

[Webinar/Seminar]

The Magic of Monte Carlo Tree Search with applications in Real-Time Games

The first seminar/webinar of the new Game AI research group of Queen Mary University of London (UK) will be given by Dr. **Mark Winands**, Associate Professor, Department of Data Science & Knowledge Engineering, Maastricht University.

Title: The Magic of Monte Carlo Tree Search

The abstract and bio of the speaker can be found below.

Date and Time: 4pm (BST), Friday, Sept. 29, 2017

Coffee & Biscuits will be served before the seminar, wine and nibbles afterwards.

The seminar will be live-streamed as an IEEE CIS webinar. But we strongly encourage you to come to the onsite seminar to meet and discuss with the speaker, other researchers and game industry people.

Important information

- If you want to attend the onsite seminar, please register and get a [free ticket](#) to reserve a seat.
- If you want to watch the seminar online, please register and watch live using GoToWebinar. [[Registration link](#)].

Venue

Bancroft Road Teaching Room 3.02

Queen Mary University of London (QMUL)

404 Bancroft Road, E1 4DH London, United Kingdom

Please note that Peter Landin Building (CS) is the building number 6, but you will need to enter from the Bancroft Road (see black arrow on the [Mile End campus map](#)).

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Abstract

Monte-Carlo Tree Search (MCTS) has caused a revolution in computer game-playing the last few years. The most well-known example is the game of Go. MCTS is a best-first search technique that gradually builds up a search tree, guided by Monte-Carlo simulations. In contrast to many classic search techniques, MCTS does not require a heuristic evaluation function that assesses the current board position. In this talk I will discuss its background, basic mechanism, and standard enhancements that have improved the technique considerably. Successful applications of the technique in several domains will be mentioned.

Bio

Mark Winands received a Ph.D. degree in Artificial Intelligence from the Department of Computer Science, Maastricht University, Maastricht, The Netherlands, in 2004. Currently, he is an Associate Professor at the Department of Data Science & Knowledge Engineering, Maastricht University. His research interests include heuristic search, machine learning and games. He has written more than eighty scientific publications on Games & AI. Mark serves as an editor-in-chief of the ICGA Journal, associate editor of IEEE Transactions on Computational Intelligence and AI in Games, editor of Game & Puzzle Design. He is a member of the Games Technical Committee (GTC) | IEEE Computational Intelligence Society, and member of working group 14.4 – Entertainment Games | IFIP TC14 on Entertainment Computing.