

1. Record Nr.	UNISA996466158303316
Titolo	Computers and Games [[electronic resource]] : 4th International Conference, CG 2004, Ramat-Gan, Israel, July 5-7, 2004. Revised Papers // edited by H. Jaap van den Herik, Yngvi Björnsson, Nathan S. Netanyahu
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2006
ISBN	3-540-32489-5
Edizione	[1st ed. 2006.]
Descrizione fisica	1 online resource (XIV, 334 p.)
Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 3846
Disciplina	000
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
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.
Nota di contenuto	Efficient Control of Selective Simulations -- Game-Tree Search with Adaptation in Stochastic Imperfect-Information Games -- Rediscovering *-Minimax Search -- *-Minimax Performance in Backgammon -- Associating Shallow and Selective Global Tree Search with Monte Carlo for 9 x 9 Go -- Learning to Estimate Potential Territory in the Game of Go -- An Improved Safety Solver for Computer Go -- Searching for Compound Goals Using Relevancy Zones in the Game of Go -- Rule-Tolerant Verification Algorithms for Completeness

of Chinese-Chess Endgame Databases -- An External-Memory
Retrograde Analysis Algorithm -- Generating an Opening Book for
Amazons -- Building a World-Champion Arimaa Program -- Blockage
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Transpositions -- Kayles on the Way to the Stars -- Searching over
Metapositions in Kriegspiel -- The Relative History Heuristic -- Locally
Informed Global Search for Sums of Combinatorial Games -- Current
Challenges in Multi-player Game Search -- Preventing Look-Ahead
Cheating with Active Objects -- Strategic Interactions in the TAC 2003
Supply Chain Tournament.
