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| Soggetti | Artificial intelligence User interfaces (Computer systems) Human-computer interaction Image processing - Digital techniques Computer vision Computer engineering Computer networks Computer science - Mathematics Artificial Intelligence User Interfaces and Human Computer Interaction Computer Imaging, Vision, Pattern Recognition and Graphics Computer Engineering and Networks Mathematics of Computing |
| Lingua di pubblicazione | Inglese |
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| 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 Playout 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.

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.
