

1. Record Nr.	UNISA996466052203316
Titolo	Computers and Games [[electronic resource]] : 7th International Conference, CG 2010, Kanazawa, Japan, September 24-26, 2010, Revised Selected Papers // edited by H. Jaap van den Herik, Hiroyuki Iida, Aske Plaat
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2011
ISBN	3-642-17928-2
Edizione	[1st ed. 2011.]
Descrizione fisica	1 online resource (XVIII, 277 p. 99 illus., 23 illus. in color.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 6515
Disciplina	005.1
Soggetti	Algorithms Artificial intelligence Computer networks Computer science Computer science—Mathematics Discrete mathematics Machine theory Artificial Intelligence Computer Communication Networks Theory of Computation Discrete Mathematics in Computer Science Formal Languages and Automata Theory Conference papers and proceedings. Kongress. Kanazawa <2010>
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Sommario/riassunto	This book constitutes the refereed proceedings of the 7th International Conference on Computers and Games, CG 2010, held in Kanazawa, Japan, in September 2010. The 24 papers presented were carefully

reviewed and selected for inclusion in this book. They cover a wide range of topics such as monte-carlo tree search, proof-number search, UCT algorithm, scalability, parallelization, opening books, knowledge abstraction, solving games, consultation of players, multi-player games, extraversion, and combinatorial game theory. In addition a wide range of computer games is dealt with, such as Chinese Checkers, Chinese Chess, Connect6, Go, Havannah, Lines of Action, Pckomino, Shogi, Surakarta, and Yahtzee.
