

LITERATURE RECEIVED

SPIELBAUM-SUCHVERFAHREN

by Alexander Reinefeld

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Tree-search algorithms are used in computer science – more specifically in the subfield of Artificial Intelligence – for searching (decision) trees. This book deals with algorithms for a special kind of decision trees: the game trees. Two important classes of algorithms for searching game trees are investigated: the minimal-window search algorithms, which examine the tree in a predetermined order, and the state-space search algorithms, which utilize dynamically acquired information to control the search sequence.

In this book, practitioners will find a variety of tree-search algorithms for two-person zero-sum games. In addition, they will be provided with analytical and empirical criteria to evaluate their expected search performance in a given application. The theorist, on the other hand, will find a number of analytical approaches which assess the influence of static node values on the dynamic search process.

SOFTWARE RECEIVED

S2S – A PACKAGE FOR COMPUTER-AIDED MATCHING OF ENTRANTS IN CHESS TOURNAMENTS

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The Editors have gratefully received a program description emanating from

Electronum
Foreign Trade Company
28-30 Magheru Blvd.
Bucharest – Romania.

It concerns a program for a PC or compatible for assigning and pairing chess-tournament competitors according to FIDE Swiss rules.

A user's manual is included.

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