

## THE 7<sup>th</sup> WORLD COMPUTER CHESS CHAMPIONSHIP FOR MADRID

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London / England

The 7<sup>th</sup> World Computer Chess Championship will take place in Madrid in November 1992. The tournament will form part of the celebrations which will be going on all over Spain next year to mark the 500<sup>th</sup> anniversary of Columbus' discovery of the New World.

The local arrangements and sponsorship are being arranged by DOXA s.a., a Madrid marketing company headed by Guillermo Bosovsky. Sr. Bosovsky has worked extremely hard for more than a year to secure the sponsorship for the event and has had the help of Leontxo Garcia, who is Spain's leading chess journalist and the chess correspondent of *El Pais*. Sr. Garcia hosts a regular programme on chess on Spanish TV and will be working closely with DOXA to maximize the media coverage of the World Championship. In order to avoid problems of the type experienced with other sponsors in Almeria in 1988 the ICCA has signed a contract with DOXA s.a. under which all of the sponsorship money is to be paid to the ICCA, in instalments, well in advance of the event. The first instalment has already been received, on schedule.

The principal sponsor at the present time is the Polytechnic University of Madrid, where the games will be played. In the museum of this university there is a special exhibit of the machines invented by Leonardo Torres y Quevedo, including the two chess machines that can force mate with King and Rook against King. The Polytechnic University will make every effort to repair at least one of the chess machines so that it can be demonstrated during the World Championship. It is planned to exhibit a number of Torres y Quevedo's other inventions at the same time.

The playing hours will be 4 pm to 10 pm each day. The first part of the day will be set aside for sightseeing and for the conference sessions (see below). Excursions will be arranged to the Escorial, where the famous illuminated chess manuscript of King Alphonso the Wise is on display, and to the city of Toledo. In addition participants and spectators can enjoy the many sights of Madrid, which include the tapestry factory, the Prado and the Royal Palace. The combination of old world history and culture with modern technology will make the 7<sup>th</sup> World Championship a truly memorable event.

An entry form and rules will be published in the June 1992 issue of the *ICCA Journal* and entries must be received not later than August 31<sup>st</sup>. All enquiries should be made to David Levy.

### CALL FOR PAPERS

### COMPUTER-CHESS WORKSHOP

Madrid, Spain  
November 1992

During the Seventh World Computer Chess Championship in Madrid, November 1992, a Workshop will be held under the title *The Impact of Computer Chess and AI Research*. Because the playing strength of the strongest programs is now approaching Kasparov's it is time to reconsider the research efforts and its impact. It is expected that the discussion started on the IJCAI conference (Sydney, Australia, August 24-30, 1991) by Levinson, Hsu, Schaeffer, Marsland and Wilkins and continued by Frey (in this issue) will indicate new research directions for computer chess as well as for AI in general. Papers are solicited on all aspects of computer chess (and other related games) in relation to Artificial Intelligence. This applies also on technical papers describing new techniques in relation to AI techniques.

Both original papers and survey papers will be considered. The organizing committee is interested in both full papers (to be considered for inclusion in the conference proceedings and/or to be published in the *ICCA Journal* after the conference), or extended abstracts (for short presentations at the conference). Please send 4 copies of the paper/abstract to one of the organizers:

Dr. H.J. van den Herik  
Department of Computer Science  
University of Limburg  
P.O. Box 616  
6200 MD Maastricht/The Netherlands

or

Dr. T.A. Marsland  
Computing Science Department  
University of Alberta  
Edmonton  
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to be received no later than **July 1, 1992**.

Notification of acceptance will take place before **September 15, 1992**.

The final version must be submitted before **October 15, 1992**.

## AN "INTELLIGENCE" COMPUTER CHESS TOURNAMENT

*Don Beal*

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QMW, London University

In August 1992, QMW will initiate a new style of annual computer chess tournaments, called "uniform platform" or "software intelligence" tournaments. Programs will run on identical machines, running at the same clock speed, and with the same operating system underlying the chess program. There will be two divisions: (1) the "PC" division for programs running under MSDOS on IBM-PC compatibles, and (2) the "C"-language division, for programs written in C that can run under UNIX.

Each game will be played without human operators or human intervention (unless a computer or network failure occurs). The two chess programs will run in separate computers, but both computers will be connected to a network, and will be able to communicate using communication software supplied by the organisers. A supervisor program in a third computer on the network (invisible to the competing programs) will monitor and record the game progress. The organisers will supply all the computers.

Existing programs need modification for automatic play. The modification is designed to be very simple for a chess programmer to make and no changes need to be made to existing program behaviour. The communication software is provided by the organisers and details of how to modify existing programs will be supplied to anyone who might be interested in participating. The automation of actual play means that attendance at the event is optional, thus potentially saving considerable time and money, and creating more flexibility for those who do attend.

All program submissions will be handled as confidential unless the programmer indicates that confidentiality is not important. Original discs will be returned, no copies will be made, and C compilations will be performed on a stand-alone machine with no human inspection of C code or copies made.

The tournaments will be swiss system, with one round for every 2 entrants. It is expected that 2 (possibly 3) rounds will be played each day. The provisional date for the event is 1-8 August 1992. Three titles will be awarded in each division: Overall Champion; Commercial Champion; and Amateur Champion.

To cover costs, there will be an entry fee for amateur programs of 40 pounds, and an entry fee for commercial entrants of 200 pounds. The fees will be reduced to 30 pounds and 150 pounds if the payment is made before 30 April 1992. Initial submission of the program (for confirmation of compatibility) has to be made by July 1, but a final version can be submitted up to July 20. Accommodation in University Halls is available for participants who wish to be present (if booked by 31 May) at 20 pounds per night, and hotel accommodation at a variety of prices can be arranged.

If you might be interested in participating, write for more details to: Don Beal, Department of Computer Science, Queen Mary and Westfield College, Mile End Road, London E1 4NS, UK.