Chapter 14. Game Playing

Lecture Notes on Artificial Intelligence, Spring 2012

Summarized by Kim, Eun-Sol

Biointelligence Laboratory
School of Computer Science and Engineering
Seoul National University

http://bi.snu.ac.kr
Contents

Checker-Playing Program
Checker-Playing Program

- The late 1960s~the mid-1970s
  - Computer chess programs gradually improving from beginner-level to middle-level

- 1959-1962
  - John McCarthy & a group of MIT students developed a chess-playing program

- 1967
  - Kotok-McCarthy program: The first match to be played by a computer against a computer
  - MAC HACK VI: the first program to play against human
    - It won two games, drew two games, 1450th on US
  - “The basis of human chess strength, by contrast with computers, is accumulated knowledge” - Berliner