphique</p>	nVidia® GeForce™ 710M	NVIDIA® GeForce™ GT 720M	AMD Radeon HD 8670M	nVidia® GeForce™ 710M
<p>Type GDDR</p>	-	GDDR3	-	-
<p>Mémoire totale</p>	2048 Mo	2048 Mo	2048 Mo	1024 Mo
<p>Stockage</p>	Samsung ATIV Book 2 NP270E5E-X06FR	Asus R510CC-XX577H - Blanc	Dell Inspiron 15R-5537 - i5 - Radeon HD (Argent)	Toshiba Satellite Pro C70-A-12C
<p>Nombre d'unité de stockage</p>	1	1	1	1
<p>Espace disque total</p>	750 Go	1000 Go	1000 Go	500 Go
<p>Type</p>	HDD	HDD	HDD	HDD
<p>Vitesse HDD (trs/min)</p>	5400	5400	5400	5400
<p>Stockage optique</p>	Samsung ATIV Book 2 NP270E5E-X06FR	Asus R510CC-XX577H - Blanc	Dell Inspiron 15R-5537 - i5 - Radeon HD (Argent)	Toshiba Satellite Pro C70-A-12C
<p>Lecteur optique</p>	Graveur DVD±RW DL	Graveur DVD±RW DL	Graveur DVD±RW DL	Graveur DVD±RW DL



<p>Vehicle</p> <p>Number of Passenger Doors</p>		<p>4</p>	
<p>Brakes</p> <p>Brake Type</p> <p>Brake ABS System</p> <p>Disc - Front (Yes or)</p> <p>Disc - Rear (Yes or)</p> <p>Front Brake Rotor Diam x Thickness (mm/in)</p> <p>Rear Brake Rotor Diam x Thickness (mm/in)</p>	<p>Pwr</p> <p>4-Wheel</p> <p>Yes</p> <p>Yes</p> <p>- TBD - / - TBD -</p> <p>- TBD - / - TBD -</p>	<p>Pwr</p> <p>4-Wheel</p> <p>Yes</p> <p>Yes</p> <p>278 x 25 / 11.0 x 1.0</p> <p>280 x 11 / 11.1 x 0.5</p>	<p>Pwr Regenerative</p> <p>4-Wheel</p> <p>Yes</p> <p>Yes</p> <p>300 x - TBD - / 11.9 x - TBD -</p> <p>284 x - TBD - / 11.2 x - TBD -</p>
<p>Seat Trim</p>	<p>BISQUE, SEAT TRIM , DARK GREY, SEAT TRIM</p>	<p>MEDIUM LIGHT STONE, CLOTH SEAT TRIM , CHARCOAL BLACK, CLOTH SEAT</p>	<p>CAMEL, CLOTH SEATS , GRAY, CLOTH SEATS</p>

TABLEAU COMPARATIF VÉLOS ELLIPTIQUES

MODÈLES	Ellipse 1.0	VE 200 Silver	Body 240	VE 910	VE 710	MT 64	Hande P	87 DV	Senora DV	
DOMYOS.COM										
Marque	PROFORM	DOMYOS	WELLD	DOMYOS	DOMYOS	NOCKTRACK	KETTLER	NOCKTRACK	KETTLER	
Niveau de pratique	NOUVEAU	NOUVEAU & DÉBUTANT	DÉBUTANT & DÉBUTANT	NOUVEAU & DÉBUTANT	NOUVEAU & DÉBUTANT	DÉBUTANT & DÉBUTANT	DÉBUTANT & DÉBUTANT	DÉBUTANT & DÉBUTANT	DÉBUTANT & DÉBUTANT	
INFORMATIQUES	Mesure de la fréquence cardiaque, Nombre de programmes, Affichage temps, distance, vitesse, calories, Alimentation sur secteur									
PERFORMANCE	Réglage résistance, Niveau de difficulté, Réglage de la difficulté au guidon, Poids de la roue d'inertie, Poids max utilisateur, FACILITÉ DE MONTAGE									
Dimension du produit en usage										
Dimension du carton principal										
Poids net de l'accessoire										
SERVICES										
Compatible coaching MP3 Domyos, Garantie, SAV Domyos (Service après-vente) **										

ROUE D'INERTIE 4 KG

14

ELLIPTIQUES

Conçu pour la pratique occasionnelle du cardio-training à domicile (jusqu'à 30mn d'utilisation cumulée par jour).

SOLIDITÉ

Comparison of video player software

From Wikipedia, the free encyclopedia

This article is about video player software. For a comparison of audio player software, see Comparison of audio player software. For a comparison of hardware device type portable media players, see Comparison of portable media players.

The following **comparison of video players** compares general and technical information for notable software **media player** programs.

For the purpose of this comparison, "video players" are defined as any media player which can play **video**, even if it can also play audio files.

Contents [hide]

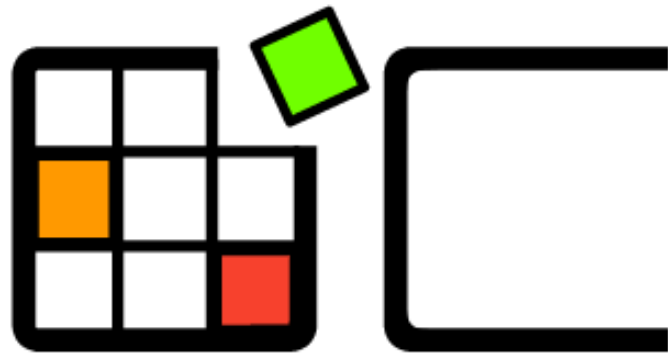
- 1 General
- 2 Operating system compatibility
- 3 Features
 - 3.1 Extended features
- 4 Video format ability
- 5 Audio format ability
- 6 Container format ability
- 7 Streaming support
- 8 Playlist format ability
- 9 Subtitle ability
- 10 Metadata ability
- 11 Optical media ability
- 12 See also
- 13 References
- 14 Related lists on other projects



General [edit]

