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Disciplina	005.13
Soggetti	Algorithms Computer graphics Computer vision Artificial intelligence Software engineering Computer networks Design and Analysis of Algorithms Computer Graphics Computer Vision Artificial Intelligence Software Engineering Computer Communication Networks
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Nota di contenuto	-- Chess and its Variants. -- Chess Rating Estimation from Moves and Clock Times Using a CNN-LSTM. -- Convolutional Neural Networks with Specific Kernels for Computer Chess. -- Chinese Chess EGTB with Perpetual Check-Chase Rules. -- Go and NoGo. -- Analysing KataGo: A Comparative Evaluation Against Perfect Play in the Game of Go. -- Solving Linear NoGo with Combinatorial Game Theory. -- Solving 7x7 Killall-Go with Seki Database. -- General Approaches for Solving and Playing Games. -- Compressed Game Solving. -- Anytime Sequential Halving in Monte-Carlo Tree Search. -- Monte Carlo Search Algorithms Discovering Monte Carlo Tree Search Exploration Terms. --

Nonograms. -- Generating Difficult and Fun Nonograms. -- Solving Nonograms: A Constraint Satisfaction Approach. -- Social Aspects of Games. -- Sexual Harassment in Valorant and Overwatch Voice Chats. -- Now You See Me: Recognizing the Player's Arousal Changes in the Game through Game Footage Videos and Game Context Features. -- Games with Uncertainty. -- Belief Stochastic Game: A Model for Imperfect-Information Games with Known Positions. -- A Mathematical Analysis of Placelt: a Game of Perfect Online Sorting. -- Optimal Play of the All Yellow Zombie Dice Game. -- Zweistein: A Dynamic Programming Evaluation Function for Einstein Wurfelt Nicht!.

Sommario/riassunto

This book constitutes the refereed proceedings of the 12th International Conference on Computers and Games, CG 2024, held as a virtual event, during November 25-29, 2024. The 17 full papers included in this book were carefully reviewed and selected from 40 submissions. They are organized in the following topical sections: Chess and its Variants; Go and NoGo; General Approaches for Solving and Playing Games; Nonograms; Social Aspects of Games; and Games with Uncertainty.
