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| 1. Record Nr. | UNICASTSA0001843 |
| Titolo | Numerical recipes example book (FORTRAN) / William T. Vetterling ...
[et al.] |
| Pubbl/distr/stampa | Cambridge [etc.], : Cambridge University press, 1992 |
| ISBN | 0521437210 |
| Edizione | [2. ed] |
| Descrizione fisica | VIII, 245 p. ; 23 cm. |
| Disciplina | 519.4028553 |
| Soggetti | FORTRAN
Analisi numerica - Programmi per elaboratori |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| 2. Record Nr. | UNINA9910484301603321 |
| Titolo | Advances in Computer Games : 11th International Conference, ACG
2005, Taipei, Taiwan, September 6-8, 2005. Revised Papers // edited
by H. Jaap van den Herik, Shun-Chin Hsu, Tsan-sheng Hsu, H.H.L.M.
Donkers |
| Pubbl/distr/stampa | Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer,
, 2006 |
| ISBN | 3-540-48889-8 |
| Edizione | [1st ed. 2006.] |
| Descrizione fisica | 1 online resource (XIV, 273 p.) |
| Collana | Theoretical Computer Science and General Issues, , 2512-2029 ; ; 4250 |
| Altri autori (Persone) | HerikH. J. van den (Hendrik Jacob) |
| Disciplina | 794.8/1526 |
| Soggetti | Computer science
Computer science - Mathematics
Discrete mathematics
Numerical analysis
Mathematical statistics
Artificial intelligence
Algorithms
Computer Science
Discrete Mathematics in Computer Science
Numerical Analysis |

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical 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.
Sommario/riassunto	This book constitutes the thoroughly refereed post-proceedings of the 11th International Conference on Advances in Computer Games, ACG 2005, held in Taipei, Taiwan, in September 2005 in conjunction with the 10th Computer Olympiad. It contains 20 papers that cover all aspects of artificial intelligence in computer-game playing.