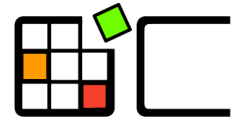
Name	Author	First public release	Stable version	Cost	Software license	Based framework	Written in
ALLPlayer	ALLPlayer Group Ltd. Partnership	1998	6.1.1 (February 12, 2015; 6 months ago) [±]	Free	Proprietary	FFmpeg + original + DirectShow	Object Pascal (Delphi)
Apprentice Video	Pavel Koshevoy	2011	r407 and later	Free	MIT	FFmpeg	C++ (Qt)
Banshee	Aaron Bockover	Aug 2005	2.6.2 (February 18, 2014; 18 months ago ^[1]) [±]	Free	MIT	GStreamer	C#
Creative MediaSource	Creative Technology	2002	5.10.38 (December 22, 2006; 8 years ago) [±]	Requires Creative product	Proprietary	?	?
CorePlayer	CoreCodec Inc.	2006	3.0.1 (September 9, 2011; 3 years ago) [±]	US\$19.95	Proprietary	?	?
CrystalPlayer	Crystal Reality LLC	Oct 2002	1.99 (September 1, 2012; 2 years ago) [±]	US\$29.95	Proprietary	FFmpeg	?
DSPlayer	DSPlayer team	2002	0.999	Free	Proprietary		Object Pascal (Delphi), C++
FFplay	FFmpeg project	06 Jun 2003	2.7.2 (July 20, 2015; 42 days ago ^[2]) [±]	Free	LGPL, part GPL	FFmpeg	C
GOM Player	Gretech Corporation	07 Jan 2003	2.2.67.5221 (February 4, 2015; 6 months ago) [±]	Free	Proprietary	FFmpeg	?
iTunes	Apple Inc.	09 Jan 2001	12.2.2.25 (August 13, 2015; 18 days ago ^[3]) [±]	Free	Proprietary	QuickTime	?
JetAudio (Basic)	Crown Systems	1997	8.1.3 (October 16, 2014; 10 months ago) [±]	Free	Proprietary	FFmpeg	C++

Table with multiple columns of numbers and text, likely a ledger or record book. The text is rotated 90 degrees counter-clockwise. The columns contain various numerical values and alphanumeric identifiers.



OpenCompare

OpenCompare.org



OpenCompare

standard format

collaborative edition

import/export of numerous formats

embeddable editor

open source (<https://github.com/gbecan/OpenCompare>)

open data (opencompare.org/api/get/ID)

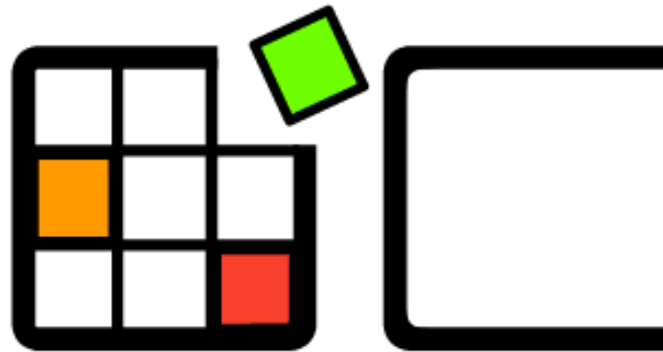


WIKIPEDIA



innovative services (e.g., for visualizing, configuring, filtering and « playing »
with comparisons; ways to share, collaborate, and easily create comparisons)

Demo!

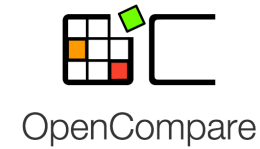


OpenCompare

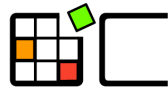
Projet #1

(opencompare
+ "product" charts)

Projet #1



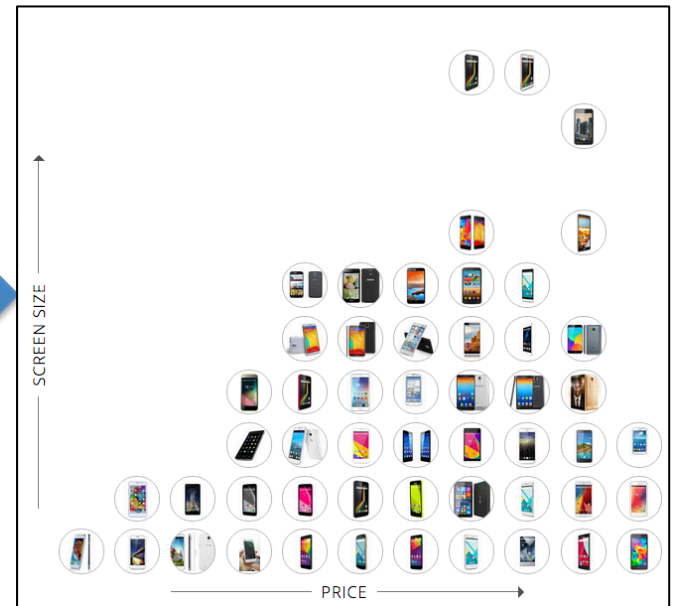
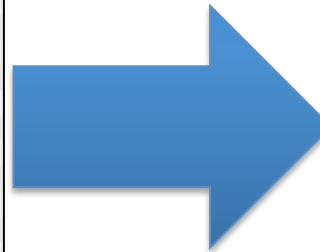
opencompare et productcharts



OpenCompare

Product	Image process.y	Sensor format	Sensor type	Sensor manufa.y	Megapixels	Focus points	Metering pixels	Viewfinder cov.y
D3X	EXPEED	Full-frame	CMOS	Sony	24.5	51	1005	100%
D2Xs	-	APS-C	CMOS	Sony	12.4	11	1005	100%
D2X	-	APS-C	CMOS	Sony	12.4	11	1005	100%
D1X	-	APS-C	CCD	Sony	5.3	5	1005	96%
D1	-	APS-C	CCD	Sony	2.66	5	1005	96%
D4S	EXPEED 4	Full-frame	CMOS	Nikon	16.2	51	91000	100%
D4	EXPEED 3	Full-frame	CMOS	Nikon	16.2	51	91000	100%
D3S	EXPEED	Full-frame	CMOS	Nikon	12.1	51	1005	100%
D3	EXPEED	Full-frame	CMOS	Nikon	12.1	51	1005	100%
D2Hs	-	APS-C	JFET-LBCAST	Nikon	4.1	11	1005	100%
D2H	-	APS-C	JFET-LBCAST	Nikon	4.1	11	1005	100%
D1H	-	APS-C	CCD	Sony	2.7	5	1005	96%
D610	EXPEED 4	Full-frame	CMOS	Sony	36.3	51	91000	100%
D600	EXPEED 3	Full-frame	CMOS	Sony	36.3	51	91000	100%
D700	EXPEED	Full-frame	CMOS	Nikon	12.1	51	1005	95%
D750	EXPEED 4	Full-frame	CMOS	Nikon(citation ne...	24.9	51	91000	100%
Df	EXPEED 3	Full-frame	CMOS	Nikon	16.2	39	2016	100%

