NEW DIRECTIONS IN GAME-TREE SEARCH

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Workshop Report
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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 Program" (10 pages).
- James J. Gillogly: "Transposition Table Collisions" (1 page).
- 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).
- Lynn Sutherland: "Load Balancing Search Problems on General-Purpose Multi-Computers" (12 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).
- David Levy: "Evaluation Functions from Chess Endgame Databases" (5 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 all 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.