

Chapter 14. Game Playing

The Quest for Artificial Intelligence, Nilsson, N. J., 2009.

Lecture Notes on Artificial Intelligence, Spring 2012

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Contents

Checker-Playing Program

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- 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