

References

- Akl S.G. and Newborn M.M. (1977). The Principal Continuation and the Killer Heuristic. *1977 Association for Computing Machinery Annual Conference*, pp. 466–473. Association for Computing Machinery, Seattle WA, USA. (23)
- Allen J.D. (1989). A Note on the Computer Solution of Connect-Four. *Heuristic Programming in Artificial Intelligence: The First Computer Olympiad* (eds. D.N.L. Levy and D.F. Beal), pp. 134–135. Ellis Horwood Ltd., Chichester, United Kingdom. (4)
- Allis L.V. (1988). A Knowledge-based Approach of Connect-Four. Technical Report IR-163, Vrije Universiteit Amsterdam, Amsterdam, the Netherlands. Reprinted (1992) by University of Limburg, Maastricht, The Netherlands. (4)
- Allis L.V., Herik H.J. van den, and Herschberg I.S. (1991). Which Games Will Survive? *Heuristic Programming in Artificial Intelligence 2: The Second Computer Olympiad* (eds. D.N.L. Levy and D.F. Beal), pp. 232–243. Ellis Horwood Ltd., Chichester, United Kingdom. (3)
- Allis L.V. and Schoo P.N.A. (1992). Qubic Solved Again. *Heuristic Programming in Artificial Intelligence 3: The Third Computer Olympiad* (eds. H.J. van den Herik and L.V. Allis), pp. 192–204. Ellis Horwood Ltd., Chichester, United Kingdom. (3)
- Allis L.V., Herik H.J. van den, and Huntjens M.P.H. (1993). Go-Moku Solved by New Search Techniques. *Proceedings of the 1993 AAAI Fall Symposium on Games: Planning and Learning*. AAAI Press Technical Report FS93-02, Menlo Park CA, USA. (4)
- Allis L.V. (1994). *Searching for Solutions in Games and Artificial Intelligence*. Ph.D. thesis, University of Limburg, Maastricht, The Netherlands. (4, 51, 52, 54, 58, 70, 72, 110, 139)
- Allis L.V., Meulen M. van der, and Herik H.J. van den (1994). Proof-Number Search. *Artificial Intelligence*, Vol. 66, No. 1, pp. 91–124. (13, 51, 54, 69, 87)

- Allis L.V., Herik H.J. van den, and Huntjens M.P.H. (1996). Go-Moku Solved by New Search Techniques. *Computational Intelligence*, Vol. 12, No. 1, pp. 7–23. (4)
- Anantharaman T.S., Campbell M., and Hsu F.-h. (1988). Singular Extensions: Adding Selectivity to Brute-Force Searching. *AAAI Spring Symposium, Computer Game Playing*, pp. 8–13. Also published (1990) in *Artificial Intelligence*, Vol. 43, No. 1, pp. 99–109. (27)
- Anantharaman T.S. (1991). Confidently Selecting a Search Heuristic. *ICCA Journal*, Vol. 14, No. 1, pp. 3–16. (28, 29)
- Averbakh Y. (1987). *Erfolg im Endspiel*. Sportverlag Berlin, Berlin, Germany. In German. (30)
- Baum E.B. and Smith W.D. (1995). *Best Play for Imperfect Players and Game Tree Search*. Accepted for publication in *Artificial Intelligence*. A preliminary version is available from <http://www.neci.nj.nec.com/homepages/smith/works.html>. (87)
- Baum E.B. and Smith W.D. (1997). A Bayesian Approach to Relevance in Game Playing. *Artificial Intelligence*, Vol. 97, Nos. 1–2, pp. 195–242. (69)
- Beal D.F. and Smith M.C. (1996). Multiple Probes of Transposition Tables. *ICCA Journal*, Vol. 19, No. 4, pp. 205–211. (19)
- Berkey D.D. (1988). *Calculus*. Saunders College Publishing, New York NY, USA. (71)
- Berlekamp E.R., Conway J.H., and Guy R.K. (1982a). *Winning Ways for your Mathematical Plays. Volume 2: Games in Particular*, pp. 670–671. Academic Press Inc., London, United Kingdom. (3)
- Berlekamp E.R., Conway J.H., and Guy R.K. (1982b). *Winning Ways for your Mathematical Plays. Volume 1: Games in General*. Academic Press Inc., London, United Kingdom. (41)
- Berlekamp E.R. (1988). Blockbusting and Domineering. *Journal of Combinatorial Theory, Series A*, Vol. 49, pp. 67–116. (41, 110)
- Berliner H.J. (1974). *Chess as Problem Solving: The Development of a Tactics Analyzer*. Ph.D. thesis, Carnegie-Mellon University, Pittsburgh PA, USA. (17, 22)
- Berliner H.J. (1979). The B* Tree Search Algorithm: A Best-First Proof Procedure. *Artificial Intelligence*, Vol. 12, pp. 23–40. (69)
- Berliner H.J. (1984). Search vs. Knowledge: An Analysis from the Domain of Games. *Artificial and Human Intelligence* (eds. A. Elithorn and R. Banerji), pp. 105–117. Elsevier Science Publishers B.V., Amsterdam, The Netherlands. (4)

