

1. Record Nr.	UNINA9910484661603321
Titolo	Computers and Games : 5th International Conference, CG 2006, Turin, Italy, May 29-31, 2006, Revised Papers // edited by H. Jaap van den Herik, Paolo Ciancarini, H. (Jeroen) H.L. Donkers
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2007
ISBN	3-540-75538-1
Edizione	[1st ed. 2007.]
Descrizione fisica	1 online resource (XII, 283 p.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 4630
Disciplina	794.81526
Soggetti	Computer science Computer science—Mathematics Discrete mathematics Numerical analysis Mathematical statistics Artificial intelligence Algorithms Computer Science Discrete Mathematics in Computer Science Numerical Analysis Probability and Statistics in Computer Science Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Computer Analysis of Chess Champions -- Automated Chess Tutor -- A New Heuristic Search Algorithm for Capturing Problems in Go -- An Open Boundary Safety-of-Territory Solver for the Game of Go -- Monte-Carlo Proof-Number Search for Computer Go -- Virtual Global Search: Application to 9x9 Go -- Efficient Selectivity and Backup Operators in Monte-Carlo Tree Search -- Combinatorics of Go -- Abstracting Knowledge from Annotated Chinese-Chess Game Records -- Automatic Strategy Verification for Hex -- Feature Construction for Reinforcement Learning in Hearts -- A Skat Player Based on Monte-

Carlo Simulation -- A Retrograde Approximation Algorithm for One-Player Can't Stop -- Improving Depth-First PN-Search: 1?+?? Trick -- Search Versus Knowledge Revisited Again -- Counting the Number of Three-Player Partizan Cold Games -- LUMINES Strategies -- Computing Proper Equilibria of Zero-Sum Games -- Comparative Study of Approximate Strategies for Playing Sum Games Based on Subgame Types -- On the Symbolic Computation of the Hardest Configurations of the RUSH HOUR Game -- Cheat-Proof Serverless Network Games -- Monte-Carlo Methods in Pool Strategy Game Trees -- Optimization of a Billiard Player – Tactical Play -- Gender and Cultural Differences (If Any!): South African School Children and Computer Games.
