

## LITERATURE RECEIVED

### HEURISTIC PROGRAMMING IN ARTIFICIAL INTELLIGENCE

#### The First Computer Olympiad

*D.N.L. Levy and D.F. Beal (Eds.)*

ISBN 0-7458-0778-X (Ellis Horwood Limited)

ISBN 0-470-21659-X (Halsted Press)

Chichester, UK, 1989

288 pages

This book contains a report on the First Computer Olympiad, held in the Park Lane Hotel in London on August 9th - 15th, 1989. It consists of the results and some selected annotated games from the tournaments as well as the conference papers of the First London Conference on Computer Games. Both were essential parts of the Olympiad.

We quote the abstract:

"Recent developments in Artificial Intelligence have suggested that either computers can think, or that they give the impression of thinking: computer intelligence is here to stay and there is a constant incentive to improve the performance of game-playing computer programs. Heuristic programming is the main theme of this book, which is based on the first-ever world computer games Olympiad, and is destined to become the first of a classic series of books in the AI field. The Olympiad attracted learned scholars and computer programmers alike, from North America, Europe and the Far East, to discuss widely varied topics related to the programming of 'thinking' games, and it produced a cross-fertilization of ideas to help research workers and programmers working in all areas of heuristic programming.

Research in the field of heuristic programming is largely funded by the US Defence Department. The ultimate goal to be reached by computer-game programming is to devise techniques applicable to a wide variety of problems in long-range strategic planning."

### KOMPIUTERNYE SHAKHMATY

*E. Ia. Gik*

Publisher: Fizkul'tura i sport

Bibliotechka shakhmatista

Moscow, 1990

80 Kopeck

In the USSR, a new chess book consisting of two parts has been published. The first part, *Otsenka Pozitsii* (An Evaluation of Positions) by A.V. Lysenko does not treat computer chess. The second part by E.Ia. Gik has the title *Kompiuternye Shakhmaty* (Computer Chess). A table of contents of this part follows.

Predislovie (Preface), p. 80.

Ch. 1 Malen'koe chudo (A Small Wonder), pp. 81-96.

Ch. 2 Chempionaty mira sredi mashin (World Champions among Machines), pp. 96-122.

Ch. 3 Komp'yuter protiv cheloveka (Computers versus Humans), pp. 122-140.

Ch. 4 Komp'yuter analiziruet endshpil' (Computers Analysing the Endgame), pp. 141-169.

Desiat' partii EVM (Ten Computer Games), pp. 170-175.

The Editors are happy to have received this book and regard it as a sign that the interest in computer chess is growing in the USSR. They regret that no mention has been made of the source of the various results described in the booklet. Many of them are first published in our *ICCA Journal*.