KASPAROV VERSUS DEEP BLUE : COMPUTER CHESS COMES OF AGE PDF, EPUB, EBOOK



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Deep Blue versus Garry Kasparov - Wikipedia

In February , a chess-playing computer known as Deep Blue made history by defeating the reigning world chess champion, Gary Kasparov, in a game played under match conditions. Kasparov went on to win the six-game match and at the end of the match announced that he believed that chess computing had come of age. This book provides an enthralling account of the match and of the story that lies behind it: the evolution of chess-playing computers and the development of Deep Blue. The story of chess-playing computers goes back a long way and the author provides

a whistlestop tour of the highlights of this history. As the development comes to its culmination in Philadelphia, we meet the Deep Blue team, Garry Kasparov and each of the historic six games is provided in full with a detailed commentary. Chess grandmaster Yasser Seirawan provided a lively commentary throughout the match and here provides a Foreword about the significance of this event.

Springer Professional. Back to the search result list. Table of Contents Frontmatter 1. Learning to Fly Abstract. Venturesome human aviators taped wings to their backs, jumped off cliffs, flapped their arms like mad and crashed to the ground. Certainly they will never learn to fly like us, thought the birds. For many years, the birds laughed and laughed, but slowly they became fascinated with the progress being made, and they began to sit quietly on their branches watching their world change. Today, we have built aircraft that have gone to the moon and beyond, and the birds are resigned to sharing their space with these sleek metallic marvels, but there is still no bird that would agree that these inflexible contraptions really can fly. The game of chess consists of three phases: an opening phase, a middle-game phase, and an endgame phase, as depicted in Figure 2.

The opening phase lasts anywhere from five to fifteen moves. Computers access large databases that assist in selecting moves during this stage, although when playing the leading players, these databases serve more as damage-control devices than as anything else. In Chapter 9, it will be seen that Deep Blue did not outplay Kasparov during this phase. Although computers play endgames quite well and probably better than they are given credit for, this stage also favors the leading players since many endgames involve subtle moves that cannot be understood by even the strongest programs. However, if the endgame is reached with five or fewer pieces on the board, not counting pawns, it favors the computers since a database of all five-piece endgames exists. Of course, to reach this phase is no simple matter. The s were the days of the Cold War between the United States and the former USSR, but as cold as relations were between these two adversaries, there was one area where some friendly cooperation took place.

The authors of two chess programs, one in the United States and the other on the other side of the Iron Curtain and both the cream of the thin crop of those days, agreed to hold a friendly four-game match in with moves communicated across the Atlantic by telegraph. He had a working program in a month, receiving help from Donald Eastlake and Stephen Crocker. In the spring of , his creation, Mac Hack , participated in several tournaments against humans in the Boston area, earning a rating in the low fifteen-hundreds. In the middle s, time sharing was in its infancy, and MIT had a large government grant to carry on research in this area.

In , a team of Northwestern University graduate students, Larry Atkin, Keith Gorlen, and David Slate, began work on a series of chess programs called at first Chess 2. Slate and Atkin were good chess players; Slate was an expert while Atkin was a notch weaker. Their succession of programs could be characterized as well debugged with sound heuristics. Chess 3. Register now to get updates on promotions and. Or Download App. How can we help you? No result found for "OK". Please press enter for search. Visit Help Center. Trending Searches. Cart 0. Item s Added To cart Qty. If you are a new user Register login. Help Center. Exchange offer not applicable.

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- Kasparov versus Deep Blue Computer Chess Comes of Age by Monty Newborn

Kasparov offered a draw on move 23 which the computer declined. Deep Blue's play after the draw offer steadily went downhill as Kasparov took over the initiative and never let up until the computer was forced to resign. Kasparov stuck to his game plan and strategy with White keeping a more closed position against Deep Blue. This was the most one-sided game of the match, and Kasparov was able to put the final nail in the coffin of Deep Blue, proving that man was still king of the royal game. Kasparov vs. Deep Blue Rematch. The much anticipated rematch of man vs.

Could the Deep Blue team create a stronger machine in one year to take on the world's best chess player? Many were skeptical, but Deep Blue was out to prove the rapid progress of artificial intelligence. Kasparov was shocked at Deep Blue's play in this game. Move 44 in the first game is said to be the result of a computer "bug" when the machine could not figure out what move to play and simply collapsed. Game number two of the match was the most controversial encounter of the match. After the loss, Kasparov made it known that he felt that the IBM team cheated by receiving outside information from a grandmaster starting with move In a later interview in , Kasparov said after much analysis and looking at both his own and the computers' play that he takes back his conclusions on what happened during this game.

Coming in to play game three of the match, Kasparov's focus would be put to the test after round two's conflicts with the Deep Blue team. The question would be if Kasparov could continue the match and put this game behind him in order to bring out his best chess. The interesting part of game three is Kasparov's anti-computer opening which was somewhat of a revolution at the time. The position after 48 moves was exhausted, and the game was drawn. Book Specifications. ISBN Language English. Binding Paper Back.

