Contents

Dependency-Based Search for Connect6 ........................................... 1
I-Chen Wu, Hao-Hua Kang, Hung-Hsuan Lin, Ping-Hung Lin, Ting-Han Wei, and Chieh-Min Chang

On Semeai Detection in Monte-Carlo Go .................................... 14
Tobias Graf, Lars Schaefers, and Marco Platzner

Efficiency of Static Knowledge Bias in Monte-Carlo Tree Search .............. 26
Kokolo Ikeda and Simon Viennot

Investigating the Limits of Monte-Carlo Tree Search Methods in Computer Go ......................................................... 39
Shih-Chieh Huang and Martin Müller

Programming Breakthrough .................................................. 49
Richard Lorentz and Therese Horey

MoHex 2.0: A Pattern-Based MCTS Hex Player ................................. 60
Shih-Chieh Huang, Broderick Armeson, Ryan B. Hayward, Martin Müller, and Jakub Pawlewicz

Analyzing Simulations in Monte-Carlo Tree Search for the Game of Go ........ 72
Sumudu Fernando and Martin Müller

Anomalies of Pure Monte-Carlo Search in Monte-Carlo Perfect Games ........ 84
Ingo Althöfer and Wesley Michael Turner

Developments on Product Propagation ........................................ 100
Abdallah Saffidine and Tristan Cazenave

Solution Techniques for Quantified Linear Programs and the Links to Gaming ................................................................. 110
Ulf Lorenz, Thomas Opfer, and Jan Wolf

Improving Best-Reply Search ................................................ 125
Markus Esser, Michael Gras, Mark H.M. Winands, Maarten P.D. Schadd, and Marc Lanctot

Scalable Parallel DFPN Search ................................................ 138
Jakub Pawlewicz and Ryan B. Hayward

A Quantitative Study of $2 \times 4$ Chinese Dark Chess .......................... 151
Hung-Jui Chang and Tsan-sheng Hsu
Cylinder-Infinite-Connect-Four Except for Widths 2, 6, and 11 Is Solved: Draw

Yoshiaki Yamaguchi, Tetsuro Tanaka, and Kazunori Yamaguchi

Havannah and TwixT are PSPACE-complete

Édouard Bonnet, Florian Jamain, and Abdallah Saffidine

Material Symmetry to Partition Endgame Tables

Abdallah Saffidine, Nicolas Jouandeau, Cédric Buron, and Tristan Cazenave

Further Investigations of 3-Member Simple Majority Voting for Chess

Kristian Toby Spoerer, Toshihisa Okaneya, Kokolo Ikeda, and Hiroyuki Iida

Comparison Training of Shogi Evaluation Functions with Self-Generated Training Positions and Moves

Akira Ura, Makoto Miwa, Yoshimasa Tsuruoka, and Takashi Chikayama

Automatic Generation of Opening Books for Dark Chess

Bo-Nian Chen and Tsan-sheng Hsu

Optimal, Approximately Optimal, and Fair Play of the Fowl Play Card Game

Todd W. Neller, Marcin Malec, Clifton G.M. Presser, and Forrest Jacobs

Resource Entity Action: A Generalized Design Pattern for RTS Games

Mohamed Abbadi, Francesco Di Giacomo, Renzo Orsini, Aske Plaat, Pieter Spronck, and Giuseppe Maggiore

Author Index
Computers and Games
8th International Conference, CG 2013, Yokohama, Japan, August 13-15, 2013, Revised Selected Papers
van den Herik, H.J.; Iida, H.; Plaat, A. (Eds.)
2014, XX, 257 p. 131 illus., Softcover
ISBN: 978-3-319-09164-8