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After all, having just finished a book entitled, "Behavioral Mathematics for Game AI", I am obviously sort of a "numbers guy" myself. Anyway, today's column was titled Scrabble and Other Games – on Boards, Fields, Courts and Ice – Have Overvalued Points; Vermont Avenue Is a Steal.

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## **Behavioral Mathematics for Game AI - SILO.PUB**

Behavioral Mathematics for Game AI - 2009, Dave Mark Programming Game AI By Example - 2004, Mat Buckland AI Game Programming Wisdom - 2002, edited by Steve Rabin Collection of 71 articles. AI Game Programming Wisdom 2 - 2003, edited by Steve Rabin Collection of 67 articles.

## **Game AI**

Behavioral Mathematics introduces a raft of important techniques from decision theory, game theory, and utility theory, and uniquely applies them to game AI. These techniques are an important part of any game AI developer's toolbox.-Paul Tozour, Game AI author Game developers often use little tricks to sprinkle magic decision-making abilities throughout their AI code, without necessarily understanding the fundamentals of how it works.

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Background. Behavior trees originate from the computer game industry as a powerful tool to model the behavior of non-player characters (NPCs). They have been extensively used in high-profile video games such as Halo, Bioshock, and Spore. Recent works propose behavior trees as a multi-mission control framework for UAV, complex robots, robotic manipulation, and multi-robot systems.

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