

ACG 2021 Schedule

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

DAY 1: Tuesday, 23 November

Zoom: <https://ualberta-ca.zoom.us/j/93393666148>

Opening (15:20–15:30 CET/9:20–9:30 EST) Jonathan Schaeffer

Session 1: Learning in Games (15:30–16:30 CET/9:30–10:30 EST) **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 CET/10:45–12:05 EST) **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. Moskowicz 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 CET/12:20–13:20 EST) intro by Jonathan Schaeffer

- **Michael Bowling** *Artificial Intelligence Goes All-In: Computers Playing Poker*

DAY 2: Wednesday, 24 November

Zoom: <https://ualberta-ca.zoom.us/j/93393666148>

Session 3: Solving Games (15:30–16:50 CET/9:30–10:50 EST) **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 CET/11:05–12:05 EST) intro by Jaap van den Herik

- **Mark Lefler** and **Larry Kaufman** *54 Years of Progress in Computer Chess*

Session 4: Chess Patterns (18:20–19:20 CET/12:20–13:20 EST) **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*

DAY 3: Thursday, 25 November

Zoom: <https://ualberta-ca.zoom.us/j/93393666148>

Session 5: Player Modelling (15:30–16:50 CET/9:30–10:50 EST) **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. Klincewicz *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 CET/11:05–12:05 EST) intro by Martin Mueller

- **David Silver** *AlphaZero: Fundamentals*

Session 6: Game Systems (18:20–19:40 CET/12:20–13:40 EST) **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 CET/13:40–13:50 EST) Jonathan Schaeffer