

Presentation Schedules

<<<<<<< December 25, 2008 >>>>>>>

References

- [1] S.-C. Hsu. Searching techniques of computer game playing. *Bulletin of the College of Engineering, National Taiwan University*, 51:17–31, 1991.
- [2] M. P.D. Schadd, M. H.M. Winands, H. J. van den Herik, G. N.J.-B. Chaslot, and J. W.H.M. Uiterwijk. Single-player monte-carlo tree search. In H. Jaap van den Herik, X. Xu, Z. Ma, and M. H.M. Winands, editors, *Lecture Notes in Computer Science 5131: Proceedings of the 6th International Conference on Computers and Games*, pages 1–12. Springer-Verlag, New York, NY, 2008.
- [3] G. M.J.-B. Chaslot, M. H.M. Winands, and H. J. van den Herik. Parallel monte-carlo tree search. In H. Jaap van den Herik, X. Xu, Z. Ma, and M. H.M. Winands, editors, *Lecture Notes in Computer Science 5131: Proceedings of the 6th International Conference on Computers and Games*, pages 60–71. Springer-Verlag, New York, NY, 2008.
- [4] T. Cazenave and N. Jouandeau. A parallel monte-carlo tree search algorithm. In H. Jaap van den Herik, X. Xu, Z. Ma, and M. H.M. Winands, editors, *Lecture Notes in Computer Science 5131: Proceedings of the 6th International Conference on Computers and Games*, pages 72–80. Springer-Verlag, New York, NY, 2008.

<<<<<<< January 8, 2009 >>>>>>>

- [5] J. Culberson and J. Schaeffer. Pattern databases. *Computational Intelligence*, 14(3):318–334, 1998.
- [6] R. M. Hyatt and T. Mann. A lockless transposition-table implementation for parallel search. *International Computer Game Association (ICGA) Journal*, 25(1):36–39, 2002.
- [7] N. Sturtevant. Current challenges in multi-player game search. In H. Jaap van den Herik, Y. Björnsson, and N. S. Netanyahu, editors, *Lecture Notes in Computer Science 3846: Proceedings of the 4th International Conference on Computers and Games*, pages 285–300. Springer-Verlag, New York, NY, 2006.
- [8] I.-C. Wu and D.-Y. Huang. A new family of k -in-a-row games. In H. Jaap van den Herik, Shun-Chin Hsu, Tsan sheng Hsu, and H.H.L.M. Donkers, editors, *Lecture Notes in Computer Science 4250: Proceedings of the 11th*

Advances in Computer Games Conference, pages 180–194, New York, NY, 2005. Springer-Verlag.

<<<<<<< January 15, 2009 >>>>>>>

- [9] David Carmel and Shaul Markovitch. Learning and using opponent models in adversary search. Technical Report CIS9609, Technion, 1996.
- [10] R. M. Hyatt. Book learning — a methodology to tune an opening book automatically. *International Computer Game Association (ICGA) Journal*, 22(1):3–12, 1999.
- [11] M. Buro. Toward opening book learning. *International Computer Game Association (ICGA) Journal*, 22(2):98–102, 1999.
- [12] C. Donn timer and U. Lorenz. Innovative opening-book handling. In H. Jaap van den Herik, Shun-Chin Hsu, Tsan-sheng Hsu, and H.H.L.M. Donkers, editors, *Lecture Notes in Computer Science 4250: Proceedings of the 11th Advances in Computer Games Conference*, pages 1–10, New York, NY, 2005. Springer-Verlag.