

# ACG 2021 Schedule

European time shown: 15:30 Amsterdam (CET) / 6:30 California (PST) / 9:30 New York (EST) / 23:30 Tokyo (JST)

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Tuesday

DAY 1

23 November

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**Opening** (15:20–15:30) Jonathan Schaeffer

**Session 1: Learning in Games** (15:30–16:30) Chair: Todd Neller

- C. Yi and T. Kaneko *Improving Counterfactual Regret Minimization Agents Training in the Card Game Cheat*
- B. Doux, B. Negrevergne and T. Cazenave *Deep Reinforcement Learning for Morpion Solitaire*
- L.G. Heredia and T. Cazenave *Expert Iteration for Risk*

**Session 2: Search in Games** (16:45–18:05) Chair: Michael Hartisch

- N. Fabiano and T. Cazenave *Sequential Halving Using Scores*
- T. Cazenave, J. Sentuc and M. Videau *Cosine Annealing, Mixnet and Swish Activation for Computer Go*
- G. Moskowitz and V. Ponomarenko *A Heuristic Approach to the Game of Sylver Coinage*
- A. Pálsson and Y. Björnsson *Evaluating Interpretability Methods for DNNs in Game-Playing Agents*

**Keynote** (18:20–19:20) **Michael Bowling**, introduced by Jonathan Schaeffer

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Wednesday

DAY 2

24 November

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**Session 3: Solving Games** (15:30–16:50) Chair: Kazuki Yoshizoe

- S. Tanaka, F. Bonnet, S. Tixeuil and Y. Tamura *Quixo is Solved*
- J. Uiterwijk *Solving Bicoloring-Graph Games on Rectangular Boards – Part 1: Partisan Col and Snort*
- J. Uiterwijk *Solving Bicoloring-Graph Games on Rectangular Boards – Part 2: Impartial Col and Snort*
- R. Hayward, R.A. Hearn and M. Jamshidian *BoxOff is NP-Complete*

**Keynote** (17:05–18:05) **M. Lefler and L. Kaufman** *54 Years of Progress in Computer Chess*, intro by J. van den Herik

**Session 4: Chess Patterns** (18:20–19:20) Chair: Tristan Cazenave

- M. Bizjak and M. Guid *Automatic Recognition of Similar Chess Motifs*
- R. Haque, T.H. Wei and M. Müller *On the Road to Perfection? Evaluating LeelaChess Zero Against Endgame Tablebases*
- D. Gomboc and C. Shelton *Chess Endgame Compression via Logic Minimization*

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Thursday

DAY 3

25 November

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**Session 5: Player Modelling** (15:30–16:50) Chair: Matthew Stephenson

- K. Fujihira, C.-H. Hsueh and K. Ikeda *Procedural Maze Generation with Difficulty from Human Players' Perspectives*
- H.-J. Chang, C. Yueh, G.-Y. Fan, T.-Y. Lin and T.-S. Hsu *Opponent Model Selection Using Deep Learning*
- G. Guglielmo, I.F. Peradajordi and M. Klineciewicz *Deep Learning to Detect Facial Markers of Complex Decision Making*
- A. Gunes, F. Kavum and S. Sariel *Player Modeling Using Event-Trait Mapping Supported by PCA*

**Keynote** (17:05–18:05) **David Silver**, introduced by Martin Mueller

**Session 6: Game Systems** (18:20–19:40) Chair: Spyridon Samothrakis

- M. Stephenson, E. Piette, D.J.N.J. Soemers and C. Browne *Automatic Generation of Board Game Manuals*
- D.J.N.J. Soemers, E. Piette, M. Stephenson and C. Browne *Optimised Payout Implementations for the Ludii GGS*
- C. Browne, E. Piette, M. Stephenson and D.J.N.J. Soemers *General Board Geometry*
- M. Goadrich and C. Shaddox *Quantifying the Space of Hearts Variants*

**Closing** (19:40–19:50) Jonathan Schaeffer