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Be3 cxd4 9. Qxe2 Bxc3 Qxf3 Qd5 Qd3 Rc8 Rfc1 Qc4 Qxc4 Rxc4 Rcb1 b6 Bb8 Ra4 Rb4 Ra5 Rc4 Bd6 Ra8 Rc6 b5 Kf1 Ra4 Rb1 a6 Ke2 h5 Kd3 Rd8 Be7 Rd7 Rb3 Kg7 Ke3 e5 Kf3 Rd7 Rd3 Raxd4 Rxd4 Rxd4 Nbd2 Nf6 5. Bd3 Bd6 7. Nxe4 Nxe4 9. Bxe4 Bc2 e5 Re1 exd4 Qxd4 Bc5 Qc3 a5 Be3 Bxe3 Rxe3 Bg4 Ne5 Re8 Rae1 Be6 Nxc4 bxc4 Re4 Nf6 Rxc4 Nd5 Qe5 Qd7 Rg4 f6 Qd4 Kh7 Re4 Rd8 Kh1 Qc7 Qf2 Qb8 Ba4 c5 Bc6 c4 Rxc4 Nb4 Bf3 Nd3 Qh4 Qxb2 Qg3 Qxa3 Rc7 Qf8 Ra7 Ne5 Rxa5 Qf7 Rxe5 fxe5 Qxe5 Re8 Qf4 Qf6 Bh5 Rf8 Qc7 Qd4 Kh2 Ra8 Nf3 Nf6 3. Nc3 Nc6 4. Nxd4 Bb4 6. Nxc6 bxc6 7. Bd3 d5 8. Bg5 c6 Qf3 Be7 Rae1 Re8 Ne2 h6 Bf4 Bd6 Nd4 Bg4 Qg3 Bxf4 Qxf4 Qb6 Qd2 Ne4 Bxe4 dxe4 Qc3 f5 Rd1 Be6 Qe3 Bf7 Qc3 f4 Rd2 Qf6 Kg2 Qe5 Rd3 e2 Rxc3 Rxd4 Kf2 g5 Re3 Be6 Rc3 Bc4 Ke1 Rd3 Kf2 Kg6 Rxd3 Bxd3 Ke3 Bc2 Kd4 Kf5 Kd5 h5 0—1 Resignation [18] [19].

Kasparov—Deep Blue, , rd 6. Rb4 [20]. Bb2 cxd4 8. Rc1 Bd3 Bd7 Re1 Nf4 Bb1 Bd6 Ne5 Rc8 Nxd7 Qxd7 Nf3 Bb4 Re3 Rfd8 Qd3 g6

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Even though the final position has Kasparov queening a pawn, Deep Blue's pieces were coordinated enough to force perpetual check. The final of the match of Kasparov vs. Deep Blue shocked Kasparov and the world. Deep Blue played a very aggressive sacrificing a knight on move eight! Kasparov never recovered from this stunning move and went down in flames in just 19 moves. This match was such an attraction around the world that it inspired a film documentary covering the excitement. This well thought-out documentary contains interviews with Kasparov, chess fans, the Deep Blue team, as well as actual match footage. You really get to see all that went into this match, the suspicions and drama, and Kasparov's perspective. Updated: Oct 12, , AM. Deep Blue Match Kasparov vs. Deep Blue Rematch The match that inspired a film Kasparov vs. Play Chess with the Down and Nerdy. Articles For Beginners. Opening Theory. Amazing Games. Chess Players. Study Plans. Curriculum for Kids.

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Slate and Atkin were good chess players; Slate was an expert while Atkin was a notch weaker. Their succession of programs could be characterized as well debugged with sound heuristics. Chess 3. Thompson has a tremendous amount of energy, and when he becomes interested in something, exciting things happen. In addition to his work on computers, Thompson had other strong interests, including traveling to the South Pole, restoring antique autos, and, well, flying, about which a story cannot go unrecorded. Early on, he teamed up with Bert Gower, a fellow member of the USM Chess Club and a professor of music at the university; Gower worked primarily on book openings. The program slowly improved during the late s and by had earned a USCF rating of The next year, Hyatt had the opportunity to install his program on a Cray-1 computer, renaming the program Cray Blitz.

At the ACM championship, a special speed-chess tournament was held, and Cray Blitz captured first place, going undefeated in nine games. This gave notice to the computer chess community that Cray Blitz was going to be a serious contender in the coming years. It was awarded second place based on tie-break points. He had received his undergraduate degree in electrical engineering from Taiwan National University. His interest in computer chess had been fermenting for some time, but it was triggered into action when he heard Hans Berliner lecture on the subject. As their host, I watched for them as the passengers left the airplane, but somehow they got by.

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Share This Paper. Background Citations. Methods Citations. Results Citations. Topics from this paper. Computer chess. Deep Blue versus Garry Kasparov. Deep Blue chess computer. Citation Type. Has PDF. Publication Type. More Filters. Deep Blue Establishes Historic Landmark. Deep Blue's play after the draw offer steadily went downhill as Kasparov took over the initiative and never let up until the computer was forced to resign. Kasparov stuck to his game plan and strategy with White keeping a more closed position against Deep Blue. This was the most one-sided game of the match, and Kasparov was able to put the final nail in the coffin of Deep Blue, proving that man was still king of the royal game.

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