TECH TALK

Artificial Intelligence in Games Research

Date	:	19th May 2016 (Thursday)
Venue	:	Garnet Training Room, Level 8, North Wing, MDeC, Cyberjaya
Time	:	3PM - 5.10PM

Abstract

Games have been a popular research domain for many years. They are recognised as being very challenging but (generally) finite and having clear rules, making them an ideal research domain. Chess problems were being researched as far back as 2200 BC, with Euler presenting one of the first mathematical papers in 1759. Alan Turing was interested in automated chess players in the 1950s and AI (Artificial Intelligence) luminaries such as Arthur Samuel were investigating Checkers in the 1960s, by investigating programs which could learn from themselves.

The defeat of Garry Kasparov by Deep Blue in May 1997 is seen as a landmark in games research. Many people are not aware of the defeat of Marion Tinsley three years earlier by Chinook which, arguably, is more impressive than the Deep Blue achievement. The recent success of AlphaGo is testament to the fact that games research is still very much a hot topic and that there are still many challenges to be tackled.

In this talk, I will present a brief history of games research touching upon games such as Chess, Checkers, Poker, Go, Pacman, Cribbage, Awari; and many others. I will outline the difference between Artificial Intelligence and brute force search, as well as discussing some of the major milestones, along with some of the challenges that we still face.

Speaker

Professor Graham Kendall *is the Vice-Provost (2011-present) at the University of Nottingham Malaysia Campus (UNMC). He has been in Malaysia since August 2011 and is responsible for developing and delivering the strategic aims of the University in the areas of Research and Knowledge Exchange. He is also the Chief Executive Officer of MyResearch Sdn Bhd. This company has MIDA R&D status, enabling companies to invest in Research and Development in a tax efficient way.*

He was awarded a BSc (Hons) First Class in Computation from the University of Manchester Institute of Science and Technology (UMIST), UK in 1997 and received his PhD from The University of Nottingham (School of Computer Science) in 2000. Professor Kendall is a Fellow of the British Computer Society (FBCS) and a Fellow of the Operational Research Society (FORS).

He has published over 90 refereed journal papers (the vast majority in ISI ranked journals) and over 230 peer reviewed papers in total. He has edited 11 books and authored almost 20 book chapters. He is currently an Associate Editor of ten journals and the Editor-in-Chief of the IEEE Transactions of Computational Intelligence and AI in Games. As a Professor of Computer Science at the University of Nottingham he is a member of the Automated Scheduling, Planning and Optimisation Group (ASAP) in the School of Computer Science. His research interests include Operations Research, Scheduling, Logistics, Vehicle Routing, Meta- and Hyper-heuristics, Evolutionary Computation and Games.

Agenda

2.30PM - 3.00PM	Registration & Networking
3.00PM - 4.30PM	Technical Talk
4.30PM - 4.40PM	Q&A Session
4.40PM - 5.10PM	Refreshments & Networking

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