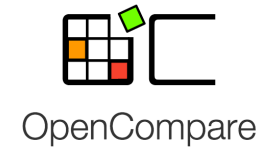
(matrice)



("product" chart)

Suite des travaux exceptionnels de Hugo Vallée et Stéphane Mangin en 2015 (ex MIAGE 1)

Projet #1

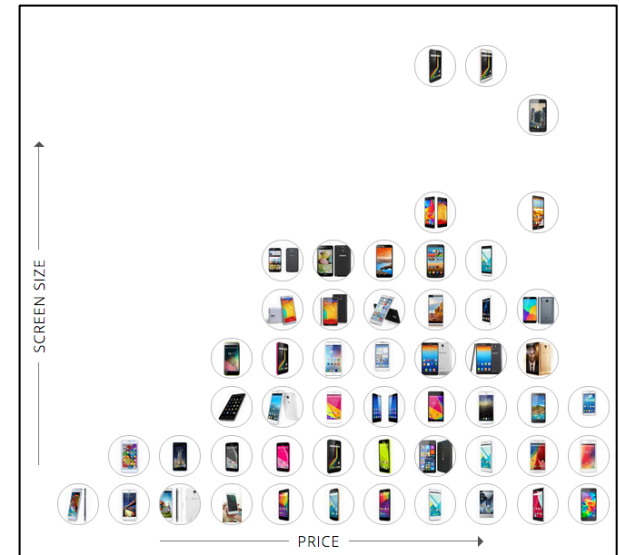
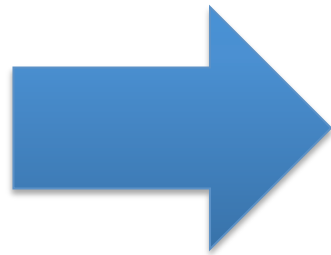


opencompare et productcharts

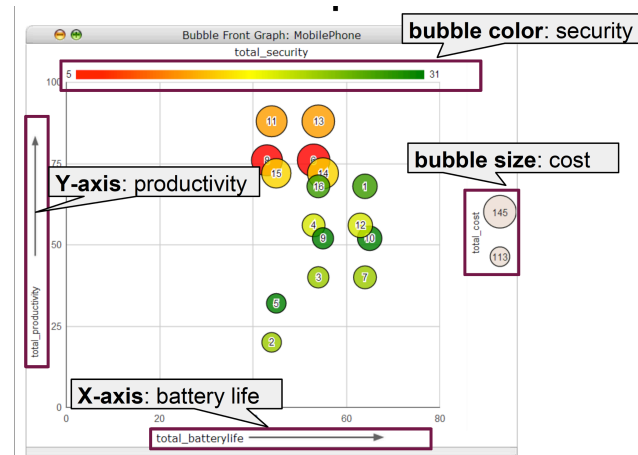


OpenCompare

Product	Image process.7	Sensor format	Sensor type	Sensor manufa.1	Megapixels	Focus points	Metering pixels	Viewfinder cov.2
D3X	EXPRESS	Full-frame	CMOS	Sony	24.5	51	1005	100%
D3Xs	-	APS-C	CMOS	Sony	12.4	11	1005	100%
D3K	-	APS-C	CMOS	Sony	12.4	11	1005	100%
D3Ks	-	APS-C	CCD	Sony	12.3	5	1005	95%
D1	-	APS-C	CCD	Sony	2.96	5	1005	95%
D4S	EXPRESS-4	Full-frame	CMOS	Nikon	16.2	51	91000	100%
D4	EXPRESS-3	Full-frame	CMOS	Nikon	16.2	51	91000	100%
D3S	EXPRESS	Full-frame	CMOS	Nikon	12.1	51	1005	100%
D3	EXPRESS	Full-frame	CMOS	Nikon	12.1	51	1005	100%
D2Hs	-	APS-C	JFET_LBCCAT	Nikon	4.1	11	1005	100%
D2H	-	APS-C	JFET_LBCCAT	Nikon	4.1	11	1005	100%
D1H	-	APS-C	CCD	Sony	2.7	5	1005	95%
D810	EXPRESS-4	Full-frame	CMOS	Sony	36.3	51	91000	100%
D800	EXPRESS-3	Full-frame	CMOS	Sony	36.3	51	91000	100%
D700	EXPRESS-4	Full-frame	CMOS	Nikon	12.1	51	1005	95%
D7000	EXPRESS-4	Full-frame	CMOS	Nikon/digital no.	24.9	51	91000	100%
D7	EXPRESS-3	Full-frame	CMOS	Nikon	16.2	39	2016	100%

