

|                         |  |
|-------------------------|--|
| 1. Record Nr.           | UNISA996465927103316   |
| Titolo                  | Advances in Computer Games [[electronic resource]] : 12th International Conference, ACG 2009, Pamplona, Spain, May 11-13, 2009, Revised Papers / / edited by H. Jaap van den Herik, Pieter Spronck   |
| Pubbl/distr/stampa      | Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2010   |
| ISBN                    | 1-280-38646-0<br>9786613564382<br>3-642-12993-5  |
| Edizione                | [1st ed. 2010.]  |
| Descrizione fisica      | 1 online resource (XIV, 233 p. 75 illus.)  |
| Collana                 | Theoretical Computer Science and General Issues, , 2512-2029 ; ; 6048  |
| Disciplina              | 794.81526  |
| Soggetti                | Computer programming<br>Algorithms<br>Artificial intelligence<br>Computer science<br>Computer networks<br>Computer science—Mathematics<br>Discrete mathematics<br>Programming Techniques<br>Artificial Intelligence<br>Theory of Computation<br>Computer Communication Networks<br>Discrete Mathematics in Computer Science<br>Taipei <2005> |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Note generali           | Bibliographic Level Mode of Issuance: Monograph  |
| Nota di bibliografia    | Includes bibliographic references and index.   |
| Nota di contenuto       | Adding Expert Knowledge and Exploration in Monte-Carlo Tree Search -- A Lock-Free Multithreaded Monte-Carlo Tree Search Algorithm -- Monte-Carlo Tree Search in Settlers of Catan -- Evaluation Function Based Monte-Carlo LOA -- Monte-Carlo Kakuro -- A Study of UCT and Its Enhancements in an Artificial Game -- Creating an Upper-      |

Confidence-Tree Program for Havannah -- Randomized Parallel Proof-Number Search -- Hex, Braids, the Crossing Rule, and XH-Search -- Performance and Prediction: Bayesian Modelling of Fallible Choice in Chess -- Plans, Patterns, and Move Categories Guiding a Highly Selective Search -- 6-Man Chess and Zugzwangs -- Solving Kriegspiel Endings with Brute Force: The Case of KR vs. K -- Conflict Resolution of Chinese Chess Endgame Knowledge Base -- On Drawn K-In-A-Row Games -- Optimal Analyses for  $3 \times n$  AB Games in the Worst Case -- Automated Discovery of Search-Extension Features -- Deriving Concepts and Strategies from Chess Tablebases -- Incongruity-Based Adaptive Game Balancing -- Data Assurance in Opaque Computations.

---