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

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. Moskowitz and V. Ponomarenko A Heuristic Approach to the Game of Sylver Coinage
• A. Pálsson and Y. Björnsson Evaluating Interpretablity 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

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 BozOff 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

• 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

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
• 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 Playout 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