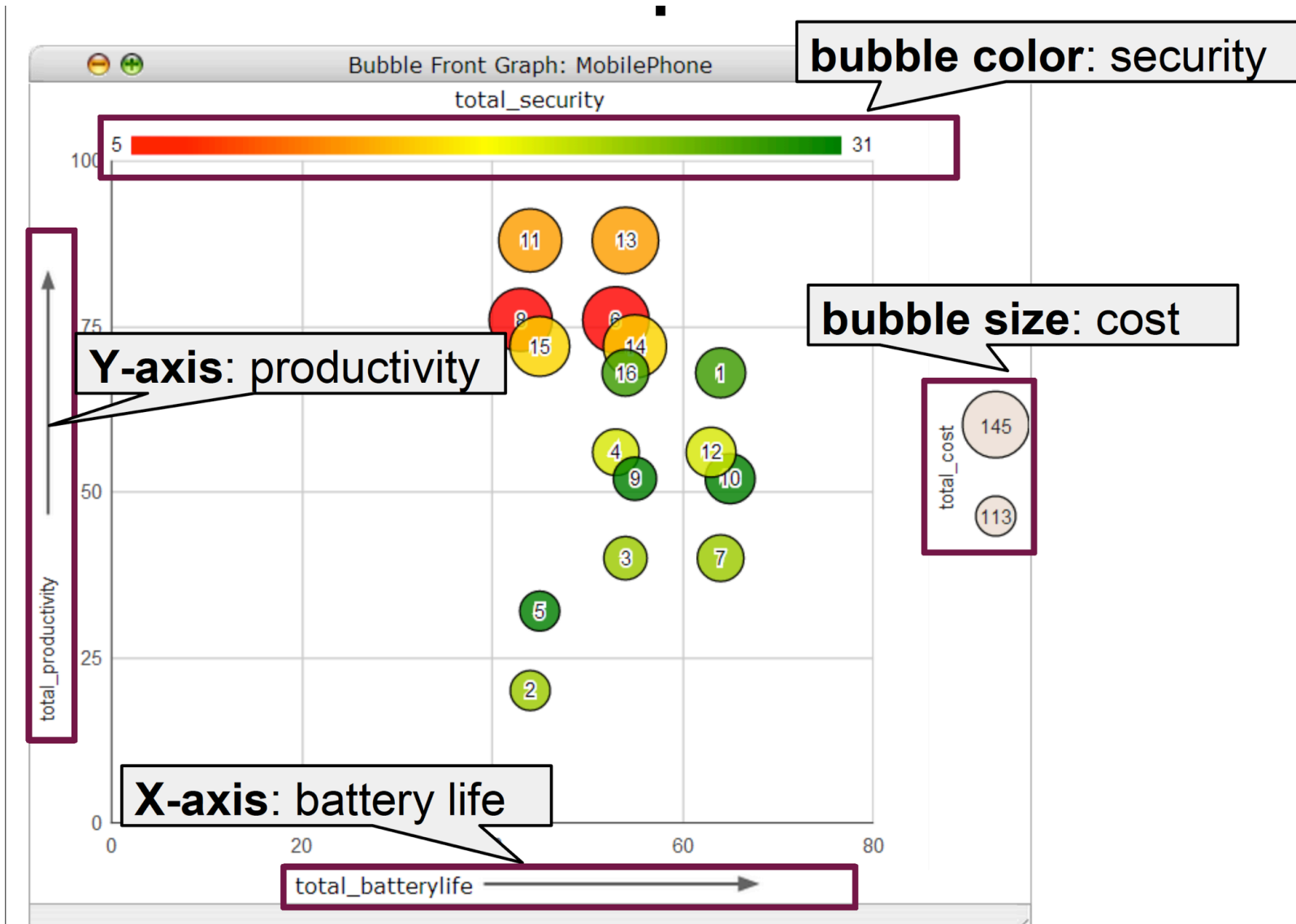


(matrice)



2D vision
3D with "bubbles"
4D with "colors"

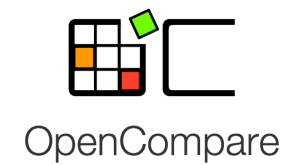
ClaferMooVisualizer (U. Waterloo, SPLC'13)



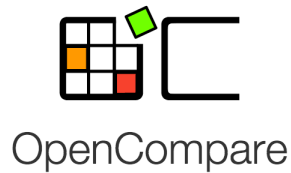
Projet #2

(opencompare
+ HTML configurable)

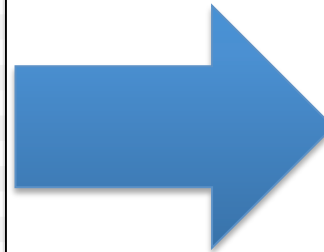
Projet #2



export HTML configurable



Product	Image process...	Sensor format	Sensor type	Sensor manufa...	Megapixels	Focus points	Metering pixels	Viewfinder cov...
D3X	EXPEED	Full-frame	CMOS	Sony	24.5	51	1005	100%
D2Xs	-	APS-C	CMOS	Sony	12.4	11	1005	100%
D2X	-	APS-C	CMOS	Sony	12.4	11	1005	100%
D1X	-	APS-C	CCD	Sony	5.3	5	1005	96%
D1	-	APS-C	CCD	Sony	2.66	5	1005	96%
D4S	EXPEED 4	Full-frame	CMOS	Nikon	16.2	51	91000	100%
D4	EXPEED 3	Full-frame	CMOS	Nikon	16.2	51	91000	100%
D3S	EXPEED	Full-frame	CMOS	Nikon	12.1	51	1005	100%
D3	EXPEED	Full-frame	CMOS	Nikon	12.1	51	1005	100%
D2Hs	-	APS-C	JFET-LBCAST	Nikon	4.1	11	1005	100%
D2H	-	APS-C	JFET-LBCAST	Nikon	4.1	11	1005	100%
D1H	-	APS-C	CCD	Sony	2.7	5	1005	96%
D610	EXPEED 4	Full-frame	CMOS	Sony	36.3	51	91000	100%
D600	EXPEED 3	Full-frame	CMOS	Sony	36.3	51	91000	100%
D700	EXPEED	Full-frame	CMOS	Nikon	12.1	51	1005	95%
D750	EXPEED 4	Full-frame	CMOS	Nikon(citation ne...	24.9	51	91000	100%
Df	EXPEED 3	Full-frame	CMOS	Nikon	16.2	39	2016	100%



(matrice)

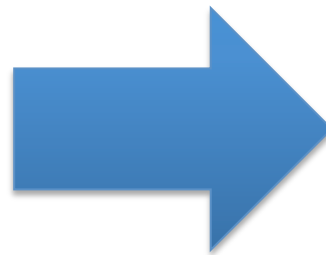
(HTML representation of the matrix with ways of customizing the graphical styles)

Projet #2

export HTML configurable

Product	image process...	Sensor format	Sensor type	Sensor manufa...	Megapixels	Focus points	Metering pixels	Viewfinder cov...
D3X	EXPEED	Full-frame	CMOS	Sony	24.5	51	1005	100%
D29s	-	APS-C	CMOS	Sony	12.4	11	1005	100%
D2X	-	APS-C	CMOS	Sony	12.4	11	1005	100%
D1X	-	APS-C	CCD	Sony	5.3	5	1005	96%
D1	-	APS-C	CCD	Sony	2.66	5	1005	96%
D4s	EXPEED 4	Full-frame	CMOS	Nikon	16.2	51	91000	100%
D4	EXPEED 3	Full-frame	CMOS	Nikon	16.2	51	91000	100%
D3s	EXPEED	Full-frame	CMOS	Nikon	12.1	51	1005	100%
D3	EXPEED	Full-frame	CMOS	Nikon	12.1	51	1005	100%
D29s	-	APS-C	JFET-LBCAST	Nikon	4.1	11	1005	100%
D2H	-	APS-C	JFET-LBCAST	Nikon	4.1	11	1005	100%
D1H	-	APS-C	CCD	Sony	2.7	5	1005	96%
D810	EXPEED 4	Full-frame	CMOS	Sony	36.3	51	91000	100%
D800	EXPEED 3	Full-frame	CMOS	Sony	36.3	51	91000	100%
D700	EXPEED	Full-frame	CMOS	Nikon	12.1	51	1005	96%
D750	EXPEED 4	Full-frame	CMOS	Nikon station ne...	24.9	51	91000	100%
D1	EXPEED 3	Full-frame	CMOS	Nikon	16.2	39	2016	100%

