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**game-tree searchers more
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the behaviour of the search at
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how to make sophisticated
game-tree searchers more
scalable at ever higher
depths.**

**Scalable Search in Computer
Chess - Springer
Abstract. Deep Blue is the**

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Depth On Garry Kasparov
http://www.gutenberg.org/
chess machine that defeated
then-reigning World Chess
Champion Garry Kasparov in a
six-game match in 1997. This
paper describes the Deep
Blue system, and gives some
of the rationale that went into
the design decisions behind
Deep Blue.

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Chess by Ernst A. Heinz
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***Holdings : Scalable search in
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Here we take modest steps
towards addressing these
challenges by developing a
scalable machine learning
approach to Go. Clearly good
evaluation functions and
search algorithms are
essential in-gredients of
computer board-game
systems. Here we focus
primarily on the problem of
learning a good evaluation
function for Go in a scalable
way.***

Ernst A. Heinz -

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Search Depths, Ernst A.**

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**Heinz, Vieweg, 2000 author
solved the important
technical issue of accessing
the endgame databases
during the fast searches
through clever indexing.**

**Book Review: Scalable Search
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chess The only hope to get
scalable parallelism in a game
tree search is to split the. The
text covers issues of
comparability as for search
depths, the detection of
duplicate.**

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Depths (Computational
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A. (2003) Paperback Tapa
blanda - 1709 de Ernst A.
Heinz (Autor)***

***A Scalable Machine Learning
Approach to Go
Ernst A. Heinz, a German
computer scientist affiliated***

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Depth
**with the UMIT, Hall in Tirol,
and previously with the
International University (IU)
Bruchsal. In 1993, Ernst A.
Heinz and Peter Gillgasch,
two students at the University
of Karlsruhe, founded a
computer-chess group and
started to write a chess
program, the rotated bitboard
engine DarkThought, in 1994
joined by Markus Gille.**

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Sixteen years later, the
studies would lead to victory
in the first world chess
tournament for computer
programs held in Stockholm
during the 1974 IFIP
Congress. An important**

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component of this success
was a deep study of the
problems of information
organization in computer
memory and of various search
heuristics .

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search depth. Article in Ai
Communications 13:279-280 .
January 2000 with 33 Reads**

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**9th World Computer-Chess
Championship (June 1999):
4.5 points out of 7 games (3x
win, 3x draw, 1x loss) -
finished on shared 5th place
as 6th of 30 participants in
main tournament
(microcomputer Vice-
Champion and best
microcomputer amateur
overall, see below)**

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Depths (Computational
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Wolfgang Bibel, Rudolf Kruse]
on Amazon.com. *FREE*
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