1. Record Nr. UNINA9910484301603321

Titolo
Advances in computer games : 11th international conference, ACG 2005, Taipei, Taiwan, September 6-9, 2005 : revised papers / / H. Jaap van den Herik ... [et al.] (eds.)

Pubbl/distr/stampa
Berlin, : Springer, 2006

ISBN
3-540-48889-8

Edizione
[1st ed. 2006.]

Descrizione fisica
1 online resource (XIV, 273 p.)

Collana
Lecture notes in computer science, , 0302-9743 ; ; 4250
LNCS sublibrary. SL 1, Theoretical computer science and general issues

Altri autori (Persone)
HerikJaap van den

Disciplina
794.8/1526

Soggetti
Video games - Programming
Artificial intelligence

Lingua di pubblicazione
Inglese

Formato
Materiale a stampa

Livello bibliografico
Monografia

Note generali
Bibliographic Level Mode of Issuance: Monograph

Nota di bibliografia
Includes bibiliographical references and index.

Nota di contenuto
Innovative Opening-Book Handling -- Partial Information Endgame Databases -- Automatic Generation of Search Engines -- RSPSA: Enhanced Parameter Optimization in Games -- Similarity Pruning in PrOM Search -- Enhancing Search Efficiency by Using Move Categorization Based on Game Progress in Amazons -- Recognizing Seki in Computer Go -- Move-Pruning Techniques for Monte-Carlo Go -- A Phantom-Go Program -- Dual Lambda Search and Shogi Endgames -- Chunking in Shogi: New Findings -- King Race -- The Graph-History Interaction Problem in Chinese Chess -- A New Family of k-in-a-Row Games -- Exact-Bound Analyzes and Optimal Strategies for Mastermind with a Lie -- Player Modeling, Search Algorithms and Strategies in Multi-player Games -- Solving Probabilistic Combinatorial Games -- On Colored Heap Games of Sumbers -- An Event-Based Pool Physics Simulator -- Optimization of a Billiard Player – Position Play.