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Altri autori (Persone)	HerikH. J. van den (Hendrik Jacob) BjornssonYngvi <1964-> NetanyahuNathan S
Disciplina	000
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Efficient Control of Selective Simulations -- Game-Tree Search with Adaptation in Stochastic Imperfect-Information Games -- Rediscovering *-Minimax Search -- *-Minimax Performance in Backgammon -- Associating Shallow and Selective Global Tree Search with Monte Carlo for 9 x 9 Go -- Learning to Estimate Potential Territory in the Game of Go -- An Improved Safety Solver for Computer Go -- Searching for Compound Goals Using Relevancy Zones in the Game of Go -- Rule-Tolerant Verification Algorithms for Completeness of Chinese-Chess Endgame Databases -- An External-Memory Retrograde Analysis Algorithm -- Generating an Opening Book for Amazons -- Building a World-Champion Arimaa Program -- Blockage Detection in Pawn Endings -- Dao: A Benchmark Game -- Incremental Transpositions -- Kayles on the Way to the Stars -- Searching over Metapositions in Kriegspiel -- The Relative History Heuristic -- Locally Informed Global Search for Sums of Combinatorial Games -- Current Challenges in Multi-player Game Search -- Preventing Look-Ahead Cheating with Active Objects -- Strategic Interactions in the TAC 2003 Supply Chain Tournament.
Sommario/riassunto	This book constitutes the thoroughly refereed post-proceedings of the 4th International Conference on Computers and Games, CG 2004, held in July 2004. The 21 revised full papers presented together with one keynote article were carefully selected during two rounds of reviewing and improvement from 37 submissions. The papers cover all aspects of artificial intelligence in computer-game playing. Topics addressed include evaluation and learning, search, single-agent search and planning, and computer Go.