(Free pdf) How Computers Play Chess

How Computers Play Chess

David N. L. Levy
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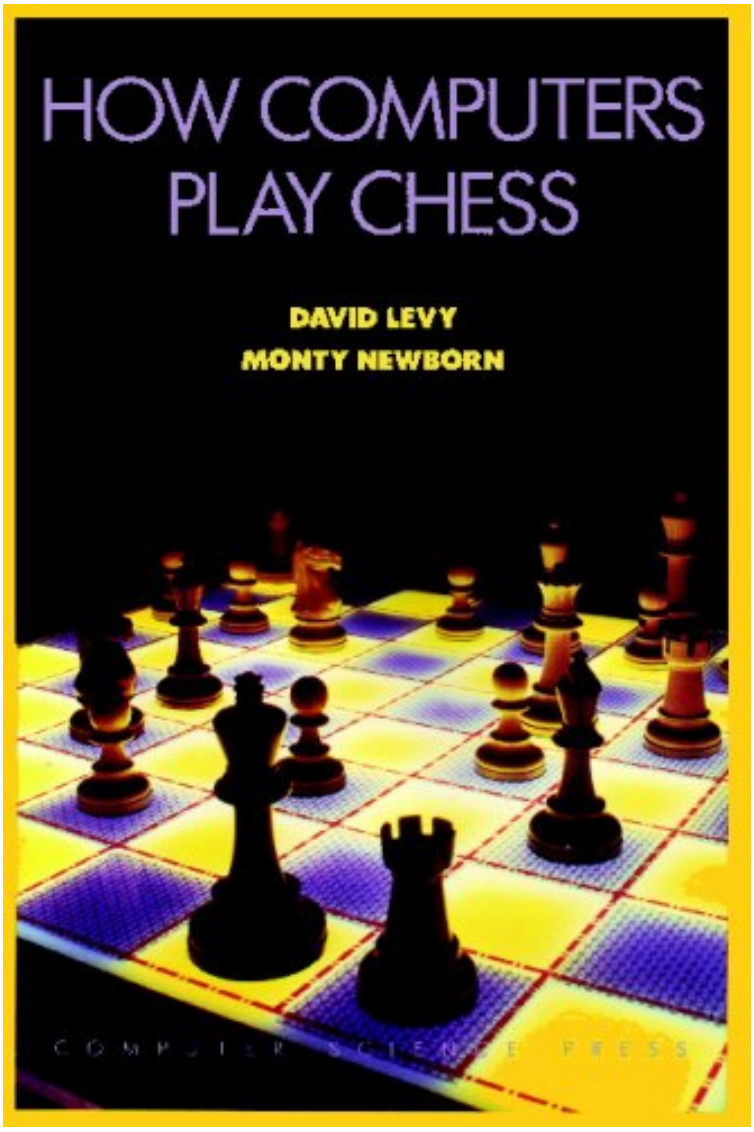

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#1291091 in Books The House of Staunton, Inc. 2009-04-14Original language:EnglishPDF # 1 9.00 x .58 x 6.00l, .85 #File Name: 4871878015256 pagesAuthor: David LevyPages: 256 PagesPublication Years: 2009 | File size: 76.Mb

David N. L. Levy : How Computers Play Chess before purchasing it in order to gage whether or not it would be worth my time, and all praised How Computers Play Chess:

1 of 2 people found the following review helpful. I know David Levy.By Carlos Urtasun EstangaIn 2009 I was a member of the Organizing Commitee of the World Computer Chess Championship and I had the honour to know David Levy [...]Is a very interesting man, very kind and a real patriarch of the chess computer.He talks about the

computer chess story and was a pleasure listen him.This book is a deep explanation about this subject until the 90's.0 of 0 people found the following review helpful. The highlight of my computer chess book collectionBy Eric NicholsExcellent book -- it's the highlight of my extensive computer chess book collection.I read it in high school in the early 1990s after some failed attempts to write my own chess engine. Highlights were clear sections on alpha-beta pruning, killer move heuristics, hash tables for position transposition detection, and quiescence search. This was actually my first introduction to those topics, so for me this doubled as a "random topics in computer science" text as well as computer chess book. I really appreciated all the details, good diagrams, and the clear communication style. The historical perspective is also top-notch; it's great to play through games of early chess programs. I especially liked the diagrams of very early games where the boards used were smaller than 8x8 in order to reduce computation time.I cant recommend this highly enough if you are interested at all in the history and details of computer chess. Sure, its focus is on the pre-Deep Blue era, but this book has the most important details. I'm confident that by implementing the algorithms in here on 2015-era hardware, a decent programmer would have a chess program that could beat almost anyone without much work.13 of 14 people found the following review helpful. Could it have been better for a second reprint 18 years laterBy JuanPablo JofreI was expecting that this new April 2009 reprint of the book, 18 years later, would have included some of the state-of-the-art techniques on how computers play chess these days (circa 2010).But, aside some interesting historical perspectives in the central chapters of the book, there is little new in this book when compared to David Levy's "The Joy of Computer Chess" 1984; that was a huge breakthrough, at that time, on how computers used play chess (IMHO).It is an interesting book if you are searching the early history of "How Computers used to Play Chess"; but it is not a book on how today (2009~2010) computers play chess.

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.

About the AuthorDavid Neil Lawrence Levy (b. March 14, 1945, in London), is a Scottish International Master of chess, a businessman noted for his involvement with computer chess, and the founder of the Computer Olympiads and the Mind Sports Olympiads. He has written more than 40 books on chess and computers.