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| Soggetti | Computer science Computer science—Mathematics Discrete mathematics Numerical analysis Mathematical statistics Artificial intelligence Algorithms Computer Science Discrete Mathematics in Computer Science Numerical Analysis Probability and Statistics in Computer Science Artificial Intelligence |
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| Nota di contenuto | Innovative Opening-Book Handling -- Partial Information Endgame Databases -- Automatic Generation of Search Engines -- RSPSA: Enhanced Parameter Optimization in Games -- Similarity Pruning in PrOM Search -- Enhancing Search Efficiency by Using Move Categorization Based on Game Progress in Amazons -- Recognizing Seki in Computer Go -- Move-Pruning Techniques for Monte-Carlo Go -- A Phantom-Go Program -- Dual Lambda Search and Shogi Endgames -- Chunking in Shogi: New Findings -- King Race -- The |

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