1 MCTS Guide to the Literature


- The page https://chessprogramming.wikispaces.com/Monte-Carlo+Tree+Search#Publications also has a large selection.

- The list below is a selection of articles which are most relevant for this tutorial.

2 Classics
[34, 66, 51, 48, 35, 83, 67, 7, 98, 21, 1]

3 Survey Papers
[73, 20, 33]

4 Theory
[61, 66, 116, 83, 67, 6, 7, 85, 63, 4]

5 MCTS Enhancements, Algorithms, Analysis
[69, 68, 11, 110, 23, 16, 48, 108, 97, 28, 32, 30, 93, 54, 100, 101, 29, 80, 76, 77, 102, 78, 50, 107, 106, 60, 109]

5.1 Parallel MCTS
[112, 47, 40, 114, 96, 95, 90, 52, 27, 26, 62, 31, 36, 84]
5.2 Adaptive Simulations
[110, 39, 9, 81, 57, 86]

5.3 Machine Learning for MCTS
[53, 111, 92, 91]

6 Specific Games

6.1 Go
[21, 17, 16, 25, 113, 34, 51, 15, 48, 46, 35, 5, 55, 82, 60, 56, 59, 43, 115]

6.1.1 Specific Go Programs
[49, 70, 41, 60, 56, 12, 50]

6.2 Hex
[3, 58]

6.3 General Game-Playing (GGP)
[44, 13, 72, 45]

6.4 Puzzles, Single Player Games
[88, 89, 22, 86, 2]

6.5 Other Specific Games
[18, 69, 68, 75, 110, 87, 71, 42, 99, 109]

7 Non-Game Applications
[19, 53, 10, 74, 38, 94, 64, 65, 8, 24, 85]

8 PhD and MSc Theses
[42, 106, 100, 91, 46, 79, 56]
References


[38] F. de Mesmay, A. Rimmel, Y. Voronenko, and M. Püschel. Bandit-based optimization on graphs with application to library performance tuning. In Danyluk et al. [37], page 92.


