LITERATURE RECEIVED

NEW DIRECTIONS IN GAME-TREE SEARCH

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Workshop Report
Edmonton, 28th-31st May, 1989
iii + 139 pages
$10,- (Canadian)

This report contains the preprints of the workshop on "New Directions in Game-Tree Search", which was held during the 6th World Computer-Chess Championship in Edmonton, Canada. The following preprints are included:

- Hans J. Berliner: "What is still needed in Game Tree Search" (1 page).
- Robert Arlen Levinson: "A Self-learning, Pattern-Oriented Chess Progam" (10 pages).
- James J. Gillogly: "Transposition Table Collisions" (1 page).
- Harry Nelson: "Some Observations about Hash Tables in Cray Blitz" (3 pages).
- Ingo Althöfer: "A Summary of Some Results in Theoretical Game Tree Search and the Dreihirn-Experiment" (17 pages).
- Anders Kierulf, Ken Chen, and Jurg Nievergelt: "Smart Game Board and Go Explorer: A case study in software and knowledge engineering" (20 pages).
- Kiyoshi Shirayanagi: "A New Approach to Programming Go - Knowledge Representation and Its Refinement" (13 pages).
- Lynn Sutherland: "Load Balancing Search Problems on General-Purpose Multi-Computers" (12 pages).
- D. Kopec, E. Northam, D. Podber and Y. Fouda: "The Role of *Connectivity* in Chess" (6 pages).
- M. Newborn: "A Theorem Proving Program that Looks Like a Chess Program" (1 page).
- Mikhail Donskoy and Jonathan Schaeffer: "Perspectives on Falling From Grace" (9 pages).
- Donald Michie: "Automating the Discovery of Structure in Time-Varying Data" (1 page).
- I.S. Herschberg, H.J. van den Herik and P.N.A. Schoo: "Verifying and Codifying Strategies in a Chess Endgame" (11 pages).
- David Levy: "Evaluation Functions from Chess Endgame Databases" (5 pages).
- H. Kaindl, M. Wagner and H. Horacek: "Comparing Various Pruning Algorithms on Very Strongly Ordered Game Trees" (10 pages).
- Ed Felten: "Playing Against An Imperfect Opponent" (1 page).
- Peter J. Jansen: "Problematic Positions and Speculative Play" (13 pages).
- T.A. Marsland: "The Bratko-Kopec Test Revisited" (5 pages).

Copies of this report may be ordered from:

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on remitting Can. $10, *free of al charges to receiver.*

It is expected that at some later date expanded versions of the Workshop papers, together with annotated games of the 6th World Computer-Chess Championship, will be published as a book.