

about the opening preferences of an opponent affords a strategic advantage to a chess program. The performance of this method is demonstrated and analyzed. Current chess programs that utilize knowledge about the opening repertoire of an opponent will be able to decrease the size of their opening books and can develop a game strategy from the start of the chess game instead of the beginning of the middle game."

The paper, which has eight references, is somewhat biased in that it assumes *small* memory sizes. Within this constraint, the paper aims at studying its opponent's opening book in order to learn his preferences and possibly to exploit his weaknesses. For given opponents, the accuracy of its limited methods in determining the probable opening-move selection of an opponent is demonstrated. The paper, acute in itself, suffers from obsolescence, not only by assuming extremely scant memory sizes but also by concentrating on a very few opponents, though, for those interested in the history of computer chess, the live Botvinnik is among them. The idea of opponent players adopting mutually misleading strategies is touched upon.

Readers wishing to have the full text please contact the author. For address, see the inside of the backcover.

CHESWARE RECEIVED

CHESSENDGAMES VOL. 1

Ken Thompson

AT&T Bell Laboratories

Pretty early, as judged by the frantic life cycle of computers, the distinction between hardware and software arose. As time went on, this fine and upstanding dichotomy was blurred by terms such as firmware and micro-ware. We now have to record, though not ungratefully, the emergence of chessware. It is still a medium for the elite, requiring your engine to attach naturally to a CDROM disk, for which interware facilities are essential not yet common to most of us. Yet, once you have them and can communicate with your CDROM at all, we have the pleasure to quote:

"This CDROM contains databases describing most of the 3- and 4-piece and several of the 5-piece chess end-games. It includes a machine-independent program written in ANSI C as an example of how to access the databases. The file README contains a more detailed description of the files on the disk.

BBvN BNvN NNvN PNvN PQvQ PRvR QvBB QvBN QvNN QvRB QvRN QvRR QBvQ QNvN QNvQ
QQvQ QRvQ QRvR RBvR RNvN RNvR RRvR.

Artwork: Lillian Schwartz, Gerard Holzmann."

The quote above omits to specify the Kings each side. Your editors share the curiosity of their readership in anticipating Vols. 2, 3, ... n, seeing that this rich database modestly announces itself as Volume 1.

The intending user is warned that the CDROM contains a highly compressed database not accessible without further programming in C or for that matter in any language smoothly interfacing with ANSI C. As the database stands it will not provide a SESAME-OPEN-ME solution to practical questions. This will require careful and expert programming.

What is more "report does not speak goldenly of his profit" since the disk is available to all Ken's fans for the very modest contribution of US \$ 10.- (cash and by cheque payable to Bell Laboratories) from Ken Thompson directly who as a contributor will have his full address listed on the inside of the backcover of this issue.