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Soggetti	Algorithms Artificial intelligence Computer science - Mathematics Mathematical optimization Calculus of variations Business information services Artificial Intelligence Mathematics of Computing Calculus of Variations and Optimization IT in Business
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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Search and Strategies -- Relevance Cuts: Localizing the Search -- Multi-cut Pruning in Alpha-Beta Search -- A Solution to the GHI Problem for Best-First Search -- Optimal Play against Best Defence: Complexity and Heuristics -- A Speculative Strategy -- An Adversarial Planning Approach to Go -- Learning and Pattern Acquisition -- First Results from Using Temporal Difference Learning in Shogi -- From Simple Features to Sophisticated Evaluation Functions -- A Two-Step Model of Pattern Acquisition: Application to Tsume-Go -- A Neural Network Program of Tsume-Go -- Distributed Decision Making in Checkers -- Theory -- Game Tree Algorithms and Solution Trees -- A New Heap Game -- Infinite Cyclic Impartial Games -- On the

Complexity of Tsume-Go -- Extended Thermography for Multiple Kos in Go -- Go, Tsume-Shogi, and Heian-Shogi -- Computer Go: A Research Agenda -- Estimating the Possible Omission Number for Groups in Go by the Number of n-th Dame -- Relations between Skill and the Use of Terms -- A Survey of Tsume-Shogi Programs Using Variable-Depth Search -- Retrograde Analysis of the KGK Endgame in Shogi: Its Implications for Ancient Heian Shogi.

Sommario/riassunto

This book contains the papers presented at the First International Conference on Computers and Games (CG'98) held at the Electrotechnical Laboratory (ETL), in Tsukuba, Japan, on November 11-12, 1998. The CG'98 focuses on all aspects of research related to computers and games. Relevant topics include, but are not limited to, the current state of game-playing programs. The book contains new theoretical developments in game-related - search, general scientific contributions produced by the study of games, social aspects of computer games, mathematical games, cognitive research of how - mans play games, and so on. As this volume shows, CG'98 is an international conference, with participants from many different countries who have different backgrounds and hence exhibit different views on computers and games. The Conference was the first one in a series of conferences on this topic. It was a direct follow-up of many successful computer-games-related events held in Japan, such as the series of four Game Programming Workshops (GPW'94 to GPW'97) and the IJCAI-97 Workshop on Computer Games. The technical program consisted of a keynote lecture, titled: Predictions (by H.J. van den Herik), and 21 presentations of accepted papers. The conference was preceded by an informal Workshop on November 10, 1998. The Program Committee (PC) received 35 submissions. Each paper was sent to three referees, who were selected on the basis of their expert knowledge. Twelve papers were accepted immediately, 12 papers were not accepted, and 11 papers were returned to the authors with the request to improve them, and with the statement that they would be refereed again. Finally, with the help of many referees (see the end of this preface), the PC accepted 21 papers for presentation and publication.
