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Computer Chess Compendium-D. LEVY 2013-06-29 For many years I have been interested in computer chess and have collected almost every learned paper and article on the subject that I could find. My files are now quite large, and a considerable amount of time, effort and expense has been required to build up this collection. I have often thought how difficult it must be for many computer chess enthusiasts to acquire copies of articles that they see referenced in some other work. Unless one has access to a good reference library, the task is almost impossible. I therefore decided to try to make available, in one volume, as many as possible of the most interesting and important articles and papers ever written on the subject. Such a selection is naturally somewhat subjective, and I hope that I will not offend authors whose works have been excluded. In particular I have decided to exclude any material which has appeared in the Journal of the International Computer Chess Association (ICCA), or in its precursor, the ICCA Newsletter. The reason is simply that the ICCA itself is in the process of compiling a compendium containing the most important material published in those sources. For further information on ICCA membership and publications the reader is invited to contact: Professor H. 1. van den Herik, or Dr Jonathan Schaeffer University of Limburg, Computing Science Dcpaitment, Department of Computer Science University of Alberta, 6200 MD Maastricht Edmonton Netherlands Alberta, Canada T6G 2HI.

Scalable Search in Computer Chess-Ernst A. Heinz 2013-12-01 Das Buch präsentiert neue Ergebnisse der Computerschach-Forschung in den Bereichen der selektiven Vorwärts-Baumbeschneidung, der effizienten Anwendung spieltheoretischen Wissens und des Suchverhaltens bei zunehmender Suchtiefe. Es zeigt, wie man die bereits gut abgestimmte Spielbaumsuche bei immer höheren Suchtiefen noch besser skalierbar macht.

Computers, Chess, and Cognition-T. Anthony Marsland 2012-12-06 Computers, Chess, and Cognition presents an excellent up-to-date description of developments in computer chess, a rapidly advancing area in artificial intelligence research. This book is intended for an upper undergraduate and above level audience in the computer science (artificial intelligence) community. The chapters have been edited to present a uniform terminology and balanced writing style, to make the material understandable to a wider, less specialized audience. The book's primary strengths are the description of the workings of some major chess programs, an excellent review of tree searching methods, discussion of exciting new research ideas, a philosophical discussion of the relationship of computer game playing to artificial intelligence, and the treatment of computer Go as an important new research area. A complete index and extensive bibliography makes the book a valuable reference work. The book includes a special foreword by Ken Thompson, author of the UNIX operating system.

How Computers Play Chess-David N. L. Levy 2009-03 It now appears possible - even likely - that within a few decades and within certain specialized domains, the computer will be more intelligent than we ourselves. What was unimaginable a few years ago is happening today with alarming rapidity. A small piece of silicon, no larger than a thumbnail, can exhibit more "intelligence" than the best human brains. This book attempts to satisfy two different goals. It presents a comprehensive history of computer chess along with many rare examples of the play of early programs. These examples contain both amazing strokes of brilliance and inexplicable catastrophes; they will give the reader a dear perspective of the pioneer days of computer chess. In contrast, contemporary programs are capable of defeating International Grandmasters; the text contains several recent examples including a remarkable victory over former World Champion Anatoly Karpov. The remainder of the book is devoted to an explanation of how the various parts of a chess program are designed and how they function. Readers who have no knowledge of computers will gain insight into how they "think." Readers who own a personal computer and who want to write their own chess programs will find sufficient information in this book to enable them to make a good start.

Computer Games-Tristan Cazenave 2018-02-14 This book constitutes revised selected papers from the 6th Workshop on Computer Games, CGW 2017, held in conjunction with the 26th International Conference on Artificial Intelligence, IJCAI 2017, in Melbourne, Australia, in August 2017. The 12 full papers presented in this volume were carefully reviewed and selected from 18 submissions. They cover a wide range of topics related to computer games; discussing six abstract games: Chinese Checkers, Chinese Dark Chess, Hex, Othello, Poker, and SameGame.