(matrice)



HTML representation of the matrix with ways of customizing the graphical styles, eg:

- Colors/size of cells, headers, products
- Layout (product at the top or left-hand side)
- Some value “types” can be replaced by visual elements (eg stars for numbers/scores) or highlighted with a specific colors (eg Yes/no)

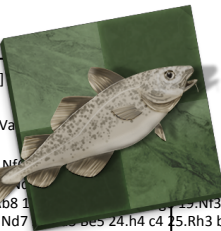
Projet #3

(échecs)

Projet #3

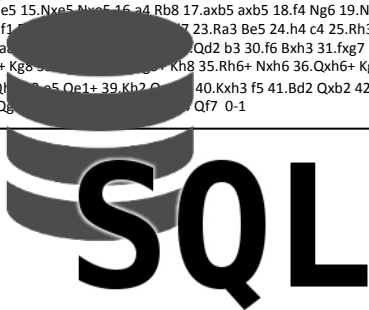
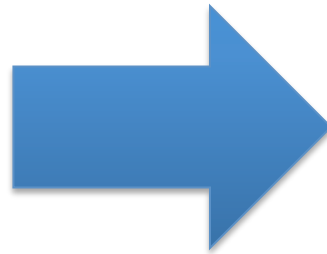
échecs

[Event "World Chess Championship (under 18)"]
[Site "Heraklio GRE"]
[Round "2"]
[Date "2002.11.16"]
[White "Zhigalko, Andrey"]
[Black "Acher, Mathieu"]
[ECO "C84"]
[Opening "Spanish Game, Closed Variations"]
[Result "0-1"]
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Be7 6.Re1 b7 7.Bb3 d6 8.c3 O-O 9.h3 Na5 10.Bc2 c5 11.d4 Nd7 12.Nbd2 exd4 13.cxd4 Nc6 14.d5 Nce5 15.Nxe5 Nxe5 16.a4 Kb8 17.Nf3 Bh4 20.Rf1 Bg3 21.f5 Ne5 22.Ng5 Nd7 23.Ra3 Be5 24.h4 c4 25.Rh3 b4 26.Nf3 Ra8 27.Nxe5 Nxe5 28.h5 h6 29.Qd2 b3 30.f6 Bxh3 31.fxg7 Kxg7 32.Qxh6+ Kg8 33.Rf6 Ng4 34.Qg5+ Kh8 35.Rh6+ Nxh6 36.Qxh6+ Kg8 37.Bb1 Qh4 38.Qe4 Qe1+ 39.Kh2 Qxe5+ 40.Kxh3 f5 41.Bd2 Qxb2 42.Bxf5 Rxf5 43.Qg5+ Bg7 44.Qxf5 Rf8 45.Qe4 Qf7 0-1



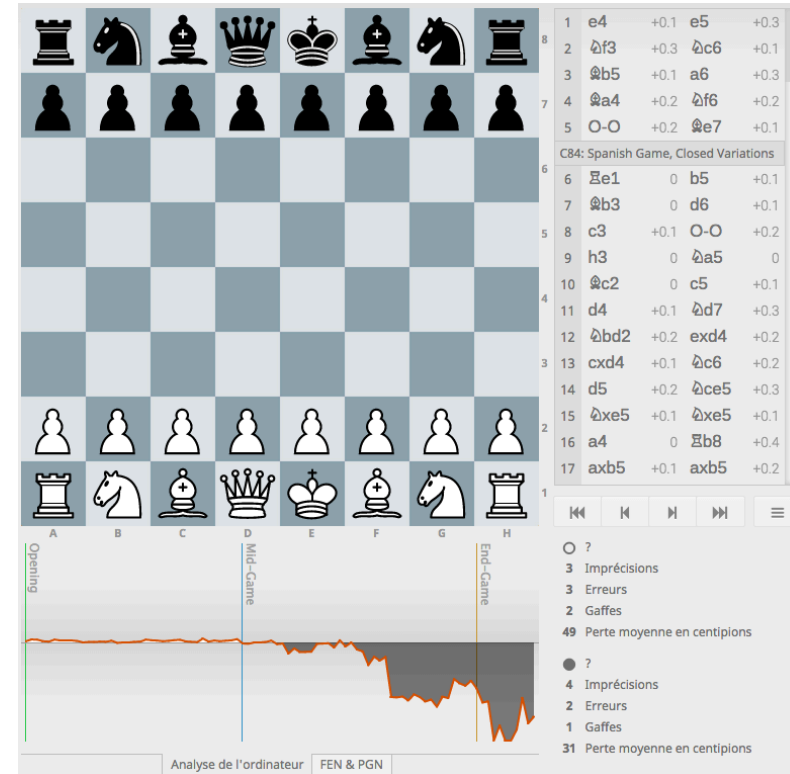
[Event "World Chess Championship (under 18)"]
[Site "Heraklio GRE"]
[Round "2"]
[Date "2002.11.16"]
[White "Zhigalko, Andrey"]
[Black "Acher, Mathieu"]
[ECO "C84"]
[Opening "Spanish Game, Closed Variations"]
[Result "0-1"]
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Be7 6.Re1 b7 7.Bb3 d6 8.c3 O-O 9.h3 Na5 10.Bc2 c5 11.d4 Nd7 12.Nbd2 exd4 13.cxd4 Nc6 14.d5 Nce5 15.Nxe5 Nxe5 16.a4 Kb8 17.Nf3 Bh4 20.Rf1 Bg3 21.f5 Ne5 22.Ng5 Nd7 23.Ra3 Be5 24.h4 c4 25.Rh3 b4 26.Nf3 Ra8 27.Nxe5 Nxe5 28.h5 h6 29.Qd2 b3 30.f6 Bxh3 31.fxg7 Kxg7 32.Qxh6+ Kg8 33.Rf6 Ng4 34.Qg5+ Kh8 35.Rh6+ Nxh6 36.Qxh6+ Kg8 37.Bb1 Qh4 38.Qe4 Qe1+ 39.Kh2 Qxe5+ 40.Kxh3 f5 41.Bd2 Qxb2 42.Bxf5 Rxf5 43.Qg5+ Bg7 44.Qxf5 Rf8 45.Qe4 Qf7 0-1

[Opening "Spanish Game, Closed Variations"]



