

**GOFME**

A Search Based Approach to Computer Go

Organitza: Club de GO de la FME
<http://gofme.net>



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Tristan Cazenave is an associate professor of computer science at the University of Paris 8. He received his Ph.D. in computer science from Paris 6 University in 1996. His research is in the areas of search and learning in computer games, and problem solving. He started programming games at 15, and could never stop. He is the author of the Go program Golois.

Resum:

I plan to explain the general architecture of Go programs, how they can benefit from searching, and finally I will expose search algorithms in more detail.

**Diumenge, 7 de desembre de 2003,
a les 18:30h**

**Poliesportiu de la UPC - C. Jordi Girona, 1-3
Barcelona**

