

1. Record Nr.	UNINA9910299276703321
Titolo	Computer Games : 6th Workshop, CGW 2017, Held in Conjunction with the 26th International Conference on Artificial Intelligence, IJCAI 2017, Melbourne, VIC, Australia, August, 20, 2017, Revised Selected Papers / / edited by Tristan Cazenave, Mark H.M. Winands, Abdallah Saffidine
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2018
ISBN	3-319-75931-0
Edizione	[1st ed. 2018.]
Descrizione fisica	1 online resource (XII, 191 p. 52 illus.)
Collana	Communications in Computer and Information Science, , 1865-0929 ; ; 818
Disciplina	794.8
Soggetti	Artificial intelligence User interfaces (Computer systems) Optical data processing Computer organization Computer science—Mathematics Artificial Intelligence User Interfaces and Human Computer Interaction Computer Imaging, Vision, Pattern Recognition and Graphics Computer Systems Organization and Communication Networks Mathematics of Computing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Atari Games and Intel Processors -- Computer Hex Algorithm using a Move Evaluation Method based on a Convolutional Neural Network -- Deep Preference Neural Network for Move Prediction in Board Games -- Deep Reinforcement Learning with Hidden Layers on Future States -- Neural Fictitious Self-Play in Imperfect Information Games with Many Players -- On-line Parameter Tuning for Monte-Carlo Tree Search in General Game Playing -- Memorizing the Payout Policy -- Distributed Nested Rollout Policy for SameGame -- A Study of Forward versus Backwards Endgame Solvers with Results in Chinese Checkers -- Validating and Fine-tuning of Game Evaluation Functions using

Endgame Databases -- Applying Anytime Heuristic Search to Cost-Optimal HTN Planning -- A Game for Eliciting Trust between People and Devices under Diverse Performance Conditions.

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Sommario/riassunto

This book constitutes revised selected papers from the 6th Workshop on Computer Games, CGW 2017, held in conjunction with the 26th International Conference on Artificial Intelligence, IJCAI 2017, in Melbourne, Australia, in August 2017. The 12 full papers presented in this volume were carefully reviewed and selected from 18 submissions. They cover a wide range of topics related to computer games; discussing six abstract games: Chinese Checkers, Chinese Dark Chess, Hex, Othello, Poker, and SameGame.

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