

1. Record Nr.	UNINA9910900801203321
Titolo	Atti del R. Istituto d'Incoraggiamento di Napoli, 1913 : serie sesta, volume 65. degli atti
Pubbl/distr/stampa	Napoli, : Cooperativa tipografica, 1914
Descrizione fisica	XX, 346 p., [22] c. di tav. ; 30 cm.
Disciplina	630
Locazione	FAGBC
Collocazione	A AGR 1729
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
2. Record Nr.	UNINA9910484836703321
Titolo	Advances in computer games : 12th International Conference, ACG 2009, Pamplona Spain, May 11-13, 2009 revised papers // H. Jaap van den Herik, Pieter Spronck (eds.)
Pubbl/distr/stampa	New York, : Springer, 2010
ISBN	1-280-38646-0 9786613564382 3-642-12993-5
Edizione	[1st ed.]
Descrizione fisica	1 online resource (XIV, 233 p. 75 illus.)
Collana	Lecture notes in computer science, , 0302-9743 ; ; 6048
Altri autori (Persone)	HerikJaap van den SpronckPieter
Disciplina	794.81526
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 bibliographic references and index.

Adding Expert Knowledge and Exploration in Monte-Carlo Tree Search -- A Lock-Free Multithreaded Monte-Carlo Tree Search Algorithm -- Monte-Carlo Tree Search in Settlers of Catan -- Evaluation Function Based Monte-Carlo LOA -- Monte-Carlo Kakuro -- A Study of UCT and Its Enhancements in an Artificial Game -- Creating an Upper-Confidence-Tree Program for Havannah -- Randomized Parallel Proof-Number Search -- Hex, Braids, the Crossing Rule, and XH-Search -- Performance and Prediction: Bayesian Modelling of Fallible Choice in Chess -- Plans, Patterns, and Move Categories Guiding a Highly Selective Search -- 6-Man Chess and Zugzwangs -- Solving Kriegspiel Endings with Brute Force: The Case of KR vs. K -- Conflict Resolution of Chinese Chess Endgame Knowledge Base -- On Drawn K-In-A-Row Games -- Optimal Analyses for  $3 \times n$  AB Games in the Worst Case -- Automated Discovery of Search-Extension Features -- Deriving Concepts and Strategies from Chess Tablebases -- Incongruity-Based Adaptive Game Balancing -- Data Assurance in Opaque Computations.

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