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increasing depths. It shows how to make sophisticated game-
tree searchers more scalable at ever higher depths.

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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 ingredients 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 | SpringerLink

Scalable Search in Computer Chess: Algorithmic Enhancements and Experiments at High Search Depths (Computational Intelligence)

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.

WWW Pages of "DarkThought"

Scalable Search in Computer Chess by Ernst A. Heinz Among others the following books were published in the series of Artificial Intelligence Automated Theorem Proving by Wolfgang Bibel (out of print) Fuzzy Sets and Fuzzy Logic Foundation of Application -from a Mathematical Point of View by Siegfried Gottwald . . Fuzzy Systems In Computer Science

Ernst A. Heinz - Chessprogramming wiki

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scalable search in computer chess The only hope to get scalable parallelism in a game tree search is to split the. The text covers issues of comparability as for search depths, the detection of duplicate.

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

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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. *FREE* shipping on qualifying offers.

Deep Blue - ScienceDirect

Join millions of players playing millions of chess games every day on Chess.com. Choose from online blitz, daily games, or play against the computer. Play from home, work, and on the go with

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The book presents new results of computer-chess research in the areas of selective forward pruning, the efficient application of game-theoretical knowledge, and the behaviour of the search at increasing depths. It shows how to make sophisticated game-tree searchers more scalable at ever higher depths.

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The text presents results of computer-chess research in the areas of selective forward pruning, the efficient application of game-theoretical knowledge, and the behaviour of the search at increasing depths. It shows how to make sophisticated game-tree searchers more scalable at ever higher depths.

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Scalable search in computer chess : algorithmic enhancements and experiments at high search depths / Author: Ernst A. Heinz. Publication info: ... The American chess player's handbook : based on the work of Staunton and modern authorities, teaching the rudiments of the game, and giving an analysis of all the recognized openings ; illustrated by ...

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Scalable Search in Computer Chess: Algorithmic Enhancements and Experiments at High Search Depths (Computational Intelligence) by Heinz, Ernst A. (2003) Paperback Tapa blanda - 1709 de Ernst A. Heinz (Autor)

Scalable Search in Computer Chess - Algorithmic ...

Book Review: Scalable Search in computer chess - algorithmic enhancements and experiments at high search depth. Article in Ai Communications 13:279-280 · January 2000 with 33 Reads

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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

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5th place as 6th of 30 participants in main tournament
(microcomputer Vice-Champion and best microcomputer
amateur overall, see below)

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.