LITERATURE RECEIVED

GAME PROGRAMMING WORKSHOP IN JAPAN'94 (in Japanese/English)

We record having received the proceedings, mostly in Japanese, of the Game Programming Workshop, held October 21-23, 1994 in Kanagawa, Japan.

The proceedings, produced by Hitoshi Matsubara, contain twenty contributions on Computer Shogi and Computer Go and two on miscellaneous games. Although most contributions are in the Japanese language, the abstracts and addresses of the authors are all in English and so are several of the contributions.

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ARTICLES PUBLISHED ELSEWHERE

TIME-EFFICIENT STATE-SPACE SEARCH

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We reproduce the abstract:
We present two time-efficient state space algorithms for searching minimax trees. Because they are based on SSS* and Dual*, both dominate Alpha-Beta on a node count basis. Moreover, one of them is always faster in searching random trees, even when the leaf node evaluation time is negligible. The fast execution time is attributed to the recursive nature of our algorithms and to their efficient data structure (a simple array) for storing the best-first node information. In practical applications with more expensive leaf evaluations we conjecture that the recursive state space search algorithms perform even better and might eventually supersede the popular directional search methods.

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