SQL

(base de données d'analyses du jeu d'échecs)



1 e4 +0.1 e5 +0.3
2 ♟f3 +0.3 ♞c6 +0.1
3 ♖b5 +0.1 a6 +0.3
4 ♖a4 +0.2 ♞f6 +0.2
5 O-O +0.2 ♖e7 +0.1

C84: Spanish Game, Closed Variations

6 ♔e1 0 b5 +0.1
7 ♖b3 0 d6 +0.1
8 c3 +0.1 O-O +0.2
9 h3 0 ♖a5 0
10 ♖c2 0 c5 +0.1
11 d4 +0.1 ♞d7 +0.3
12 ♞bd2 +0.2 exd4 +0.2
13 cxd4 +0.1 ♖c6 +0.2
14 d5 +0.2 ♖ce5 +0.3
15 ♞xe5 +0.1 ♞xe5 +0.1
16 a4 0 ♖b8 +0.4
17 axb5 +0.1 axb5 +0.2

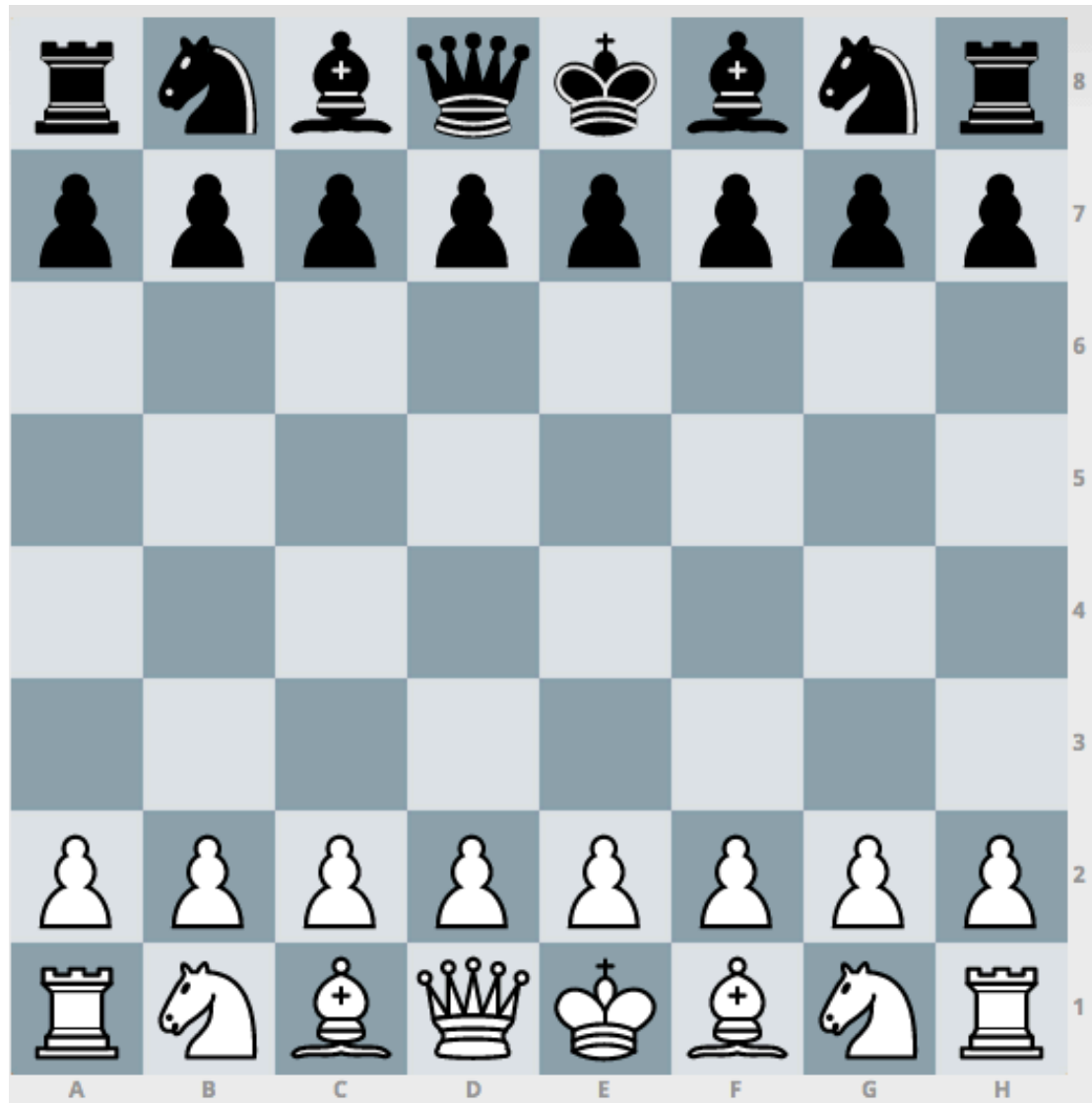
Opening Mid-Game End-Game

Analyse de l'ordinateur FEN & PGN


(chessanalysis.org)

Suite du travail exceptionnel de François Esnault
en 2015 (ex MIAAGE 1)

Chess (les échecs)



Chess (les échecs)



A chessboard diagram showing a game in progress. The board is labeled with columns A-H and rows 1-8. White pieces are on the bottom half (rows 1-4) and black pieces are on the top half (rows 5-8). The squares e6 and f7 are highlighted in green. The move list on the right shows the sequence of moves from 3 to 20. The last move, ♖f6, is highlighted in orange.

3	d4	♘f6
4	♙g5	♙e7
5	e3	O-O
6	♘f3	c6
7	♞c1	♘bd7
8	cxd5	exd5
9	♙d3	h6
10	♙h4	♞e8
11	O-O	♘f8
12	♘e5	♘6d7
13	♙g3	♘xe5
14	♙xe5	♙f6
15	f4	♘d7
16	♞h5	♙e7
17	♙xg7	♙xg7
18	♞f3	♞h8
19	♞g3+	♙f8
20	♞g4	♙f6

Navigation buttons: ⏪ ⏩ ⏴ ⏵

Chessboard showing a game in progress. White is to move. The board state is: White: King on g1, Rook on a1, Rook on f1, Knight on c3, Bishop on d3, Pawns on a2, b2, c2, d2, e2, f2, g2, h2. Black: King on g8, Rook on a8, Rook on f8, Knight on c6, Bishop on e7, Pawns on a7, b7, c7, d7, e7, f7, g7, h7. The square e7 is highlighted in green.

