

Monte-Carlo Tree Search for Artificial General Intelligence in Games

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Statements

belonging to the dissertation

*Monte-Carlo Tree Search
for Artificial General Intelligence in Games*

by Chiara Sironi

1. Propositional Networks make expressing game rules in a declarative language computationally feasible (this thesis, Chapter 4).
2. When biasing action selection during Monte-Carlo Tree Search, it is beneficial to shift from global to local information based on how often tree nodes are visited (this thesis, Chapter 5).
3. On-line tuning of search-control parameters is beneficial in unknown domains (this thesis, Chapter 6).
4. Search-control parameter randomization can improve search quality (this thesis, Chapter 7).
5. Monte-Carlo Tree Search is a promising technique to advance Artificial General Intelligence due to its wide applicability to real-world problems (Valorization).
6. The long term improvements of Artificial General Intelligence will surpass the short term gains of narrow AI.
7. The process of getting a Ph.D. is a suitable Turing test for Artificial General Intelligence.
8. Most of the intelligence of narrow AI programs actually comes from the programmers.
9. A program beating a human at an unknown game says nothing about the intelligence of the program or the human.
10. Many people have to fail for one person to succeed.
11. Every time a Dutch person eats a cold sandwich for lunch an Italian dies.