- Berliner H.J. and Ebeling C. (1990). Hitech. *Computers, Chess, and Cognition* (eds. T.A. Marsland and J. Schaeffer), pp. 79–109. Springer-Verlag, New York NY, USA. (17)
- Berliner H.J., Kopec D., and Northam E. (1991). A Taxonomy of Concepts for Evaluating Chess Strength: Examples from Two Difficult Categories. *Advances in Computer Chess 6* (ed. D.F. Beal), pp. 179–191. Ellis Horwood Ltd., Chichester, United Kingdom. (28)
- Berliner H.J. and McConnell C. (1996). B* Probability Based Search. *Artificial Intelligence*, Vol. 86, No. 1, pp. 97–156. (85)
- Bonsdorff E., Fabel K., and Riihimaa O. (1978). *Schach und Zahl*. Walter Rau Verlag, Düsseldorf, Germany, third edition. (10)
- Bouton C.L. (1901). Nim, a Game with a Complete Mathematical Theory. *Annals of Mathematics*, Vol. 2, No. 3, pp. 35–39. (3)
- Bouwmeester H. (1966). *Het Eindspel*. Prisma-schaakboek 7. Het Spectrum N.V., Utrecht, The Netherlands. In Dutch. (30)
- Breuker D.M., Uiterwijk J.W.H.M., and Herik H.J. van den (1994a). Replacement Schemes for Transposition Tables. *ICCA Journal*, Vol. 17, No. 4, pp. 183–193. (9, 31)
- Breuker D.M., Allis L.V., and Herik H.J. van den (1994b). How to Mate: Applying Proof-Number Search. *Advances in Computer Chess 7* (eds. H.J. van den Herik, I.S. Herschberg, and J.W.H.M. Uiterwijk), pp. 251–272. University of Limburg, Maastricht, The Netherlands. (51, 59)
- Breuker D.M. and Uiterwijk J.W.H.M. (1995). Transposition Tables in Computer Chess. *New Approaches to Board Games Research: Asian Origins and Future Perspectives* (ed. A.J. de Voogt), pp. 135–143. International Institute for Asian Studies, Leiden, The Netherlands. (9, 31)
- Breuker D.M., Uiterwijk J.W.H.M., and Herik H.J. van den (1996). Replacement Schemes and Two-Level Tables. *ICCA Journal*, Vol. 19, No. 3, pp. 175–180. (9, 31)
- Breuker D.M., Herik H.J. van den, Allis L.V., and Uiterwijk J.W.H.M. (1997a). A Solution to the GHI Problem for Best-First Search. *Proceedings of the Ninth Dutch Conference on Artificial Intelligence* (eds. K. van Marcke and W. Daelemans), pp. 457–468. University of Antwerp, Antwerp, Belgium. (81)
- Breuker D.M., Uiterwijk J.W.H.M., and Herik H.J. van den (1997b). Information in Transposition Tables. *Advances in Computer Chess 8* (eds. H.J. van den Herik and J.W.H.M. Uiterwijk), pp. 199–211. Universiteit Maastricht, Maastricht, The Netherlands. (9, 31)