7	♖c1	+0.2	♜d7	+0.2
8	cxd5	+0.2	exd5	+0.1
9	♕d3	+0.2	h6	+0.2
10	♖h4	+0.3	♜e8	+0.2
11	O-O	+0.2	♜f8	+0.3
12	♜e5	+0.3	♜6d7	+0.3
13	♖g3	+0.2	♜xe5	+0.2
14	♖xe5	+0.2	♜f6	+0.3
15	f4	+0.2	♜d7	+0.3
16	♜h5	+0.2	♜e7	+0.2
17	♖xg7	-1.9	...	

4 Mistake. The best move was a3.
 17. a3 ♜f8 18. ♖c2 ♜xe5 19. fxe5
 ♖g5 20. ♜e2 ♕d7 21. ♜d3 g6 22.
 ♜e2 ♜b6 23. ♜f4 ♖f5 24. ♜c3 ♖xc2
 25. ♜xc2 ♜g7 26. a4

17	...	♜xg7	-1.9
18	♜f3	♜h8	-2.4
19	♜g3+	♜f8	-2.3
20	♜a4	♜f6	-2.2

Opening

Mid-Game

0 ?
 0 Imprécisions
 1 Erreurs
 0 Gaffes
 16 Perte moyenne en centipions

● ?
 0 Imprécisions
 0 Erreurs
 0 Gaffes
 4 Perte moyenne en centipions

Analyse de l'ordinateur FEN & PGN

Games + Chess analysis

[Event "World Chess Championship (unlabeled)"]
 [Site "Heraklio GRE"]
 [Round "2"]
 [Date "2002.11.16"]
 [White "Zhigalko, Andrey"]
 [Black "Acher, Mathieu"]
 [Result "0-1"]
 [ECO "C84"]
 [Opening "Spanish Game, Closed Variations"]



1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Be7 6.Re1 b5
 7.Bb3 d6 8.c3 O-O 9.h3 Na5 10.Bc2 c5 11.d4 Nd7 12.Nbd2
 exd4 13.cxd4 Nc6 14.d5 Nce5 15.Nxe5 Nxe5 16.a4 Rb8
 17.axb5 axb5 18.f4 Ng6 19.Nf3 Bh4 20.Rf1 Bg3 21.f5 Ne5
 22.Ng5 Nd7 23.Ra3 Be5 24.h4 c4 25.Rh3 b4 26.Nf3 Ra8
 27.Nxe5 Nxe5 28.h5 h6 29.Qd2 b3 30.f6 Bxh3 31.fxg7 Kxg7
 32.Qxh6+ Kg8 33.Rf6 Ng4 34.Qg5+ Kh8 35.Rh6+ Nxh6
 36.Qxh6+ Kg8 37.Bb1 Qh4 38.e5 Qe1+ 39.Kh2 Qxe5+
 40.Kxh3 f5 41.Bd2 Qxb2 42.Bxf5 Rxf5 43.Qg6+ Qg7 44.Qxf5
 Rf8 45.Qe4 Qf7 0-1

The image shows a chessboard with a game record on the right and a graph at the bottom. The game record is as follows:

Move	White	Black	Score	
15	Qxe5	+0.1	Qxe5	+0.1
16	a4	0	Bb8	+0.4
17	axb5	+0.1	axb5	+0.2
18	f4	+0.1	Qg6	+0.2
19	Qf3	+0.2	Qh4	+0.3
20	Bf1	-0.1	Qg3	-0.1
21	f5	0	Qe5	0
22	Qg5	0	Qd7	+0.2
23	Ba3	-0.2	Qe5	-0.1
24	h4	-1.1	...	

Below the board, a graph shows the game's progress through three phases: Opening, Mid-Game, and End-Game. The graph indicates a significant drop in score during the End-Game phase.

Analysis text on the right side of the interface includes:

- Mistake. The best move was Nf3.
- Inaccuracy. The best move was b4.

At the bottom, there are buttons for "Analyse de l'ordinateur" and "FEN & PGN".

<http://fr.lichess.org/nNUU6dEr>



Large-scale Analysis of Chess Games

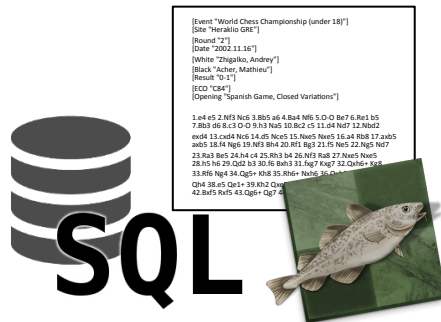
- We have ~5 millions of games in PGN
 - Numerous tournaments, (top) players over several years; still increasing
 - 270 millions of unique positions (FEN)
- And the evaluation/judgments of computer engines for each FEN: **1,5 tera-octets**
 - Best move
 - Score evaluation
 - For all depths between 1 and 20
- Fantastic work of **François Esnault** (MIAGE 2, internship summer): <https://github.com/ChessAnalysis>

Large-scale Analysis of Chess Games

- We have ~5 millions of games in PGN
- And the evaluation/judgments of computer engines for each position (FEN): **1,5 tera-octets**
- We can address some interesting questions and gather/infer some insights like:
 - How many “blunders” per game? Is there any correlation with Elo rating? Which ply (move number) is likely to provoke blunders? What is the worst blunder ever for a grandmaster?
 - How many checkmates are missed out?
 - Metrics like the matching move played/best move can be computed
 - Does depth (19 or 20) matter?

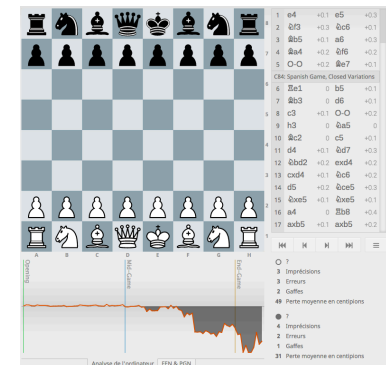
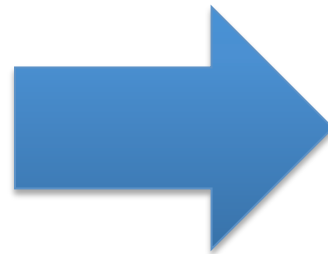
Large-scale Analysis of Chess Games

