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Heinz Ernst A. Heinz The book presents new results of
computer-chess research in the areas of selective
forward pruning, the efficient application of game-
theoretical knowledge, and the behaviour of the
search at increasing depths.

Das Buch präsentiert neue Ergebnisse der
Computerschach-Forschung in den Bereichen der
selektiven Vorwärts-Baumbeschneidung, der

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effizienten Anwendung spieltheoretischen Wissens und des Suchverhaltens bei zunehmender Suchtiefe. Es zeigt, wie man die bereits gut abgestimmte Spielbaumsuche bei immer höheren Suchtiefen noch besser skalierbar macht.

This book constitutes the thoroughly refereed postproceedings of the Second International Conference on Computers and Games, CG 2001, held in Hamamatsu, Japan in October 2000. The 23 revised full papers presented together with two invited contributions and five reviews were carefully refereed and selected during two rounds of reviewing and improvement. The papers are organized in topical

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sections on search and strategies, learning and pattern acquisition, theory and complexity issues, and further experiments on game; the reviews presented are on computer language games, computer Go, intelligent agents for computer games, RoboCup, and computer Shogi.

This volume is dedicated to the memory of Rudolf Ahlswede, who passed away in December 2010. The Festschrift contains 36 thoroughly refereed research papers from a memorial symposium, which took place in July 2011. The four macro-topics of this workshop: theory of games and strategic planning; combinatorial group testing and database mining; computational

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biology and string matching; information coding and spreading and patrolling on networks; provide a comprehensive picture of the vision Rudolf Ahlswede put forward of a broad and systematic theory of search.

I feel privileged that the J(jh Advances in Computer Games Conference (ACG 10) takes place in Graz, Styria, Austria. It is the first time that Austria acts as host country for this major event. The series of conferences started in Edinburgh, Scotland in 1975 and was then held four times in England, three times in The Netherlands, and once in Germany. The ACG-10 conference in Graz is special in that it is

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organised together with the 11th World Computer Chess Championship (WCCC), the 5th Computer Olympiad (CO), and the European Union Youth Chess Championship. The 11th WCCC and ACG 10 take place in the Dom im Berg (Dome in the Mountain), a high-tech space with multimedia equipment, located in the Schlossberg, in the centre of the city. The help of many sponsors (large and small) is gratefully acknowledged. They will make the organisation of this conference a success. In particular, I would like to thank the European Union for designating Graz as the Cultural Capital of Europe 2003. There are 24 accepted contributions by participants from all over the world: Europe, Japan, USA, and Canada. The

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Specific research results of the ACG 10 are expected to find their way to general applications. The results are described in the pages that follow. The international stature together with the technical importance of this conference reaffirms the mandate of the International Computer Games Association (ICGA) to represent the computer-games community.

This book constitutes the thoroughly refereed post-proceedings of the 11th International Conference on Advances in Computer Games, ACG 2005, held in Taipei, Taiwan, in September 2005 in conjunction with the 10th Computer Olympiad. It contains 20 papers that cover all aspects of artificial intelligence in

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This book explores all the latest research in the area of advanced intelligent paradigms in computer games. It presents a sample of the most recent research concerning the application of computational intelligence techniques and internet technology in computer games. The contents include: COMMONS GAME in intelligent environment; adaptive generation of dilemma-based interactive narratives; computational intelligence in racing games; evolutionary algorithms for board game players with domain knowledge; electronic market games; EVE's entropy; and capturing player enjoyment in computer

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This book offers a detailed account of IBM's Deep Blue chess program, the people who created it, and its historic battles with World Chess Champion Garry Kasparov. The text examines the progress made by the creators of Deep Blue, beginning with the 1989 two-game match against Kasparov. The heroes are: IBM researchers Feng-hsiung Hsu, Murray Campbell, and Joe Hoane, along with team leader Chung-Jen Tan and International Grandmaster Joel Benjamin. The text chronicles one of the great technology achievements of the 20th Century. It establishes the point in history when mankind's exciting new tool, the

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computer, came of age and competed with its human creators in the ultimate intellectual competition: a game of chess. This book will serve as the premier story documenting that achievement and a milestone in the development of artificial intelligence.

One of the earliest dreams of the fledgling field of artificial intelligence (AI) was to build computer programs that could play games as well as or better than the best human players. Despite early optimism in the field, the challenge proved to be surprisingly difficult. However, the 1990s saw amazing progress. Computers are now better than humans in checkers, Othello and Scrabble; are at least as good as the best

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humans in backgammon and chess, and are rapidly improving at hex, go, poker, and shogi. This book documents the progress made in computers playing games and puzzles. The book is the definitive source for material of high-performance game-playing programs.

Algorithms that have to process large data sets have to take into account that the cost of memory access depends on where the data is stored. Traditional algorithm design is based on the von Neumann model where accesses to memory have uniform cost. Actual machines increasingly deviate from this model: while waiting for memory access, nowadays,

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microprocessors can in principle execute 1000 additions of registers; for hard disk access this factor can reach six orders of magnitude. The 16 coherent chapters in this monograph-like tutorial book introduce and survey algorithmic techniques used to achieve high performance on memory hierarchies; emphasis is placed on methods interesting from a theoretical as well as important from a practical point of view.

Search has been vital to artificial intelligence from the very beginning as a core technique in problem solving. The authors present a thorough overview of heuristic search with a balance of discussion between

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theoretical analysis and efficient implementation and application to real-world problems. Current developments in search such as pattern databases and search with efficient use of external memory and parallel processing units on main boards and graphics cards are detailed. Heuristic search as a problem solving tool is demonstrated in applications for puzzle solving, game playing, constraint satisfaction and machine learning. While no previous familiarity with heuristic search is necessary the reader should have a basic knowledge of algorithms, data structures, and calculus. Real-world case studies and chapter ending exercises help to create a full and realized picture of how search fits into the world of artificial intelligence

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and the one around us. Provides real-world success stories and case studies for heuristic search algorithms Includes many AI developments not yet covered in textbooks such as pattern databases, symbolic search, and parallel processing units

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