<ul> <li>167, TITLE: Path Planning with CPD Heuristics</li> <li>https://www.ijcai.org/proceedings/2019/167</li> <li>AUTHORS: Massimo Bono, Alfonso E. Gerevini, Daniel D. Harabor, Peter J. Stuckey</li> <li>HIGHLIGHT: In this work we investigate CPDs as admissible heuristic functions and we apply them in two distinct settings:</li> <li>problems where the graph is subject to dynamically changing costs, and anytime settings where deliberation time is limited.</li> </ul>
168, TITLE:A*+IDA*: A Simple Hybrid Search Algorithmhttps://www.ijcai.org/proceedings/2019/168AUTHORS:Zhaoxing Bu, Richard E. KorfHIGHLIGHT:We present a simple combination of A* and IDA*, which we call A*+IDA*.
169, TITLE:Deanonymizing Social Networks Using Structural Informationhttps://www.ijcai.org/proceedings/2019/169AUTHORS:Ioannis Caragiannis, Evanthia TsitsokaHIGHLIGHT:We present two algorithms that attack the problem by exploiting only the structure of the two graphs.
<ul> <li>170, TITLE: Conditions for Avoiding Node Re-expansions in Bounded Suboptimal Search</li> <li>https://www.ijcai.org/proceedings/2019/170</li> <li>AUTHORS: Jingwei Chen, Nathan R. Sturtevant</li> <li>HIGHLIGHT: This paper explores the properties of priority functions that can find bounded suboptimal solution without requiring node re-expansions.</li> </ul>
<ul> <li>171, TITLE: An Efficient Evolutionary Algorithm for Minimum Cost Submodular Cover</li> <li>https://www.ijcai.org/proceedings/2019/171</li> <li>AUTHORS: Victoria G. Crawford</li> <li>HIGHLIGHT: In this paper, the Minimum Cost Submodular Cover problem is studied, which is to minimize a modular cost function such that the monotone submodular benefit function is above a threshold.</li> </ul>
<ul> <li>172, TITLE: An Evolution Strategy with Progressive Episode Lengths for Playing Games</li> <li>https://www.ijcai.org/proceedings/2019/172</li> <li>AUTHORS: Lior Fuks, Noor Awad, Frank Hutter, Marius Lindauer</li> <li>HIGHLIGHT: In this work, we introduce Progressive Episode Lengths (PEL) as a new technique and incorporate it with ES.</li> </ul>
<ul> <li>173, TITLE: Regarding Jump Point Search and Subgoal Graphs</li> <li>https://www.ijcai.org/proceedings/2019/173</li> <li>AUTHORS: Daniel D. Harabor, Tansel Uras, Peter J. Stuckey, Sven Koenig</li> <li>HIGHLIGHT: In this paper, we define Jump Point Graphs (JP), a preprocessing-based path-planning technique similar to</li> <li>Subgoal Graphs (SG).</li> </ul>
174, TITLE:Iterative Budgeted Exponential Searchhttps://www.ijcai.org/proceedings/2019/174AUTHORS:Malte Helmert, Tor Lattimore, Levi H. S. Lelis, Laurent Orseau, Nathan R. SturtevantHIGHLIGHT:We describe a new algorithmic framework that iteratively controls an expansion budget and solution cost limit,giving rise to new graph and tree search algorithms for which the number of expansions is O(n log C*), where C* is the optimal solution cost.
175, TITLE:Direction-Optimizing Breadth-First Search with External Memory Storagehttps://www.ijcai.org/proceedings/2019/175AUTHORS:Shuli Hu, Nathan R. SturtevantHIGHLIGHT:This paper shows how to modify direction-optimizing breadth-first search to build external-memory heuristics.
<ul> <li>176, TITLE: DeltaDou: Expert-level Doudizhu AI through Self-play</li> <li>https://www.ijcai.org/proceedings/2019/176</li> <li>AUTHORS: Qiqi Jiang, Kuangzheng Li, Boyao Du, Hao Chen, Hai Fang</li> <li>HIGHLIGHT: In this paper, we present a Doudizhu AI by applying deep reinforcement learning from games of self-play.</li> </ul>
<ul> <li>177, TITLE: Graph Mining Meets Crowdsourcing: Extracting Experts for Answer Aggregation</li> <li>https://www.ijcai.org/proceedings/2019/177</li> <li>AUTHORS: Yasushi Kawase, Yuko Kuroki, Atsushi Miyauchi</li> </ul>

HIGHLIGHT: a non-expert.	In this study, we introduce the notion of "expert core", which is a set of workers that is very unlikely to contain
178, TITLE: https://www.ijcai.org/ AUTHORS:	Depth-First Memory-Limited AND/OR Search and Unsolvability in Cyclic Search Spaces proceedings/2019/178 Akihiro Kishimoto, Adi Botea, Radu Marinescu
HIGHLIGHT:	We give a new theoretical analysis under relaxed assumptions where previous results no longer hold.
	Branch-and-Cut-and-Price for Multi-Agent Pathfinding proceedings/2019/179
AUTHORS: HIGHLIGHT: and-Price, a decompo	Edward Lam, Pierre Le Bodic, Daniel D. Harabor, Peter J. Stuckey In this work, we present an optimal algorithm, BCP, that hybridizes both approaches using Branch-and-Cut- sition framework developed for mathematical optimization.
AUTHORS: HIGHLIGHT:	Local Search with Efficient Automatic Configuration for Minimum Vertex Cover proceedings/2019/180 Chuan Luo, Holger H. Hoos, Shaowei Cai, Qingwei Lin, Hongyu Zhang, Dongmei Zhang In this work, we present a new local search framework for MinVC called MetaVC, which is highly parametric y effective local search techniques.
AUTHORS: HIGHLIGHT:	Learning Deep Decentralized Policy Network by Collective Rewards for Real-Time Combat Game proceedings/2019/181 Peixi Peng, Junliang Xing, Lili Cao, Lisen Mu, Chang Huang To train DDPN effectively, a novel two-stage learning algorithm is proposed which combines imitation learning inforcement learning by no-regret dynamics.
182, TITLE: https://www.ijcai.org/ AUTHORS: HIGHLIGHT: based on advanced top	Heuristic Search for Homology Localization Problem and Its Application in Cardiac Trabeculae Reconstruction proceedings/2019/182 Xudong Zhang, Pengxiang Wu, Changhe Yuan, Yusu Wang, Dimitris Metaxas, Chao Chen In this work, we formulate the problem as a heuristic search problem, and propose novel heuristic functions pological techniques.

183, TITLE: Non-smooth Optimization over Stiefel Manifolds with Applications to Dimensionality Reduction and Graph 

 183, 111 LE.
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 Clustering
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 https://www.ijcai.org/proceedings/2019/183

 AUTHORS:
 Fariba Zohrizadeh, Mohsen Kheirandishfard, Farhad Kamangar, Ramtin Madani

 HIGHLIGHT:
 This paper is concerned with the class of non-convex optimization problems with orthogonality constraints.