- We have ~5 millions of games in PGN
- And the evaluation/judgments of computer engines for each position (FEN): **1,5 tera-octets**
- We can address some interesting questions and gather/infer some insights
- **Your job: computation and visualisation of answers/insights as part of chessanalysis.org**



```
[Event "World Chess Championship (under 18)"]
[Site "Heraldo GRE"]
[Round "1"]
[Date "2002.11.16"]
[White "Pogopko, Andrey"]
[Black "Acher, Mathieu"]
[Result "0-1"]
[ECO "C40"]
[Opening "Spanish Game, Closed Variations"]

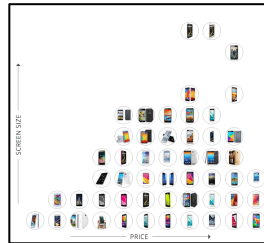
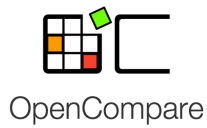
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Bc7 6.Re1 b5
7.Bb3 a6 8.c3 O-O 9.Na3 Nc5 10.Bc2 c5 11.f4 Ng7 12.Nbd2
13.cxd4 Nc6 14.f5 Nc5 15.Ne5 Nc6 16.g4 Rf8 17.a5
18.f4 Ng5 19.Nf3 Bb4 20.Rf1 Rg3 21.f5 Nc5 22.Ng5 Nd7
23.Bb3 Bb4 24.f4 25.Nf3 Bc4 26.Nf5 Bc6 27.Na5 Nc5
28.f5 h5 29.Qd2 f3 30.f6 Bb3 31.Ng7 Kg7 32.Qh6 f6
33.Rf6 Ng4 Qg5+ Kh8 35.Nh6+ Nh8 36.c4
Qh4 38.f5 Qx1+ 39.h2 Qx2
42.Bxf5 Rxf5 43.Qg6+ Qg7
```



Projet #1

opencompare et productcharts

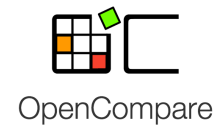
Product	Image preview	Screen format	Screen type	Screen ratio	Resolution	Pixel density	Memory price	Available on
0001		Full HD	Smartphone	16:9	1080	100%	100%	100%
0002		Full HD	Smartphone	16:9	1080	100%	100%	100%
0003		Full HD	Smartphone	16:9	1080	100%	100%	100%



Projet #2

export HTML configurable

Product	Image preview	Screen format	Screen type	Screen ratio	Resolution	Pixel density	Memory price	Available on
0001		Full HD	Smartphone	16:9	1080	100%	100%	100%
0002		Full HD	Smartphone	16:9	1080	100%	100%	100%
0003		Full HD	Smartphone	16:9	1080	100%	100%	100%



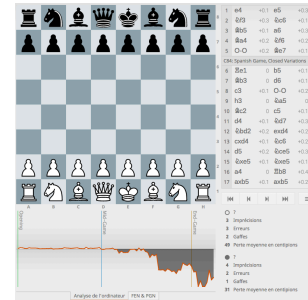
Projet #3

échecs

[Event "World Chess Championship (under 18)"]
 [Site "Heraklio GRE"]
 [Round "2"]
 [Date "2002.11.16"]
 [White "Zhigalko, Andrey"]
 [Black "Acher, Mathieu"]
 [Result "0-1"]
 [ECO "C84"]
 [Opening "Spanish Game, Closed variations"]

SQ

b5 a6 4.Ba4 f6 5.O-O Be7 6.f1 b5 7.Bb3 d6
 Bc2 c5 11.d4 f7 12.f3 c4 13.f4 d5
 xe5 16.a4 Rf8 17.f5 Nf6 18.f3 b4
 e5 22.Ng5 h6 29.Qd2 b3 f6 h3 fxKx7
 4 34.Qg5+ Kh8 35.Nxh6 Qxh6
 39.Kh2 Qxe+ 40.Kxh3 f5 41.Bd2 Qxb2 42.Bxf5
 43.Qg7 44.Qxf5 Rf8 45.Qe4 Qf7 0-1



3 Projets

- 2 projets sur opencompare.org
- 1 projet sur les échecs
- En pratique les activités sont très similaires:
 - Eliciter et valider des exigences
 - Développement Java pour traiter des données
 - Génération de HTML/CSS/JavaScript
 - Tester
 - Travail collaboratif (github)

Organisation et évaluation

A rendre

- Eliciter des exigences et valider des technologies (EX)
 - rédaction d'un document/cahier des charges
 - soumission au « client » ainsi que sous la forme d'un document PDF à mathieu.acher@irisa.fr
- Sprint (SP)
 - code source, instructions, compte rendu succinct (en français)
 - commit sur github
- Présentation (PR)
 - mi-janvier: préparation de slides et présentation collective de 20' + 10' de questions (en français)

Soutenance (PR)

- 20' de présentation
 - Rappel du contexte
 - Elaboration des exigences (EX)
 - Description de l'implémentation (SP)
 - Retour d'expérience
- 10' de questions par le jury

Séances

- 6 séances
 - Une partie TD et une partie TP, $6 * 2 = 12$
- TP et TD
 - 2 intervenants (Charles Quéguiner + Mathieu Acher)
 - S'organiser pour que chaque groupe de TP (resp. TD) corresponde à un projet unique (e.g., tous les groupes qui ont choisi le projet #1 vont dans un même groupe de TP/TD)
- Cours magistraux: adaptatifs (wait & see)
 - Outils, Méthodologie de tests, JavaScript

Evaluation

- EX (5 points)
 - ~ début novembre

- SP (10 points)
 - ~ mi-décembre

- PR (5 points)
 - ~ mi-janvier



Projet

- Groupe
 - Outils de versioning (git, github)
 - Outils collaboratifs
- Répartissez-vous les rôles
 - Autrement: impossible de rendre en temps et en heure
- Résultats attendus
 - Très fortes contraintes sur les dates de rendus (cela fait partie intégrante de l'exercice)

Choix

- Constitution des groupes
- Inscription sur github
- Un email du responsable de chaque groupe pour me notifier du choix du projet

- Constitution des groupes (nom des membres + email + nom d'utilisateur sur github) => <http://tinyurl.com/PDL-MIAGE1516>

- Une concertation à l'échelle de la promotion est nécessaire; à vous de jouer!

PDL: les “projets”

- Groupe de 5 personnes (min et max)
 - Une ou deux exceptions possibles (+- 1); m’en parler ASAP
- Les trois projets doivent être couverts par l’ensemble des groupes
 - maximum 3 groupes par projet
- Premier arrivé, premier servi:

<http://tinyurl.com/PDL-MIAGE1516>

Date limite: vendredi 11 septembre midi

