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Scalable search in computer chess : algorithmic

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9th World Computer-Chess Championship (June 1999): 4.5 points out of 7 games (3x win, 3x draw, 1x loss) - finished on shared 5th place as 6th of 30 participants in main tournament (microcomputer Vice-Champion and best microcomputer amateur overall, see below)

Holdings : Scalable search in computer chess : | York ...

Here we take modest steps towards addressing these challenges by developing a scalable machine learning approach to Go. Clearly good evaluation functions and search algorithms are essential in-gredients of computer board-game systems. Here we focus primarily on the problem of learning a good evaluation function for Go in a scalable way.

Scalable Search In Computer Chess

Scalable Search in Computer Chess: Algorithmic Enhancements and Experiments at High Search Depths (Computational Intelligence) [Ernst A. Heinz, Wolfgang Bibel, Rudolf Kruse] on Amazon.com.

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Scalable Search in Computer Chess - Springer

Abstract. Deep Blue is the chess machine that defeated then-reigning World Chess Champion Garry Kasparov in a six-game match in 1997. This paper describes the Deep Blue system, and gives some of the rationale that went into the design decisions behind Deep Blue.

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A Scalable Machine Learning Approach to Go

Ernst A. Heinz, a German computer scientist affiliated with the UMIT, Hall in Tirol, and previously with the International University (IU) Bruchsal. In 1993, Ernst A. Heinz and Peter Gillgasch, two students at the University of Karlsruhe, founded a computer-chess group and started to write a chess program, the rotated bitboard engine DarkThought, in 1994 joined by Markus Gille.

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Sixteen years later, the studies would lead to victory in the first world chess tournament for computer programs held in Stockholm during the 1974 IFIP Congress. An important component of this success

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was a deep study of the problems of information organization in computer memory and of various search heuristics .

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