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# Scalable Search In Computer Chess Algorithmic Enhancements And Experiments At High Search Depths Computational Intelligence

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## ANGELO KENNEDY

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**Computers and Games** Springer Science & Business Media

One of the earliest dreams of the fledgling field of artificial intelligence (AI) was to build computer programs that could play games as well as or better than the best human players. Despite early optimism in the field, the challenge proved to be

surprisingly difficult. However, the 1990s saw amazing progress. Computers are now better than humans in checkers, Othello and Scrabble; are at least as good as the best humans in backgammon and chess; and are rapidly improving at hex, go, poker, and shogi. This book documents the progress made in computers playing games and puzzles. The book is the definitive source for material of high-performance game-playing programs. *Linguistic Geometry* Springer Science & Business Media

This book presents the most interesting talks given at ISSE 2005 - the forum for the interdisciplinary discussion of how to

adequately secure electronic business processes. The topics include: Corporate Governance and why security implies to control the enterprise - Risk Management and how to quantify security threats - Secure Computing and how it will change the way we trust computers - Digital Rights Management and the protection of corporate information. Adequate information security is one of the basic requirements of all electronic business processes. It is crucial for effective solutions that the possibilities offered by security technology can be integrated with the commercial requirements of the applications. The reader may expect state-

of-the-art: best papers of the Conference ISSE 2005.

*Bibliographic Index* Springer-Verlag

Eines der spannendsten Themen im Bereich intelligenter Systeme - von namhaften Autoren geschrieben - zum Lernen und Nachschlagen. Das Buch führt in das Thema der Neuronalen Netze ein und weist darüber hinaus den Weg bis zum vollen Verständnis modernster Fuzzy-Systeme. Neuronale Netze sind ein wichtiges Werkzeug in den Bereichen der Datenanalyse und Mustererkennung. Ursprünglich durch das biologische Vorbild inspiriert, wurde eine Vielfalt neuronaler Netze für verschiedenste Anwendungen entwickelt. Ihre Kopplung mit Fuzzy-Systemen führt zu den sogenannten Neuro-Fuzzy-Systemen. Diese weisen die Lernfähigkeit Neuronaler Netze auf und bieten gleichzeitig den Vorteil einer transparenten regelbasierten Struktur. Sie sind daher besonders vorteilhaft für Anwendungsbereiche, in denen verständliche Lösungen aus Daten erzeugt werden müssen.

**Advanced Methodologies and Technologies in Artificial Intelligence, Computer Simulation, and Human-Computer Interaction** Elsevier

This book is a second edition, updated and expanded to explain the technologies that help us find information on the web. Search engines and web navigation tools have become ubiquitous in our day to day use of the web as an information source, a tool for commercial transactions and a social computing tool. Moreover, through the mobile web we have access to the web's services when we are on the move. This book demystifies the tools that we use when interacting with the web, and gives the reader a detailed overview of where we are and where we are going in terms of search engine and web navigation technologies.

*Advances in Computer Games* Springer-Verlag

This book covers the latest theories, applications and techniques in Biologically-Inspired Optimisation Methods. Many chapters derive from studies presented at workshops and international conferences on e-Science, Grid Computing and Evolutionary computation.

*Computers and Games* Springer Science & Business Media

Algorithms that have to process large data sets have to take into account that the cost of memory access depends on where the data is stored. Traditional algorithm design is based on the von Neumann model where accesses to memory have uniform cost. Actual machines increasingly deviate from this model: while waiting for

memory access, nowadays, microprocessors can in principle execute 1000 additions of registers; for hard disk access this factor can reach six orders of magnitude. The 16 coherent chapters in this monograph-like tutorial book introduce and survey algorithmic techniques used to achieve high performance on memory hierarchies; emphasis is placed on methods interesting from a theoretical as well as important from a practical point of view.

**Logic and Theory of Algorithms**

Princeton University Press

As modern technologies continue to develop and evolve, the ability of users to adapt with new systems becomes a paramount concern. Research into new ways for humans to make use of advanced computers and other such technologies through artificial intelligence and computer simulation is necessary to fully realize the potential of tools in the 21st century. *Advanced Methodologies and Technologies in Artificial Intelligence, Computer Simulation, and Human-Computer Interaction* provides emerging research in advanced trends in robotics, AI, simulation, and human-computer interaction. Readers will learn about the positive applications of artificial intelligence and human-computer interaction in various disciplines such as business and medicine. This book is a valuable resource for IT professionals, researchers, computer scientists, and researchers invested in assistive technologies, artificial intelligence, robotics, and computer simulation.

**Joint Requirements Engineering**

Springer

This textbook helps beginners learn ARIS and advanced users will find useful and valuable hints. It complements existing training as well as self studies. First, the reader learns the basics of process organization as well as the roles and effects of computers in enterprises. Next, the ARIS methodologies are explained. Finally, the essential concept, the ARIS views (organization, function, data and process) are explained and the most common models are introduced. The book offers many practical modeling examples, exercises, and solutions.

*Heuristic Search* Springer Science & Business Media

This book is a practical guide for managing archiving projects with SAP R/3 efficiently. Hereby it is addressing both R/3 consultants, system administrators and key-users. Detailed solutions for optimal archiving strategies as well as the manual for a comprehensive database analysis are provided in this book. But thereby not only

the technical side, but also the business side of data archiving is taken into account. Thus the reader will be able to implement an archiving project.

*ISSE 2004 — Securing Electronic Business Processes* IGI Global

Search has been vital to artificial intelligence from the very beginning as a core technique in problem solving. The authors present a thorough overview of heuristic search with a balance of discussion between theoretical analysis and efficient implementation and application to real-world problems. Current developments in search such as pattern databases and search with efficient use of external memory and parallel processing units on main boards and graphics cards are detailed. Heuristic search as a problem solving tool is demonstrated in applications for puzzle solving, game playing, constraint satisfaction and machine learning. While no previous familiarity with heuristic search is necessary the reader should have a basic knowledge of algorithms, data structures, and calculus. Real-world case studies and chapter ending exercises help to create a full and realized picture of how search fits into the world of artificial intelligence and the one around us. - Provides real-world success stories and case studies for heuristic search algorithms - Includes many AI developments not yet covered in textbooks such as pattern databases, symbolic search, and parallel processing units

**Algorithms for Memory Hierarchies**

Springer

This book presents the most interesting talks given at ISSE 2004 - the forum for the interdisciplinary discussion of how to adequately secure electronic business processes. The topics include: Corporate Governance and why security implies to control the enterprise - Risk Management and how to quantify security threats - Secure Computing and how it will change the way we trust computers - Digital Rights Management and the protection of corporate information. Adequate information security is one of the basic requirements of all electronic business processes. It is crucial for effective solutions that the possibilities offered by security technology can be integrated with the commercial requirements of the applications. The reader may expect state-of-the-art: best papers of the Conference ISSE 2004.

*Computers and Games* Springer

This book constitutes the thoroughly refereed post-proceedings of the 11th International Conference on Advances in Computer Games, ACG 2005, held in

Taipei, Taiwan, in September 2005 in conjunction with the 10th Computer Olympiad. It contains 20 papers that cover all aspects of artificial intelligence in computer-game playing.

The SAP R/3® Guide to EDI and Interfaces  
Cambridge University Press

The book shows how to design the most important business processes in the sales area of each company by using the SAP module SD. It contains valuable tips and examples that show sales reps and managers and distribution center employees how to get up and running quickly with SAP while saving time and money. The book provides a concise introduction setting out the case for integrating business functionality on the web. Furthermore the book helps to understand SAP APO in the context of SCM. It is addressed specifically to those who need to implement APO in the context of the sales processes. Last not least the author offers a walk-through of the process, from inception through planning, designing and testing.

Neuro-Fuzzy-Systeme Springer Science & Business Media

The riveting quest to construct the machine that would take on the world's greatest human chess player—told by the man who built it On May 11, 1997, millions worldwide heard news of a stunning victory, as a machine defeated the defending world chess champion, Garry Kasparov. Behind Deep Blue tells the inside story of the quest to create the mother of all chess machines and what happened at the two historic Deep Blue vs. Kasparov matches. Feng-hsiung Hsu, the system architect of Deep Blue, reveals how a modest student project started at Carnegie Mellon in 1985 led to the production of a multimillion-dollar supercomputer. Hsu discusses the setbacks, tensions, and rivalries in the race to develop the ultimate chess machine, and the wild controversies that culminated in the final triumph over the world's greatest human player. With a new foreword by Jon Kleinberg and a new preface from the author, Behind Deep Blue offers a remarkable look at one of the most famous advances in artificial intelligence, and the brilliant toolmaker who invented it.

