

Towards perfect play of Scrabble

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STELLINGEN
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Towards Perfect Play of Scrabble®

Brian Sheppard

1. Scrabble is a game of evaluation rather than search.
2. A human Scrabble player can improve his/her playing strength by emulating MAVEN.
3. The degree of openness of a Scrabble board is an insignificant feature.
4. A player that optimizes his/her performance within a 30,000 word vocabulary can become a human champion.
5. The ideal time allocation is to play quickly early in a game, and slowly late.
6. Neural networks can learn to approximate functions that the author cannot learn how to program.
7. In theory, theory justifies practice, but in practice, practice validates theory.
8. Programmers can devise tasks to soak up any amount of CPU power.
9. Recent developments allow us to color the map of Western Europe using only one color. Furthermore, this is the smallest possible number of colors.
10. Unfortunately, a map of the United States continues to require four colors.
11. If enough time goes by, you can earn a Ph.D. even if you almost flunk out of college.

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