

HOW COMPUTERS PLAY CHESS

DAVID LEVY
MONTY NEWBORN



C O M P U T E R S C I E N C E P R E S S

How Computers Play Chess

Mike Sharples, Rafael Pérez y Pérez



How Computers Play Chess:

How Computers Play Chess David N. L. Levy, Monroe Newborn, 1991 Traces the development of computer chess programs looks at recent programs that have challenged human chess champions and describes commercially available software

All About Chess and Computers D. Levy, M. Newborn, 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 programming were made some twenty five years ago interest in the subject has grown from year to year During the late 1950s the subject was first brought to the attention of the public by an article in Scientific 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

Think Like a Computer Fm Bill Jordan, 2019-03-28 Computer chess has had a large impact on chess in the last two decades Players have access to databases containing millions of games they can even look up games played by a potential opponent The Internet allows players to play fast games against players all around the world Games can be watched live as they are being played Computer chess programs or chess engines have become very strong Not only can be used as practice they can be used to analyse games or study openings Books have been written on how a player can study with the assistance of a chess engine In the 1970s there was a popular chess book called Think Like a Grandmaster by Soviet GM Alexander Kotov He later wrote Play Like a Grandmaster and Train Like a Grandmaster He wrote from his own experience and other grandmasters he rubbed shoulders with He wrote on tree of analysis candidate moves avoiding blunders when not to analyse positional ideas endgames etc He gave ordinary chess players an insight into the mind of a grandmaster To some extent this book helped them to think like a grandmaster These days strong computer programs called chess engines are very strong indeed The top engines currently have ELO ratings above 3500 They can often analyse faster and more reliably than strong grandmaster We have Think Like a Grandmaster so why not have Think Like a computer There are many things we can learn from the strengths and weaknesses of chess engines What can we learn from the way computers play The author has been writing his own hobby chess engines since the 1990s This book is designed to impart knowledge gained from this experience to chess players of all levels Note that this book is not about using computers to practice with or study chess Its about what chess

players can learn from how computers play chess Its also for readers who may be curious to learn something about how computers play chess You do not need to be computer programmer to learn from how computers play chess You do not even need a chess set to read this book **The Complete Idiot's Guide to Chess** Patrick Wolff,2003-02-05 Confused by esoteric chess terms like castling forking and making Luft Can t tell whether you ve got your opponent in check or checkmate This book will tell you everything you need to know to become a budding Kasparov from the names of pieces and their movements to tactics and strategies from advanced maneuvers to setting up chess tournaments and clubs where you can test your skills Also covered a history of chess from its beginnings in ancient India to how it became the world s most played game all the basics of the board and the pieces elementary rules and object of the game famous openings and well know tactics sneak attacks and other tricky plays exercises that explain strategies and chess move annotations often found in newspapers and advice for using the Internet and computer programs to better your game and tips on starting a chess club or tournament

Play Winning Chess Against Computers Eric Dana,2015-02-20 Play Winning Chess Against Computers Chess computers are great As chess players We get a quality opponent ready to play whenever we are Whether it s at home on a desktop or out with a laptop or even on a smartphone The only problem is the that the things are just so darn hard to beat Now with this new book by National Master Eric Dana you will learn the secrets to beating the chess computers This is not to say that you will always win some of these programs are rated higher than the top players in the world This book cannot promise that but it will promise to improve your chances and score much better when playing against the machines Some chapters include The history of computer chess How computers play chess What they do well and what they do poorly General tips when playing against computers Three specific plans to win or draw more often How to handle online chess players who use computers to cheat Resources relating to computer chess including free software films This ebook is loaded with diagrams so that it is easy to read without a chessboard although you will get more out of the book if you do follow along with a chess set Please note that this book assumes you know how to play chess read chess notation and understand common chess terminology In short this is the most complete book ever written on defeating computers at chess *Chess and Computers*

David N. L. Levy,1976 **The Psychology of Chess Skill** Dennis H. Holding,2021-10-07 Both chess play and psychological research offer rewards to their participants in the form of intellectual satisfaction It seems to follow that combining these two forms of activity by carrying out research into chess play should be a particularly engaging enterprise In the mid 1980s enough was now known for it to be feasible to tell a reasonably satisfying story by piecing together the accumulated results of experiments on chess There were remaining gaps in knowledge but the structure of chess skill had at least become sufficiently evident to exhibit where the gaps lay Originally published in 1985 this book was an attempt to summarize the progress that had been made at the time recounting some of the components of the research process while describing how the chessplayer seems to think imagine and decide **The Complete Idiot's Guide to Chess, 3rd Edition** Patrick