Encyclopedia of Computer Science and Technology-Allen Kent 1992-10-29 "This comprehensive reference work provides immediate, fingertip access to state-of-the-art technology in nearly 700 self-contained articles written by over 900 international authorities. Each article in the Encyclopedia features current developments and trends in computers, software, vendors, and applications...extensive bibliographies of leading figures in the field, such as Samuel Alexander, John von Neumann, and Norbert Wiener...and in-depth analysis of future directions."

Computer Gamesmanship-David N. L. Levy 2009-03 How Computers Learn to Play Games of Strategy This is book is for anyone who has ever tried to match wits with a computer in chess, bridge, or any other game requiring long-range strategy and studied decisions. If you're not a pro, chances are you've been defeated by a machine - and impressed at its uncanny ability to outmaneuver humans. In Computer Gamesmanship, David Levy, an International Chess Master and producer of intelligent computer games, unravels the mysteries of how computers successfully mimic strategic thinking and play complex games. In jargon-free language, Levy describes the important principles and techniques applicable to any game of strategy-such as decision trees, alpha-beta algorithms, minimax searches, and evaluation functions-and explains how even highly advanced strategies can be reduced to relatively simple procedures that a home computer can perform. He then illustrates and elaborates upon them in extensive discussions of the most popular and successful programs for chess, bridge, poker, Go, Othello, and many others. Computer Gamesmanship is a unique introduction and insider's guide to the most challenging games you can play, or create, on your computer. "This is a simply written and serious little book about how computers go about playing games.... (Computer Gamesmanship) leaves the reader with a sense of admiration for the stratagems of computer programmers' '

Computers, Chess and Long-Range Planning-Michail M. Botvinnik 2012-12-06 Mihail Moiseevich Botvinnik is an electrical engineer by profession; during World War II he headed a high-tension laboratory in the Urals and was decorated by the USSR for his accomplishments. At present, he is the head of the alternating-current machine laboratory at the Moscow Institute of Power Engineering. He is also a world-renowned chess player. He was born in 1911, and by 1935 had become a Grandmaster of Soviet chess. In 1948 he won the world chess championship and held the title until 1963 (except for a two-year break). His chess style has been characterized as deep, objective, serious, and courageous. In this book, the quality of his thinking is revealed in his study of the basic thought processes of master chess players, and his reduction of these processes to mathematical form. This formalization of thought processes is a contribution to science at three levels: at the immediate level, it provides a basis for a computer program that seems likely to succeed in playing chess; at the middle level, game-playing programs help us to study and rationalize the processes of planning and decision-making; and, at the highest level, the study of the mind in action, as in the game of chess, leads to an understanding of human thought and of the human psyche.

Computer Games I-David N.L. Levy 2012-12-06 Computer Games I is the first volume in a two part compendium of papers covering the most important material available on the development of computer games. These selections range from discussions of mathematical analyses of games, to more qualitative concerns of whether a computer game should follow human thought processes rather than a "brute force" approach, to papers which will benefit readers trying to program their own games. Contributions include selections from the major players in the development of computer games: Claude Shannon whose work still forms the foundation of most contemporary chess programs, Edward O. Thorpe whose invention of the card counting method caused Las Vegas casinos to change their blackjack rules, and Hans Berliner whose work has been fundamental to the development of backgammon and chess games.

Encyclopedia of Artificial Intelligence-Stuart C. Shapiro 1992

Chess- 1989

Behind Deep Blue-Feng-Hsiung Hsu 2004-02-15 Feng-hsiung Hsu provides a behind-the-scenes look at the two matches between the Deep Blue chess machine and world champion Garry Kasparov, and discusses his quest to develop the machine at IBM's T.J. Watson Research Center.

