THE ICCA JOURNAL AWARD

The Board of the ICCA


PETER JANSEN: A SCIENTIFIC BIOGRAPHY

Peter Jansen received the degree of Ph.D. in Computer Science from Carnegie-Mellon University in September 1992. His thesis, supervised by Professor H.A. Simon, was entitled *Using Knowledge about the Opponent in Game-Tree Search* (Jansen, 1992a). The Award-winning article "Awareness of a Fallible Opponent" (Jansen, 1992b) was based on this doctoral dissertation.

Computer Chess has been a main research interest ever since he became involved (1987-1991) in the Deep Thought team. This involvement allowed him to follow and analyse games and matches between top players (humans and computers) very closely, such as the Candidate Match between Spraggett and Yusupov in January 1989 (Jansen and Schaeffer, 1990). This led to a study of how the performance of certain search algorithms is influenced by some characteristics of the domain, for instance, in which part of the domains certain agents (e.g., human players) are most likely to make mistakes (Jansen, 1990).

Dr. Jansen is currently with the Center for Machine Translation at Carnegie-Mellon University. Apart from Computer Chess and the Theory of Games, his research interests include Machine Translation, Natural-Language Processing and Computational Linguistics.

Publications in computer chess:


