

Multi-Objective Monte Carlo Tree Search for Real-Time Games

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Abstract—Abstract...

I. INTRODUCTION

Here it goes, the introduction.

II. MONTE CARLO TREE SEARCH

III. MULTI-OBJECTIVE OPTIMIZATION

IV. MULTI-OBJECTIVE MONTE CARLO TREE SEARCH

V. BENCHMARKS

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VII. CONCLUSIONS AND FUTURE WORK

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Diego Perez received a B.Sc. and a M.Sc. in Computer Science from University Carlos III, Madrid, in 2007. He is currently pursuing a Ph.D. in Artificial Intelligence applied to games at the University of Essex, Colchester. He has published in the domain of Game AI, participated in several Game AI competitions and organized the Physical Travelling Salesman Problem competition, held in IEEE conferences during 2012. He also has programming experience in the videogames industry with titles published for game consoles and PC.



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