Eighth Annual Computer Game Developers Conference Proceedings- 1994

Proceedings- 1994

Deep Blue-Monty Newborn 2013-03-20 This book offers a detailed account of IBM's Deep Blue chess program, the people who created it, and its historic battles with World Chess Champion Garry Kasparov. The text examines the progress made by the creators of Deep Blue, beginning with the1989 two-game match against Kasparov. The heroes are: IBM researchers Feng-hsiung Hsu, Murray Campbell, and Joe Hoane, along with team leader Chung-Jen Tan and International Grandmaster Joel Benjamin. The text chronicles one of the great technology achievements of the 20th Century. It establishes the point in history when mankind's exciting new tool, the computer, came of age and competed with its human creators in the ultimate intellectual competition: a game of chess. This book will serve as the premier story documenting that achievement and a milestone in the development of artificial intelligence.

The Mammoth Book of Chess-Graham Burgess 2009-09-10 With a foreword by Dr John Nunn, Grandmaster and four times Olypic gold medallist "The Mammoth Book of Chess is a cracker . . . nobody will fail to find something new here" British Chess Magazine WINNER OF THE BRITISH CHESS FEDERATION BOOK OF THE YEAR AWARD, 1997 Comprehensive, up to date and clear, this latest edition of Graham Burgess''s chess classic is an invaluable guide to help even less experienced players to progress to good club level and better. It offers a complete guide to the main opening gambits along with hundreds of test positions for players at every level. Graham Burgess, FIDE Master, shows you all you need to know, from entering the world of chess, through Internet games, to major international tournaments. Expanded sections on online chess, computers and openings. A complete guide to all the main opening gambits. Hundreds of test positions for players of all standards. Courses in tactics and attacking strategy. Analysis of some of the greatest games ever played. Information and advice on club, national, and international tournaments. Glossary of terminology. Practical advice and information for further study.

The Final Theory of Chess-Gary M. Danelishen 2008 "The Final Theory of Chess" constructs an aggressive opening repertoire basedprimarily upon the use of computer analysis. The work lays a solid foundationupon which further computer analysis may be built in order to solve the game.404 pp. (Games/Gamebooks)

The Oxford Companion to Chess-David Hooper 1996 An alphabetical guide to the game of chess includes entries for famous players, named openings, laws, strategies, chess and computers, chess in art and literature, and the origins of the board and pieces

Advances in Computer Games-H.J. van den Herik 1999

The Joy of Chess Programming-F. M. Bill Jordan 2019-11-11 The Joy of Chess Programming This is a memoir of my experiences with creating my own chess engine. It begins with first experiences with computer chess from books, magazines, movies and dedicated chess computers. It progresses to when I had enough knowledge to write an amateur engine and was able to compete in computer chess tournaments. Eventually my engine was strong enough to reach about 2400 ELO strength. It is able to find bobby Fischer's ...Be6 in the famous Game of the Century in a fraction of a second. It gives insights into how chess engines work and how they select a move. There are numerous tips on how we human players can learn from how computers play. There are a number of reasons why you may be interested in how a chess program is written. If so, you may be interested in my bookHow to Write a Chess Program. I have another book on computer chess called Think Like a Computer which includes a number of games with engines playing engines at a shallow depth. This illustrates how engines evaluate positions.

Chess Skill in Man and Machine-P. W. Frey 2012-12-06 Ten years of intensive effort on computer chess have produced notable progress. Although the background information and technical details that were written in 1975 for the first edition of this book are still valid in most essential points, hardware and software refinements have had a major impact on the effectiveness of these ideas. The current crop of chess machines are performing at unexpectedly high levels. The approach epitomized by the series of programs developed by David Slate and Larry Atkin at Northwestern in the middle 1970s (i. e. , a sophisticated search algorithm using very little chess knowledge) was expected to reach an asymptbtic level of performance no higher than that of a class A player (USCF rating between 1800 and 2000). This perspective was argued quite vigorously by Eliot Hearst in Chapter 8 of the first edition and was held at that time by many chess experts. Subsequent events have clearly demonstrated that the asymptotic performance level for this type of pro gram it at least as high as the master level (USCF rating between 2200 and 2400). Current discussions now focus upon whether the earlier reser vations were wrong in principle or simply underestimated the asymptote. If there is a real barrier which will prevent this type of program from attaining a world championship level of performance, it is not evident from the steady progress which has been observed during the last decade.

