

A Bibliography of Computer Chess

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The following is a fairly comprehensive list of English language articles on computer chess. Although works about related games like checkers and GO have been excluded, it would be wrong not to refer here to A. L. Samuel's early masterpiece "Some studies in machine learning using the game of checkers" In *IBM J. Res. Dev.*, 3, (1959) 210-229, also in *Computers and Thought* (eds. E. A. Feigenbaum and J. Feldman) McGraw-Hill 1963, pp. 71-105 and *IBM J. Res. Dev.*, 11, 601-617, and to the follow-up papers by A. K. Griffiths, "A new machine learning technique applied to the game of checkers" *AI Memo 94*, Project MAC, Cambridge, USA: Mass. Inst. Techn. (1966), and "A comparison and evaluation of three machine learning procedures as applied to the game of checkers" *Artificial Intelligence*, 5, 1974, 137-148. In addition, a few chess books have been listed which are known to contain useful data or ideas for programmers, along with a number of papers on general mechanisms and theoretical foundations. It is probably not possible to account for all the articles which have been written on the subject of computer chess. In particular, 'popular press' items have in general been neglected, as also have reviews of books or papers.

This bibliography is available in machine-readable form. Its generation was simplified through the use of a program developed by Ken J. McDonell, whose general assistance was much appreciated. Many people reviewed and commented upon early drafts, the comments and observations by Max Bramer and Hartmut Tanke being especially valuable. Readers may also be interested in the excellent annotated bibliography by Harald Reksten [259], whose reviews include not only quotations and paraphrased abstracts, but interesting observations. For computer chess works in other languages, especially German and Russian, a revised version of the bibliography by Egbert Meissenberg "Schach liche leistungen von computer", *Deutsche Schachblaetter* (1968), 1-4, is reputed to be the most correct.

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