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Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 12516
Disciplina	794.8
Soggetti	Computer science Application software Artificial intelligence Image processing—Digital techniques Computer vision Software engineering Computer science—Mathematics Theory of Computation Computer and Information Systems Applications Artificial Intelligence Computer Imaging, Vision, Pattern Recognition and Graphics Software Engineering Mathematics of Computing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Advice are useful for game AI : Experiments with alpha-beta search players in shogi -- Reducing Partner's Cognitive Load by Estimating the Level of Understanding in the Cooperative Game Hanabi -- Making a Better Game: The History of Cluster -- Improving Human Players' T-Spin Technique in Tetris with Procedural Problem Generation -- A Further Investigation of Neural Network Players for Game 2048 -- A

Novel Application for Game Tree Search - Exploiting Pruning Mechanisms for Quantified Integer Programs -- New Hex Patterns for Fill and Prune -- Solving Cram using Combinatorial Game Theory -- Exploiting Game Decompositions in Monte Carlo Tree Search -- On Efficiency of Fully Probing Mechanisms in Nonogram Solving Algorithm -- Net2Net Extension for the AlphaGo Zero Algorithm -- Designing policy network with deep learning in turn-based strategy games -- Steps towards Strongly Solving 7x7 Chinese Checkers -- The Ludii General Game System: Interactive Demonstration.

Sommario/riassunto

This book constitutes the refereed post-conference proceedings of the 16th International Conference on Advances in Computer Games, ACG 2019, held in Macao, China, in August 2019. The 12 full papers presented together with 2 invited papers were carefully reviewed and selected from 19 submissions. The selected papers are devoted to topics such as cooperation; single player games; mathematical approaches; nonogram: general and specific approaches; and deep learning.