AI Magazine- 1990

Computer Games II-David N.L. Levy 1988-06-24 Long before the advent of the electronic computer, man was fascinated by the idea of automating the thought processes employed in playing games of skill. The very first chess "Automaton" captured the imagination oflate eighteenth century Vienna, and by the early 1900s there was a genuine machine that could play the chess endgame of king and rook against a lone king. Soon after the invention of the computer, scientists began to make a serious study of the problems involved in programming a machine to play chess. Within a decade this interest started to spread, first to draughts (checkers) and later to many other strategy games. By the time the home computer was born, there had already been three decades of research into computer games. Many of the results of this research were published, though usually in publications that are extremely difficult (or even impossible for most people) to find. Hence the present volumes. Interest in computers and programming has now reached into almost every home in the civilized world. Millions of people have regular access to computers, and most of them enjoy playing games. In fact, approximately 80 percent of all software sold for use on personal computers is games software.

The Artificial intelligence compendium- 1988

How Fischer Plays Chess-David N. L. Levy 2009-03 A Study of the Games of Bobby Fischer, the greatest chess player who ever lived.

New Approaches to Board Games Research-Alexander J. de Voogt 1995

All About Chess and Computers-D. Levy 2012-12-06 For some time now, I have felt that the time is right to write a book about Computer Chess. Ever since the first attempts at chess pro gramming were made, some twenty five years ago, interest in the subject ha"s grown from year to year. During the late 1950s the subject was first brought to the attention of the public by an article in Scientfic American, and less than a decade later a chess program was competing in a tournament with humans. More recently, there have been tournaments in which the only participants were computer programs. and when the first World Computer Championship was held in Stockholm in 1974 the event was an outstanding success. Laymen often doubt the value of investing in a subject so esoteric as computer chess, but there is definitely considerable benefit to be gained from a study of the automisation of chess and other intellectual games. If it proves possible to play such games well by computer, then the techniques employed to analyse and assess future positions in these games will also be useful in other problems in long-range planning. I have tried to make this book both interesting and instructive. Those who understand anything at all about chess but who have no knowledge of computers, will be able to follow my description of how computers play chess. Those with a knowledge of both areas will still find much to interest them.

The British Chess Magazine- 1991

Capablanca-Edward Winter 2011-04-13 This compendium provides an enormous amount of documentary data, usefully organized, much of it unseen since original (and often obscure) publication. Writings are by and about Capablanca; the minute details of his life and games proceed chronologically; the controversies of his career are especially well documented. The book has a games and positions index, an index of openings, and 26 rare photographs on glossy plates.

Forcing Chess Moves-Charles Hertan 2019-09-01 WINNER of the ChessCafe 2008 Book of the Year Award SHORTLISTED for The Guardian 2008 Chess Book of the Year Award Why is it that the human brain so often refuses to consider winning chess tactics? Every chess fan marvels at the wonderful combinations with which famous masters win their games. How do they find those fantastic moves? Do they have special vision? And why do computers outwit us tactically? Forcing Chess Moves proposes a revolutionary method for finding winning moves. Charles Hertan has made an astonishing discovery: the failure to consider key moves is often due to human bias. Your brain tends to disregard many winning moves because they are counter-intuitive or look unnatural. It's a fact of life: computers outdo us humans when it comes to tactical vision and brute force calculation. So why not learn from them? Charles Hertan's radically different approach is to use COMPUTER EYES and always look for the most forcing move first. By studying forcing sequences according to Hertan's method you will: Develop analytical precision Improve your tactical vision Overcome human bias and staleness Enjoy the calculation of difficult positions Win more games by recognizing moves that matter. This New and Extended Fourth Edition of Hertan's award-winning modern classic includes 50 extra pages with new and instructive combinations. There is a foreword by three-time US chess champion Joel Benjamin, and a special foreword to this new edition by Swedish Grandmaster Pontus Carlsson.

