CALENDAR OF COMPUTER-CHESS EVENTS

For the benefit of readers wishing to enter programs in computer-chess competitions or to attend a tournament or conference, we list future events. Organizers are invited to send full details to the Editor for inclusion in the calendar.

1993
February 14-17
The 23rd ACM International Computer-Chess Championship, to be held in Indianapolis, Indiana.
Details: Monty Newborn, School of Computer Science, 3480 University Street, McGill University, Montreal, Quebec, Canada, H3A 2A7. Tel.: 514-398-7079. [See also pages 243-245 of this issue.]

May 5-7, 10-12
The 1993 AEGON Man-Computer Tournament, to be held in The Hague, The Netherlands.
Details: Cock de Gorter, Valkenboskade 607, 2563 JE The Hague, The Netherlands.

July 1-2
The Advances in Computer Chess 7 conference, to be held in Maastricht, The Netherlands.
Details: Jaap van den Herik, Department of Computer Science, University of Limburg, P.O. Box 616, 6200 MD Maastricht, The Netherlands. [See also page 174 of the September 1992 issue of this Journal.]

August 2-6
Uniform Platform Computer-Chess Tournament, to be held in London, UK.
Details: Don Beal, Department of Computer Science, Queen Mary and Westfield College, Mile End Road, London E1 4NS, UK. [See also pages 173-174 of the September 1992 issue of this Journal.]

August 15-28
The 1st Mind Sports Olympiad, including the 5th Computer Olympiad. To be held in London, UK.
Details: David Levy, 89, Constantine Road, London NW3 2LP, UK.

THE 23rd ACM INTERNATIONAL COMPUTER-CHESS CHAMPIONSHIP

February 14-17, 1993, Indianapolis, Indiana

The ACM's 1993 Computer Science Conference will host the 23rd ACM International Computer-Chess Championship. The championship will be a five-round Swiss-style event with two rounds on Sunday, February 14th, one on Monday, February 15th, one on Tuesday, February 16th, and the final round on Wednesday, February 17th. A total of $8,000 in prizes will be awarded to the authors of the top three finishers and to the best small computing system. The event will be held in the Indianapolis Hyatt Hotel.

The 22th ACM International Computer-Chess Championship was won by Deep Thought, programmed by Feng-hsiung Hsu and Murray Campbell. M_Chess finished second and Cray Blitz was third. Deep Thought passed up the recent World Computer-Chess Championship, held in Spain in November, 1992, giving up their title to Chessmachine, programmed by Ed Schröder. It is hoped that these teams will compete in Indianapolis.

In addition to the tournament, a special program for students in the Indianapolis area will be held during the afternoon of Saturday, February 13th and on the morning of Sunday, February 14th. The students will first compete among themselves for the right to play the computers on Sunday morning, the best players will take on the machines.

Mike Valvo will serve as Tournament Director. He is one of America's top blindfold chess-players. Danny Kopec will serve as Assistant Tournament Director. Ken Thompson will head the Entries Committee.
For more information or to apply, please write or call: Monty Newborn, School of Computer Science, 3480 University Street, McGill University, Montreal, Quebec, Canada, H3A 2A7 (Tel.: 514-398-7079).

The 23rd ACM International Computer-Chess Championship

Indianapolis, Indiana
February 14-17, 1993

Entry Form

Name(s) of programming team: _____

_____

Name and address for correspondence: _____

_____

Affiliation (optional): _____

Work Telephone: _____ Home Telephone: _____

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Name of Program: _____ Language: _____

Rating: _____ Basis of rating: _____

Language of program: _____ Nodes per second: _____

Individual (and his/her address and telephone) who can recommend program (if the program has not participated in major tournaments):

_____

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Computer that will be used: _____

Location of computer: _____

Mips: _____ Memory size: _____ Word size: _____

Space required by program: _____ Hash table(s)? _____ If yes, how big: _____

Multiprocessor? _____ If yes, how many processors: _____ Special-purpose circuitry? ___

Other: _____

****

You must bring your own terminal!!!!!! _____ Will you need a telephone line? (Y/N) _____

Who will be in Indianapolis to serve as operator of your program? _____

Signature: _____ Date: _____

Please return this form to: Ken Thompson, Room 2C 519, Bell Labs, Murray Hill, NJ 07974, USA.

As part of the 23rd ACM Computer-Chess Championship a panel discussion will be held on Tuesday, February 16th, 1993 from 3:30-5:00 p.m. in the Hyatt Hotel, under the title *Computer Chess: What Remains*? Panelists:

- Professor T.A. Marsland (chair) is from the University of Alberta, Edmonton, Canada. He is a longstanding member of the computer-chess community and has written extensively on tree-searching methods.

- Dr. R. Hyatt is at the University of Alabama, Birmingham. He has worked for many years developing the supercomputer version of the Cray Blitz chess program, which was Computer World Champion 1983-1989.

- Dr. R. Levinson is at the University of California at Santa Cruz. He is principal investigator in the "Morph" learning project.

- Professor M. Newborn is at McGill University, Montreal, Canada. He too is an established member of the computer-chess community. Developer of the first working parallel chess program, and active organizer of North American computer-chess events.

- J. Stanback is at HP Labs in Fort Collins. He is author of the highly successful ZARKOV chess program for small computers.

Further it is intended that either Murray Campbell or "CB" Hsu also hope to be able to serve as a panelist.

- Dr. F-h Hsu and Dr. M. Campbell are both at IBM Yorktown Heights. They are the main components in the design and testing of Deep Thought, the 1989-1992 Computer World Champion Chess Program currently undergoing major hardware revision.

Theme
The panelists will review the state of computer chess as the best programs begin to match world champion standards. Although it is difficult to judge when programs will be superior (estimates range from 5 to 25 years), there is a sense of inevitability. This raises several questions like: What else has been accomplished by this work? What were the spin-offs for Artificial Intelligence? What other applications have benefited from the new searching methods, and data structures? And also questions like: What remains to be done? What could be done better? How to approach related domains like GO, which are less amenable to existing search techniques? This is an opportunity for the audience to come primed with their favorite questions and to elicit expert responses from the panelists.

IBM DEEP BLUE

The Editorial Board

In the December 1992 issue of the Danish national chess magazine *Skakbladet*, it was announced that "IBM Deep Blue" will be presented to the world in Copenhagen, Denmark, on February 24-27, 1993. Moreover, it was stated that a four-games match between IBM Deep Blue and IGM Bent Larsen was scheduled, with playing times from 11 am to 5 pm.

From the IBM research team, Dr. Feng-hsiung Hsu gave the following comment on this announcement:

"The machine playing is not really the final Deep Blue, but Deep Thought II running the Deep Blue preliminary software/search algorithms. There are three stages of development for Deep Blue: the software simulation on DT II (Deep Blue Simulation), the preliminary version on a prototype 10-processor machine (Baby Deep Blue), and the final 1024-processor machine (Deep Blue). Only the first-stage machine will be ready for the match. The main difference between Deep Blue Simulation and DT 2 is the introduction of new search-extensions algorithms. The Deep Blue technical presentation itself will be mainly on the new Deep Blue custom VLSI single-chip chess machine.
As for the match itself, I am not sure whether it is a 3-game or a 4-game match. The machine is supposed to play against Swedish GM Andersson or Cramling on alternate days as well."