

COMPUTER CHESS PUBLISHED ELSEWHERE

KASPAROV VERSUS DEEP BLUE

Computer Chess Comes of Age

*M. Newborn*¹

Quebec, Canada

1996, 322 pp., Springer-Verlag, New York
\$ 29.95. ISBN 0-387-94820-1.

Computer chess has arrived at an exciting stage: the strongest program is challenging the strongest human being. In 1996, DEEP BLUE won a game against Kasparov, but lost the match. In 1997, we are awaiting what will happen. Meanwhile, it is the duty of our community to put on record what has past. Monty Newborn, our Past President, did so and below we reproduce the announcement of his book.

"In February 1996, a chess-playing computer known as DEEP BLUE made history by defeating the reigning world chess champion, Gary Kasparov, in a game played under match conditions. Kasparov went on to win the six-game match 4-2, then announced that he believed that chess computing had come of age. This book provides an enthralling account of the story behind the match: the evolution of chess-playing computers, and the development of DEEP BLUE. As the development of DEEP BLUE comes to its culmination in Philadelphia, the reader meets the DEEP BLUE team and Gary Kasparov, and each of the historic six games is provided in full with detailed commentary. Chess grandmaster Yasser Seirawan gave a lively commentary throughout the match, and here provides a Foreword about the significance of the event".

Photo by J.W.H.M. Uiterwijk



THE ICCA PRESIDENTS

From left to right: Monty Newborn, David Levy, Benjamin Mittman, and Tony Marsland.
Philadelphia, PA, February 17, 1996.

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