Heuristic Programming in Artificial Intelligence 3-van den Herik (H. J.) 1992

Blondie24-David B. Fogel 2002 "Blondie24 tells the story of a computer that taught itself to play checkers far better than its creators ever could by emulating the principles of Darwinian evolution and discovering innovative ways to approach the game. In this year of 2001, as we remember Arthur C. Clarke's predictions, David Fogel dramatically demonstrates how evolutionary computation may enable humans to create a thinking machine far more readily than the techniques traditionally used in the study of artificial intelligence."--BOOK JACKET.

The Chess Instructor 2007-Bosch 2006-08-01 How do you teach chess? What material do you use? Is there a particularly successful method? How do you sell a chess curriculum, motivate your pupils, monitor their progress? The Chess Instructor 2007 is the first publication to give comprehensive answers to all questions of chess teachers and parents. It provides tools and methodologies for beginners as well as for more advanced coaching. The popularity of chess is no accident: in an era of compulsive television zapping, violent computer gaming and mobile telephone chatter, learning chess means improving basic skills (like analysis, decision making, strategic thinking, stamina, and dealing with stress) while interacting meaningfully with other pupils.

Who's who in International Organizations-Jon C. Jenkins 1992

Book Review Index 1989 Cumulation-Neil E. Walker 1990-03 The Index provides a broad coverage and access to book reviews in the general social sciences, humanities, sciences, and fine arts, as well as general interest magazines and includes journals from Great Britain, Canada, Switzerland, Israel and Australia. In addition, it indexes several journals that, while published in the US, concentrate on reviewing foreign published or foreign language books. These include Hispania, French Review, German Quarterly and World Literature Today.

Claude E. Shannon-Ernst Weber 1993-01-19 This important book, the first published collection of papers by Claude E. Shannon, is a fascinating guide to all of the published articles from this world-renowned inventor, tinkerer, puzzle-solver, prankster, and father of information theory. Includes his seminal article THE MATHEMATICAL THEORY OF COMMUNICATION.

The Curious Case of the Missing Black Pawn-Gabriel Puckett 2019-04-05 The Curious Case of the Missing Pawn is a story about a little black pawn named Peshka that ends up lost on the mean streets of Brooklyn and has to make it back to his family. It will take courage, luck, and an unexpected friendship to get him back to the chess board and reunited with his family! This adventure story includes an instructional segment in the back where children can learn all of the rules for how a pawn moves. This adventure story is a great introduction to the world of chess for elementary age readers. It has exciting characters and is written by Gabriel Puckett, a Brooklyn chess teacher with a master's degree in Childhood Education and Special Education. Parent's and children alike will enjoy the positive message, beautiful illustrations, and non-stop action as Peshka embarks on his quest home. Finally, young chess players will learn the heroes they can root for!

The Complete Chess Course-Fred Reinfeld 1959 An authoritative guide illustrates the basic techniques of chess play as well as the tactical stategy of professional games

Books in Print- 1995

Mind Master-Viswanathan Anand 2019-12-08 Few people know better than Viswanathan Anand how to think strategically at lightning speed and work under immense pressure to overcome the toughest odds. From the time he learnt to move pieces on a chessboard as a six-year-old, Vishy ? as Anand is fondly called ? has racked up innumerable accolades. The first World Chess Champion from Asia, he emerged on to the world stage when chess was largely a Soviet preserve, climbed the ranks to become World No. 1, bagged five World Championship titles and won tournaments across all formats of the game. A peerless ambassador of chess, his is one of the most revered names in the sport. In Mind Master, Vishy looks back on a lifetime of games played, opponents tackled and circumstances overcome, and draws from its depths significant tools that will help every reader navigate life?s challenges: What role do tactics and strategy play in the preparation for achieving a goal? How can emotions be harnessed to your advantage in tricky situations? What precautions should you take before you decide to leave your comfort zone and embrace risk? What do you need to do to stay relevant in the face of rapidly changing realities? Is unlearning really the only way to learn? These are just some of the nuggets Vishy touches upon with characteristic wit, easy wisdom and disarming candour in Mind Master ? a delightful and invaluable exploration into the self that will thrill, inspire and motivate readers as few books have done before.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION