

Interactive Bayesian Optimization for Game Mechanics

Abstract

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text

Related Work

(Yu and Trawick 2011) uses SVM, hard to AL on this
(Hunicke and Chapman 2004) ad hoc

Gaussian Processes

Gaussian Process Regression

(Rasmussen and Williams 2006)

Gaussian Process Preference Learning

(Chu and Ghahramani 2005)
(Brochu 2010)

Active Learning

(Settles 2012)

Experiment

Game Domain

Methods

Results

Discussion

Acknowledgments

References

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Hunicke, R., and Chapman, V. 2004. AI for dynamic difficulty adjustment in games. In *Proceedings of the AAAI Workshop on Challenges in Game Artificial Intelligence*.

Rasmussen, C. E., and Williams, C. K. 2006. *Gaussian processes for machine learning*, volume 1. MIT press Cambridge, MA.

Settles, B. 2012. *Active learning*, volume 6. Morgan & Claypool Publishers.

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