

# ACG2017 — Program

## Monday July 3, 2017

8:45–9:00	Winands	Opening
9:00–9:30	Session <i>MCTS</i>	Chair: Hayward
9:30–10:00	Lorentz	Machine Learning in the Game of Breakthrough
10:00–10:30	Ohto	A Curling Agent Based on the Monte-Carlo Tree Search Considering the Similarity of the Best Action among Similar States
10:30–11:00	Mizukami	Exploration Bonuses Based on Upper Confidence Bounds for Sparse Reward Games
10:30–11:00	Coffee & tea break	
11:00–11:30	Session <i>Board</i>	Chair: Bouzy
11:30–12:00	Weninger	Exploring Positional Linear Go
12:00–12:30	Cazenave	Improved Policy Networks for Computer Go
12:30–13:00	Carvalho	An Analysis of Majority Voting in Homogeneous Groups for Checkers: Understanding Group Performance through Unbalance
13:30–14:30	Kamphuis	Keynote lectures; chair: Van den Herik
14:30–15:00	Knobbe	
17:30–...	Reception in Leiden town hall, Stadhuisplein 1	

## Tuesday July 4, 2017

9:00–9:30	Session <i>Theory</i>	Chair: Hoogeboom
9:30–10:00	Browne	Analysis of Fred Horn’s “Gloop” Puzzle
10:00–10:30	Uiterwijk	Set Matching: An Enhancement of the Hales-Jewett Pairing Strategy
10:30–11:00	Hartisch	Yasol: An Open Source Solver for Quantified Mixed Integer Programs
10:30–11:00	Coffee & tea break	
11:00–11:30	Session <i>Dice</i>	Chair: Kusters
11:30–12:00	Bonnet	Analytical Solution for “EinStein würfelt nicht!” with One Stone
12:00–12:30	Viennot	Toward Solving “EinStein würfelt nicht!”
12:30–13:00	Neller	Optimal Play of the Farkle Dice Game
15:00–17:00	Museum visit: Rijksmuseum van Oudheden, Rapenburg 28	
18:00–...	Conference dinner: Restaurant Puur, Pieterskerk Choorsteeg 9	

## Wednesday July 5, 2017

9:00–9:30	Session <i>Meta</i>	Chair: Neller
9:30–10:00	Kowalski	Evaluating Chess-like Games Using Generated Natural Language Descriptions
10:00–10:30	Nyamsuren	Automated Adaptation and Assessment in Serious Games: a Portable Tool for Supporting Learning
10:30–11:00	Boulton	A Little Bit of Frustration Can Go a Long Way
10:30–11:00	Coffee & tea break	
11:00–11:30	Session <i>Games</i>	Chair: Allis
11:30–12:00	Matsuzaki	Developing 2048 Player with Backward Temporal Coherence Learning and Restart
12:00–12:30	Bouzy	Playing Hanabi Near-Optimally
12:30–13:00	Guid	Influence of Search Depth on Position Evaluation
13:00–13:15	Song	Deep df-pn and its Efficient Implementations
13:00–13:15	Winands	Closing