Methoden wissensbasierter Systeme  
Springer

Adequate information security is one of the basic requirements of all electronic business processes. It is crucial for effective solutions that the possibilities offered by security technology can be integrated with the commercial

requirements of the applications. Here the positions of the experts involved are very diverse: some strive for as much security as possible, others only for as much security as is necessary. The conference ISSE (Information Security Solutions Europe) is the outstanding forum for the interdisciplinary search for sustainable compromises and for the presentation of concepts which hold up in real life. This book offers the most recent papers in the area of strategies, technologies, applications and best practice.

Intelligence artificielle Springer Science & Business Media

This book offers a detailed account of IBM's Deep Blue chess program, the people who created it, and its historic battles with World Chess Champion Garry Kasparov. The text examines the progress made by the creators of Deep Blue, beginning with the 1989 two-game match against Kasparov. The heroes are: IBM researchers Feng-hsiung Hsu, Murray Campbell, and Joe Hoane, along with team leader Chung-Jen Tan and International Grandmaster Joel Benjamin. The text chronicles one of the great technology achievements of the 20th Century. It establishes the point in history when mankind's exciting new tool, the computer, came of age and competed with its human creators in the ultimate intellectual competition: a game of chess. This book will serve as the premier story documenting that achievement and a milestone in the development of artificial intelligence.

Information Theory, Combinatorics, and Search Theory Springer Science & Business Media

This volume is dedicated to the memory of Rudolf Ahlswede, who passed away in December 2010. The Festschrift contains 36 thoroughly refereed research papers from a memorial symposium, which took place in July 2011. The four macro-topics of this workshop: theory of games and strategic planning; combinatorial group testing and database mining; computational biology and string matching; information coding and spreading and patrolling on networks; provide a comprehensive picture of the vision Rudolf Ahlswede put forward of a broad and systematic theory of search.

**Computers and Games** CRC Press

This book constitutes the thoroughly refereed post-conference proceedings of the 9th International Conference on Computers and Games, CG 2016, held in Leiden, The Netherlands, in conjunction with the 19th Computer Olympiad and the 22nd World Computer-Chess Championship. The 20 papers presented

were carefully reviewed and selected of 30 submitted papers. The 20 papers cover a wide range of computer games and many different research topics in four main classes which determined the order of publication: Monte Carlo Tree Search (MCTS) and its enhancements (seven papers), concrete games (seven papers), theoretical aspects and complexity (five papers) and cognition model (one paper). The paper Using Partial Tablebases in Breakthrough by Andrew Isaac and Richard Lorentz received the Best Paper Award.

Conference Proceedings of the 1995 International Conference on Supercomputing Springer Science & Business Media

This book is for both developer and decision makers of R/3 implementation teams who need to understand in-depth and practically the benefits, financial risks and technical backgrounds of IDocs and ALE in interface development. It describes the implementation of interfaces in an R/3 roll-out, important technologies such as RFC, OLE and Workflow and common standards like EDIFACT, ANSI X.12 or XML. A large number of recipes deliver templates as a starting point for own enhancements. It is for everybody who depends on fast and cost-effective solutions for EDI and it also discusses why many EDI projects are ten times as expensive as they could be. Preparing the reader with the essential knowledge to survive the outrageously fast growing world of data communication and ecommerce via internet and intranet, the book shows in a distilled manner how enterprises using R/3 can efficiently implement Electronic Data Interchange (EDI) both with external partner and with inhouse satellite systems. This book in the tradition of IT-cookbooks, where the reader will find quick recipes and reliable information to cover all aspects of SAP Interfacing and quickly became a standard work for the R/3 world.

Advances in Computer Games Springer Science & Business Media

Das Buch behandelt die wichtigsten Methoden zur Erkennung und Extraktion von "Wissen" aus numerischen und nichtnumerischen Datenbanken in Technik und Wirtschaft. Hierzu gehören Algorithmen zur Vorverarbeitung, Aufbereitung, Visualisierung und Analyse von Daten. Neben linearen statistischen Methoden werden moderne Verfahren aus den Gebieten Clusteranalyse, Fuzzy-Logik, Neuroinformatik, maschinelles Lernen, Entscheidungsbäume und Agentensysteme vorgestellt.

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