

Schedule for Monday, July 13

09:00 – 09:10	GIGA Inauguration Ceremony
09:10 – 10:00	Session 1: Learning <ul style="list-style-type: none"> • Feature Learning Using State Differences <i>Mesut Kirci, Jonathan Schaeffer, Nathan Sturtevant</i> • Chess Revision: Acquiring the Rules of Chess Variants through Theory Revision from Examples <i>Stephen Muggleton, Aline Paes, Vitor Santos Costa, Gerson Zaverucha</i>
10:00 – 10:30	Coffee Break
10:30 – 12:10	Session 2: Simulation <ul style="list-style-type: none"> • Meta Monte-Carlo Tree Search for Automatic Opening Book Generation <i>Guillaume Chaslot, Jean-Baptiste Hoock, Julien Perez, Arpad Rimmel, Olivier Teytaud, Mark Winands</i> • Simulation Control in General Game Playing Agents <i>Hilmar Finnsson, Yngvi Björnsson</i> • Information Set Sampling for General Imperfect Information Positional Games <i>Mark Richards, Eyal Amir</i> • Comparing UCT versus CFR in Simultaneous Games <i>Mohammad Shafiei, Nathan Sturtevant, Jonathan Schaeffer</i>
12:10 – 01:20	Lunch Break
01:20 – 03:00	Session 3: Analysis <ul style="list-style-type: none"> • Factoring General Games using Propositional Automata <i>Evan Cox, Eric Schkufza, Ryan Madsen, Michael Genesereth</i> • Factoring General Games <i>Martin Günther, Stephan Schiffel, Michael Thielscher</i> • Instantiating General Games <i>Peter Kissmann, Stefan Edelkamp</i> • Symmetry Detection in General Game Playing <i>Stephan Schiffel</i>
03:00 – 03:30	Coffee Break
03:30 – 04:20	Session 4: GDL <ul style="list-style-type: none"> • From GDL to a Market Specification Language for General Trading Agents <i>Michael Thielscher, Dongmo Zhang</i> • Faster State Manipulation in General Games using Generated Code <i>Kevin Waugh</i>
04:30 – 05:30	Panel Discussion: Future GGP Competitions <i>Michael Genesereth</i>