

<<Computers and Games >>

图书基本信息

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内容概要

This book constitutes the thoroughly refereed post-proceedings of the Third International Conference on Computers and Games, CG 2002, held in Edmonton, Alberta, Canada in July 2002. The 27 revised full papers presented were carefully selected during two rounds of reviewing and improvement. The papers are organized in topical sections on evaluation and learning, search, combinatorial games and theory opening and endgame databases, single-agent search and planning, and computer Go.

书籍目录

Part 1: Evaluation and Learning Distinguishing Gamblers from Investors at the Blackjack Table MO USE(It): A Self-teaching Algorithm that Achieved Master-Strength at Othello Investigation of an Adaptive Cribbage Player Learning a Game Strategy Using Pattern-Weights and Self-playPart 2: Search PDS-PN: A New Proof-Number Search Algorithm A Generalized Threats Search Algorithm Proof-Set Search A Comparison of Algorithms for Multi-player Games Selective Search in an Amazons Program Playing Games with Multiple Choice Systems The Neural MoveMap Heuristic in Chess Board Maps and Hill-Climbing for Opening and Middle Game Play in ShogiPart 3: Combinatorial Games/Theory Solitaire Clobber Complexity of Error-Correcting Codes Derived from Combinatorial Games Analysis of Composite CorridorsPart 4: Opening/Endgame Databases New Winning and Losing Positions for 7 x 7 Hex Position-Value Representation in Opening Books Indefinite Sequence of Moves in Chinese Chess EndgamesPart 5: Commercial Games ORTS: A Hack-Free RTS Game Environment Causal Normalization: A Methodology for Coherent Story Logic Design in Computer Role-Playing Games A Structure for Modern Computer NarrativesPart 6: Single-Agent Search/Planning Perimeter Search Performance Using Abstraction for Planning in Sokoban.....Part 7: Computer GoAuthor IndexGame Index

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