

1. Record Nr.	UNISA996465993903316
Titolo	Computers and Games [[electronic resource]] : 6th International Conference, CG 2008 Beijing, China, September 29 - October 1, 2008. Proceedings // edited by H. Jaap van den Herik, Xinhe Xu, Zongmin Ma, Mark H.M. Winands
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2008
ISBN	3-540-87608-1
Edizione	[1st ed. 2008.]
Descrizione fisica	1 online resource (XII, 275 p.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 5131
Disciplina	794.81526
Soggetti	Computer science—Mathematics Discrete mathematics Numerical analysis Mathematical statistics Artificial intelligence Algorithms Artificial intelligence—Data processing Discrete Mathematics in Computer Science Numerical Analysis Probability and Statistics in Computer Science Artificial Intelligence Data Science
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	Single-Player Monte-Carlo Tree Search -- Amazons Discover Monte-Carlo -- Monte-Carlo Tree Search Solver -- An Analysis of UCT in Multi-player Games -- Multi-player Go -- Parallel Monte-Carlo Tree Search -- A Parallel Monte-Carlo Tree Search Algorithm -- Using Artificial Boundaries in the Game of Go -- A Fast Indexing Method for Monte-Carlo Go -- An Improved Safety Solver in Go Using Partial Regions -- Whole-History Rating: A Bayesian Rating System for Players of Time-Varying Strength -- Frequency Distribution of Contextual

Patterns in the Game of Go -- A New Proof-Number Calculation
Technique for Proof-Number Search -- About the Completeness of
Depth-First Proof-Number Search -- Weak Proof-Number Search --
Cognitive Modeling of Knowledge-Guided Information Acquisition in
Games -- Knowledge Inferencing on Chinese Chess Endgames --
Learning Positional Features for Annotating Chess Games: A Case Study
-- Extended Null-Move Reductions -- GTQ: A Language and Tool for
Game-Tree Analysis -- Probing the 4-3-2 Edge Template in Hex --
The Game of Synchronized Domineering -- A Retrograde
Approximation Algorithm for Multi-player Can't Stop -- AWT:
Aspiration with Timer Search Algorithm in Siguo.

Sommario/riassunto

This book constitutes the refereed proceedings of the 6th International Conference on Computers and Games, CG 2008, held in Beijing, China, in September/October 2008 co-located with the 13th Computer Olympiad and the 16th World Computer-Chess Championship. The 24 revised full papers presented were carefully reviewed and selected from 40 submissions. The papers cover all aspects of artificial intelligence in computer-game playing dealing with many different research topics, such as cognition, combinatorial game theory, search, knowledge representation, and optimization.

2. Record Nr.	UNINA9910696211903321
Titolo	Hurricane Katrina [[electronic resource]] : ineffective FEMA oversight of housing maintenance contracts in Mississippi resulted in millions of dollars of waste and potential fraud : report to the Committee on Homeland Security and Governmental Affairs, U.S. Senate
Pubbl/distr/stampa	[Washington, D.C.] : , : U.S. Govt. Accountability Office, , [2007]
Descrizione fisica	ii, 52 pages : digital, PDF file
Soggetti	Public contracts - United States - Evaluation Hurricane Katrina, 2005 Emergency housing - United States Waste in government spending - United States
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from title screen (viewed on Dec. 5, 2007). "November 2007." Paper version available from: U.S. Govt. Accountability Office, 441 G St., NW, Rm. LM, Washington, D.C. 20548. "GAO-08-106."
Nota di bibliografia	Includes bibliographical references.