Wolff,2005-05-03 Written by a U S Chess Champion International Chess Grandmaster and longtime instructor this book includes information for both novice and expert including over 400 illustrated chessboards and photos over 20 pages of detailed answer key notes a completely new chapter on new evidence about chess and its impact on brain power a guide to the art of chess collectibles and more Foreword by Larry Evans former International Grandmaster and author of 20 highly acclaimed chess books and a popular monthly advice column in Chess Life For the beginner or the champ and for young and old

Story Machines: How Computers Have Become Creative Writers Mike Sharples,Rafael Pérez y Pérez,2022-07-05 This fascinating book explores machines as authors of fiction past present and future For centuries writers have dreamed of mechanical storytellers We can now build these devices What will be the impact on society of AI programs that generate original stories to entertain and persuade What can we learn about human creativity from probing how they work In *Story Machines* two pioneers of creative artificial intelligence explore the design and impact of AI story generators The book covers three themes language generators that compose coherent text storyworlds with believable characters and AI models of human storytellers Providing examples of story machines through the ages it covers the history recent developments and future implications of automated story generation Anyone with an interest in story writing will gain a new perspective on what it means to be a creative writer what parts of creativity can be mechanized and what is essentially human *Story Machines* is for those who have ever wondered what makes a good story why stories are important to us and what the future holds for storytelling

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 Department Department of Computer Science University of Alberta 6200 MD Maastricht Edmonton Netherlands Alberta Canada T6G 2H1

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Computers and Games Tony Marsland, 2001 This book constitutes the thoroughly refereed postproceedings of the Second International Conference on Computers and Games CG 2001 held in Hamamatsu Japan in October 2000 The 23 revised full papers presented together with two invited contributions and five reviews were carefully refereed and selected during two rounds of reviewing and improvement The papers are organized in topical sections on search and strategies learning and pattern acquisition theory and complexity issues and further experiments on game the reviews presented are on computer language games computer Go intelligent agents for computer games RoboCup and computer Shogi *Routledge Handbook of Bounded Rationality* Riccardo Viale, 2020-12-02 Herbert Simon's renowned theory of bounded rationality is principally interested in cognitive constraints and environmental factors and influences which prevent people from thinking or behaving according to formal rationality Simon's theory has been expanded in numerous directions and taken up by various disciplines with an interest in how humans think and behave This includes philosophy psychology neurocognitive sciences economics political science sociology management and organization studies The Routledge Handbook of Bounded Rationality draws together an international team of leading experts to survey the recent literature and the latest developments in these related fields The chapters feature entries on key behavioural phenomena including reasoning judgement decision making uncertainty risk heuristics and biases and fast and frugal heuristics The text also examines current ideas such as fast and slow thinking nudge ecological rationality evolutionary psychology embodied cognition and neurophilosophy Overall the volume serves to provide the most complete state of the art collection on bounded rationality available This book is essential reading for students and scholars of economics psychology neurocognitive sciences political sciences and philosophy

SOFSEM '97: Theory and Practice of Informatics Frantisek Plasil, 1997-11-05 This book constitutes the refereed proceedings of the 24th Seminar on Current Trends in Theory and Practice of Informatics SOFSEM 97 held in Milovy Czech Republic in November 1997 SOFSEM is special in being a mix of a winter school an international conference and an advanced workshop meeting the demand for ongoing education in the area of computer science The volume presents 22 invited contributions by leading experts together with 24 revised contributed papers selected from 63 submissions The invited presentations are organized in topical sections on foundations distributed and parallel computing software engineering and methodology and databases and information systems *Liability for Crimes Involving Artificial Intelligence Systems* Gabriel Hallevy, 2014-11-06 The book develops a general legal theory concerning the liability for offenses involving artificial intelligence systems The involvement of the artificial intelligence systems in these offenses may be as perpetrators

accomplices or mere instruments The general legal theory proposed in this book is based on the current criminal law in most modern legal systems In most modern countries unmanned vehicles sophisticated surgical systems industrial computing systems trading algorithms and other artificial intelligence systems are commonly used for both industrial and personal purposes The question of legal liability arises when something goes wrong e g the unmanned vehicle is involved in a car accident the surgical system is involved in a surgical error or the trading algorithm is involved in fraud etc Who is to be held liable for these offenses the manufacturer the programmer the user or perhaps the artificial intelligence system itself The concept of liability for crimes involving artificial intelligence systems has not yet been widely researched Advanced technologies are forcing society to face new challenges both technical and legal The idea of liability in the specific context of artificial intelligence systems is one such challenge that should be thoroughly explored **Advanced Intelligent**

