PROGRAMME
7th 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, 2nd 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
Takuya Obata, Takuya Sugiyama, Kunihito Hoki, and Takeshi Ito
15.20-15.55 Optimistic Selection Rule better than Majority Voting System
Takuya Sugiyama, Takuya Obata, Kunihito 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