

**PROGRAMME**  
**7<sup>th</sup> International Computers and Games Conference**  
**JAIST, Kanazawa, Japan**  
**September 24-26, 2010**

**Friday, September 24, 2010**

10.30-12.00 Official Opening and Reception  
At the meeting room of the Shiinoki Guest Place, 2<sup>nd</sup> floor

**Opening Conference**

12.40 Welcome by the President of JAIST, Mr. Takuya Katayama

12.50 Announcements by Professor Jaap van den Herik, Programme Chair

**Session 1 Chair: Jaap van den Herik**

13.00-13.25

*On the Scalability of Parallel UCT*

Richard Segal

13.25-13.50

*Scalability and Parallelization of Monte-Carlo Tree Search*

Amine Bourki, Guillaume Chaslot, Matthieu Coulm, Vincent Danjean, Hassen Doghmen, Jean-Baptiste Hoock, Thomas Hérault, Arpad Rimmel, Fabien Teytaud, Olivier Teytaud, Paul Vayssière, and Ziqin Yu

13.50-14.15

*Node Expansion Operators for the UCT Algorithm*

Takayuki Yajima, Tsuyoshi Hashimoto, Toshiki Matsui, Junichi Hashimoto, and Kristian Spoerer

14.15-14.30 break

**Session 2 Chair: Akihiro Kishimoto**

14.30-14.55

*A Human-Computer Team Experiment for 9x9 Go*

Darren Cook

14.55-15.20

*Consultation Algorithm for Computer Shogi: Move Decisions by Majority*

Takuya Obata, Takuya Sugiyama, Kunihiro Hoki, and Takeshi Ito

15.20-15.55

*Optimistic Selection Rule better than Majority Voting System*

Takuya Sugiyama, Takuya Obata, Kunihiro Hoki, and Takeshi Ito

15.55-16.10 break

**Session 3 Chair: Yoshimasa Tsuruoka**

16.10-16.35

*Job-Level Proof-Number Search for Connect6*

I-Chen Wu, Hung-Hsuan Lin, Ping-Hung Lin, Der-Johng Sun, Yi-Chih Chan, and Bo-Ting Chen

16.35-17.00

*Solving Hex: Beyond Humans*

Broderick Arneson, Ryan Hayward, and Philip Henderson

**Saturday, September 25, 2010**

8.30-8.40 Announcements

**Session 4 Chair: Hiroyuki Iida**

8.40-9.05

*Biasing Monte-Carlo Simulations through RAVE Values*

Arpad Rimmel, Fabien Teytaud, and Olivier Teytaud

9.05-9.30

*Monte-Carlo Simulation Balancing in Practice*

Shih-Chieh Huang, Rémi Coulom, and Shun-Shii Lin

9.30-9.55

*Score-Bounded Monte-Carlo Tree Search*

Tristan Cazenave and Abdallah Saffidine

9.55-10.20 break

**Session 5 Chair: Takeshi Ito**

10.20-10.45

*A Principled Method for Exploiting Opening Books*

Romaric Gaudel, Jean-Baptiste Hoock, Julien Pérez, Nataliya Sokolovska, and Olivier Teytaud

10.45-11.10

*Monte-Carlo Opening Books for Amazons*

Julien Kloetzer

11.10-11.35

*A Markovian Process Modeling for Pickomino*

Stéphane Cardon, Nathalie Chetcuti-Sperandio, Fabien Delorme, and Sylvain Lagrue

11.35-12.00 break

**Session 6 Chair: I-Chen Wu**

12.00-12.25

*A Nearly Optimal Computer Player in Multi-player Yahtzee*

Jakub Pawlewicz

12.25-12.50

*Extraversion in Games*

Giel van Lankveld, Sonny Schreurs, Pieter Spronck, and Jaap van den Herik

12.50-13.00 Closing

**Sunday, September 26, 2010**

8.30-8.40      Announcements

**Session 7      Chair: Aske Plaat**

8.40-9.05

*Improving Monte-Carlo Tree Search in Havannah*

Richard Lorentz

9.05-9.30

*Enhancements for Multi-Player Monte-Carlo Tree Search*

Pim Nijssen and Mark Winands

9.30-9.55

*Computational Experiments with the RAVE Heuristic*

David Tom and Martin Müller

9.55-10.20    break

**Session 8      Chair: Ms. Hong Huang**

10.20-10.45

*Knowledge Abstraction in Chinese Chess Endgame Databases*

Bo-Nian Chen, Pangfeng Liu, Shun-Chin Hsu, and Tsan-sheng Hsu

10.45-11.10

*Evaluation-Function Based Proof-Number Search*

Mark Winands and Maarten Schadd

11.10-11.35

*The Lattice Structure of Three-Player Games*

Alessandro Cincotti

11.35-12.00    break

**Session 9      Chair: Ryan Hayward**

12.00-12.25

*New Solutions for Synchronized Domineering*

Sahil Bahri and Clyde Kruskal

12.25-12.50

*Rook Jumping Maze Design Considerations*

Todd Neller, Adrian Fisher, Munyaradzi Choga, Samir Lalvani, and Kyle McCarty

12.50-13.00    Closing