TOWARDS UNDERSTANDING INTUITION

This is my last Editorial as Editor-in-chief of the ICGA Journal. By the publication of the December 2015 issue, I complete a period of over 32 years during which I served the ICCA/ICGA in the function mentioned above. I enjoyed my time at this wonderful Journal, my contacts with all our readers, and above all my close collaboration with authors, editors and referees. As of January 2016, I will be succeeded by Professor Aske Plaat, a skilled and clever researcher who has been recently appointed at Leiden University. This implies that I will support him and educate him on the intricacies of our games world. So, readers, I will not completely fade away.

In this issue, I would like to provide you with some food for thought by a publication titled Computers and Intuition (see pp. 195-208). It is an abridged and slightly adapted version of my Valedictory Address from Tilburg University, delivered on January 29, 2016. From my own research experiences that started in my Ph.D. phase I sketch my scientific development, and arrive at the point where the following prediction is unavoidable: Intuition is Programmable. For the believers it will be joy to read this prediction. For the disbelievers, there is a line of reasoning which is worth serious consideration before it is set aside as “this will never happen”.

The development of the contents of my Valedictory Address (written in November and December 2015) coincided with the hidden arrival of AlphaGo in our games world. In October 2015, AlphaGo defeated the three-time European Go Champion Fan Hui (ranked 2 dan professional) by 5–0. On January 26 – three days before my Valedictory Address – Google’s DeepMind in London announced the Nature Publication (see references) and also announced their match against Lee Sedol (one of the best Go players in the world over a time span of 10 years).

Three prevailing questions came up. Did not Go take the place of Chess in 1997, when DEEP BLUE defeated the human World Champion Gary Kasparov? Was not Chess intuition replaced by Go intuition as a challenging research topic? What would be the future answer with respect to intuition research in general?

As you know the ICGA Journal is flourishing. Therefore, your Editor is pleased to offer you next to his Valedictory Address much more insight into the complexities of the intuitive method, viz. while becoming proficient at MiniShogi. See the article by Takeshi Ito and Daisuke Takano (pp. 209-223). One of their observations is a correlation between the correct answer rates for intuitive questions and deliberative problems, suggesting a relationship between intuitive thinking and deliberative thinking.

Of course, the exciting developments in the Go world will be the topic of the March 2016 issue. However, in the current issue we also devote space to Go. Thomas Wolf presents A Classification of Semeai with Approach Moves (T. Wolf) (see pp. 224-226).
Moves (see pp. 224-241), in which he analyses liberty races (semeai). It is a rigorous treatment of positions with approach moves. The breakthrough of the article is that the classification uses (1) the presence of approach moves, (2) the presence of shared liberties, and (3) the absence of eyes. Soon we will see that human deliberative thinking will match the computer’s intuition.

Exciting times are in front of us. I hope to see you in June-July 2016 in Leiden at the Festival of ICGA events. Finally, for your information, in the article Computers and Intuition, I acknowledge a small set of co-workers, collaborators and friends within the ICGA. Therefore, there are no acknowledgements here. I wish our readers all the best and thank them for their support from August 1983 to January 2016.

References


Jaap van den Herik

The credits of the photograph in this issue are to: I-Chen Wu.