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Computer Chess Compendium

Computer Chess Compendium is an exceptionally useful reference for anyone who wants to really understand how computers play chess. This is the reference for which I have been looking and I cannot say enough good things about it.

Computer Chess Compendium: Levy, David N.L.: 9784871878043 ...

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This may not be the most up-to-date material but it is still all very relevant and instructional and is still foundational for modern computer chess understanding. Computer Chess Compendium is an exceptionally useful reference for anyone who wants to really understand how computers play chess.

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Computer chess compendium (eBook, 1988) [WorldCat.org]

Computer chess compendium Programming a computer for playing chess. Pages 2-13. Previous Chapter Next Chapter. ABSTRACT. No abstract available. Index Terms. Programming a computer for playing chess. Software and its engineering. Software creation and management. Designing software. Comments

Programming a computer for playing chess | Computer chess ...

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Computer Chess Compendium (Progress in Colloid and Polymer ...

Computer Chess Compendium by D. Levy, 9781475719703, available at Book Depository with free delivery worldwide.

Computer Chess Compendium : D. Levy : 9781475719703

Chess has proved to be an excellent model environment for this purpose. About a decade ago in the pages of this journal, one of us, with Allen Newell, described the progress that had been made up to that time in using information-processing models and the techniques of computer simulation to explain human problem-solving processes.

Skill in Chess | SpringerLink

Chess ran on Control Data Corporation 's line of supercomputers. Work on the program began in 1968. It dominated the first computer chess tournaments, such as the World Computer Chess Championship and ACM's North American Computer Chess Championship. Chess was the first published use of the bitboard data structure applied to the game of chess.

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