

Selective search in games of different complexity

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Statements

belonging to the thesis

Selective Search in Games of Different Complexity

by Maarten Schadd, 31 december 2010

1. For puzzles where no admissible heuristic evaluation function is available, Monte-Carlo Tree Search is an alternative (this thesis, Chapter 3).
2. The game of Fanorona is a draw (this thesis, Chapter 4).
3. It is more beneficial for the search to forward prune at chance nodes when not every move is followed by a chance node (this thesis, Chapter 5).
4. Ignoring most of your opponents may lead to better play (this thesis, Chapter 6).
5. An increase in available computing power triggers an increase in required experiments.
6. Even biocomputers do not learn computer intuition for a game.
7. General Game Playing is the decathlon of games research, where the best Chess programs may beat the best Go programs at Checkers.
8. The use of GOTO statements is widely frowned upon, but highly useful.
9. A large number of rules indicates that the original game was unbalanced and the designer chose to add more rules above correcting the source of the imbalance.
10. If you turn your hobby into your work, you have one hobby less.
11. Doing a Ph.D. is like cycling, the in-between snacks keep you going.