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Descrizione fisica	1 online resource (260 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 13262
Disciplina	794.81526
Soggetti	Computer science User interfaces (Computer systems) Human-computer interaction Artificial intelligence Computer vision Computer science - Mathematics Theory of Computation User Interfaces and Human Computer Interaction Artificial Intelligence Computer Vision Mathematics of Computing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Learning in Games -- Improving Counterfactual Regret Minimization Agents Training in the Card Game Cheat -- Deep Reinforcement Learning for Morpion Solitaire -- Expert Iteration for Risk -- Search in Games -- Sequential Halving Using Scores -- Cosine Annealing, Mixnet and Swish Activation for Computer Go -- A Heuristic Approach to the Game of Sylver Coinage -- Evaluating Interpretability Methods for DNNs in Game-Playing Agents -- Solving Games -- Quixo is Solved -- Solving Bicoloring-Graph Games on Rectangular Boards – Part 1: Partisan Col and Snort -- Solving Bicoloring-Graph Games on Rectangular Boards – Part 2: Impartial Col and Snort -- BoxOff is NP-Complete.

Sommario/riassunto

This book constitutes the refereed post-conference proceedings of the 17th International Conference on Advances in Computer Games, ACG 2021, which was held as a virtual event during November 23–25, 2021. The 22 full papers included in this book were carefully reviewed and selected from 34 submissions. They were organized in topical sections as follows: learning in games; search in games; solving games; chess patterns; player modelling; and game systems.
