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| 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 |
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| 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.