Paradigms in Computer Games Norio Baba, Hisashi Handa, 2007-06-26 The evolution of technologies has greatly changed the basic structure of our industry and nature of our daily lives Industries which did not exist several decades ago have made remarkable progress in recent years and our lives have flourished One of the most typical examples is the computer game industry This book presents a sample of the most recent research concerning the application of computational intelligence techniques and internet technology in computer games This book contains eight chapters The first chapter by N Baba and H Handa is on utilization of evolutionary algorithms to increase excitement of the COMMONS GAME It is shown that the original COMMONS GAME which is one of the most popular environmental games has been made much more exciting by the intelligent utilization of the two evolutionary algorithms The second chapter by H Barber and D Kudenko is on adaptive generation of dilemma based interactive narratives In this chapter they present an interactive narrative generator that can create story lines that incorporate dilemmas to add dramatic tension They also briefly touch upon the possibility that their work could provide a useful tool for making dramatically interesting game playing possible The third chapter by J Tongelius S M Lucas and R D Nardi is on computational intelligence CI in racing games The authors suggest that CI techniques can be used for various purposes such as controller evolution for the racing and track evolution for a proficient player **Deep Blue** Monty Newborn, 2013-03-20 is a competitor of the Deep Blue team I had mixed emotions as I watched their chess playing machine defeat World Chess Champion Garry Kasparov during their 1997 Rematch On the one hand it meant that our MIT program Socrates would not be the first program to defeat a human World Chess Champion On the other hand I felt great admiration for the monumental engineering accomplishment that Deep Blue's victory represented and proud for the small part that my own team had played in advancing computer chess research After over 50 years of concerted effort to produce a chess playing machine capable of beating the best human Deep Blue finally attained the goal that so many computer scientists had sought In this entertaining and informative book Monty Newborn chronicles the story of Deep Blue from its origins as Chiptest at Carnegie Mellon University to its winning the Rematch as a top IBM research project You do

not have to be a chess player or a computer scientist to enjoy this marvelous tale of man and machine Monty paints the characters of this drama in vivid colors from the technical geniuses CB Hsu Murray Campbell and Thomas Anantharaman to the visionary manager CJ Tan As only an insider can Monty recreates the excitement of the event including the IBM marketing hype and the marvelous compendium of editorial cartoons **Deep Blue** Monroe Newborn, Monty Newborn, 2003 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 the 1989 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 Complex Systems in the Social and Behavioral Sciences L. Douglas Kiel, Euel W. Elliott, 2021-06-22

Complexity Systems in the Social and Behavioral Sciences provides a sophisticated yet accessible account of complexity science or complex systems research Phenomena in the behavioral social and hard sciences all exhibit certain important similarities consistent with complex systems These include the concept of emergence sensitivity to initial conditions and interactions between agents in a system that yield unanticipated nonlinear outcomes The topics discussed range from the implications for artificial intelligence and computing to questions about how to model complex systems through agent based modeling to complex phenomena exhibited in international relations and in organizational behavior This volume will be an invaluable addition for both the general reader and the specialist offering new insights into this fascinating area of research

Man vs. Machine Karsten Müller, Jonathan Schaeffer, 2018-10-30 Man vs Machine Technology continues to advance at a rapid pace It may sound quaint today but not so long ago computers battled humans for supremacy at the game of chess The challenge of building a computer program capable of defeating the best of human kind at chess was one of the original grand challenges of the fledgling field of artificial intelligence On one side were dedicated scientists and hobbyists who invested decades of effort developing the software and hardware technology on the other side were incredibly talented humans with only their determination and preparation to withstand the onslaught of technology The man versus machine battle in chess is a landmark in the history of technology There are numerous books that document the technical aspects of this epic story The human side is not often told Few chess players are inclined to write about their man machine encounters other than annotating the games played This book brings the two sides together It tells the stories of many of the key scientists and chess players that participated in a 50 year research project to advance the understanding of computing technology Grandmaster Karsten Müller and Professor Jonathan Schaeffer have managed to describe the fascinating history of the

unequal fight of man against machine in an entertaining and instructive way It evoked pleasant and not so pleasant memories of my own fights against the monsters I hope that their work gives you as much pleasure as it has given me From the
Foreword by Vladimir Kramnik 14th World Chess Champion

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