- Breuker D.M., Herik H.J. van den, Allis L.V., and Uiterwijk J.W.H.M. (1998a). A Solution to the GHI Problem for Best-First Search. Submitted as journal publication. Also published (1997) as Technical Report CS 97-02, Universiteit Maastricht, Maastricht, The Netherlands. (81)
- Breuker D.M., Uiterwijk J.W.H.M., and Herik H.J. van den (1998b). Solving Domineering. Submitted as journal publication. Also published (1998) as Technical Report CS 98-05, Universiteit Maastricht, Maastricht, The Netherlands. (9, 31)
- Brudno A.L. (1963). Bounds and Valuations for Abridging the Search of Estimates. *Problems of Cybernetics*, Vol. 10, pp. 225–241. Translation of Russian original in *Problemy Kibernetiki*, Vol. 10, May 1963, pp. 141–150. (17, 22)
- Buro M. (1994). *Techniken für die Bewertung von Spielsituationen anhand von Beispielen*. Ph.D. thesis, Universität-GH-Paderborn, Paderborn, Germany. In German. (2)
- Buro M. (1995). ProbCut: An Effective Selective Extension of the α - β Algorithm. *ICCA Journal*, Vol. 18, No. 2, pp. 71–76. (17)
- Buro M. (1997). The Othello Match of the Year: Takeshi Murakami vs. Logistello. *ICCA Journal*, Vol. 20, No. 3, pp. 189–193. (2)
- Campbell M. (1985). The Graph-History Interaction: On Ignoring Position History. *1985 Association for Computing Machinery Annual Conference*, pp. 278–280. (82, 83, 86, 105)
- Chinchalkar S. (1996). An Upper Bound for the Number of Reachable Positions. *ICCA Journal*, Vol. 19, No. 3, pp. 181–183. (10)
- Clarke M.R.B. (1977). A Quantitative Study of King and Pawn against King. *Advances in Computer Chess 1* (ed. M.R.B. Clarke), pp. 108–115. Edinburgh University Press, Edinburgh, United Kingdom. (3)
- Conway J.H. (1976). *On Numbers and Games*. Academic Press Inc. Ltd., London, United Kingdom. (26, 110)
- Diepen P. van and Herik H.J. van den (1987). *Schaken voor Computers*. Academic Service, Schoonhoven, The Netherlands. In Dutch. (19)
- Ebeling C. (1986). *All the Right Moves: A VLSI Architecture for Chess*. Ph.D. thesis, Carnegie-Mellon University, Pittsburgh PA, USA. (17, 30, 32, 33, 36, 38)
- Elo A. (1978). *The Rating of Chess Players, Past and Present*. Arco Publishing Inc., New York NY, USA. (27)

- Feldmann R. (1993). *Game Tree Search on Massively Parallel Systems*. Ph.D. thesis, University of Paderborn, Paderborn, Germany. (15, 21)
- Feldmann R. (1994). *Personal communication: response on a questionnaire*. (19, 20)
- Feldmann R. (1996). *Personal communication*. (45)
- Feldmann R. (1997). Fail-High Reductions. *Advances in Computer Chess 8* (eds. H.J. van den Herik and J.W.H.M. Uiterwijk), pp. 111–127. Universiteit Maastricht, Maastricht, The Netherlands. (17)
- Feller W. (1950). *An Introduction to Probability Theory*. Wiley, New York NY, USA. (21)
- Fine R. (1941). *Basic Chess Endings*. David McKay Company, New York NY, USA. (18, 30)
- Fotland D. (1997). *Personal communication*. (40, 41)
- Fraenkel A.S. (1996). Combinatorial Games: Selected Bibliography with a Succinct Gourmet Introduction. *Games of No Chance. Combinatorial Games at MSRI, 1994* (ed. R.J. Nowakowski), pp. 493–537. Cambridge University Press, Cambridge, United Kingdom. (3)
- Gardner M. (1974). Mathematical Games. *Scientific American*, Vol. 230, No. 2, pp. 106–108. (26)
- Gasser R.U. (1995). *Harnessing Computational Resources for Efficient Exhaustive Search*. Ph.D. thesis, Swiss Federal Institute of Technology, Zürich, Switzerland. (4)
- Gilllogly J.J. (1972). The Technology Chess Program. *Artificial Intelligence*, Vol. 3, Nos. 1–3, pp. 145–163. (17)
- Gilllogly J.J. (1978). *Performance Analysis of the Technology Chess Program*. Ph.D. thesis, Carnegie-Mellon University, Pittsburgh PA, USA. (17, 22, 28)
- Gilllogly J.J. (1989). Transposition Table Collisions. *Workshop on New Directions on Game-tree Search (pre-prints)* (ed. T.A. Marsland), p. 12. University of Alberta, Edmonton, Canada. (21)
- Gilllogly J.J. (1994). *Personal communication*. (21)
- Ginsberg M.L. (1996). Partition Search. *Proceedings of the Thirteenth National Conference on Artificial Intelligence*, pp. 228–233. (110)
- Goodman D. and Keene R. (1997). *Man versus Machine: Kasparov versus Deep Blue*. H3 publications, Cambridge MA, USA. (2)

- Greenblatt R.D., Eastlake D.E., and Crocker S.D. (1967). The Greenblatt Chess Program. *Proceedings of the AFIPS Fall Joint Computer Conference 31*, pp. 801–810. Reprinted (1988) in *Computer Chess Compendium* (ed. D.N.L. Levy), pp. 56–66. B.T. Batsford Ltd., London, United Kingdom. (13, 31)
- Groot A.D. de (1946). *Het Denken van den Schaker, een Experimenteel-psychologische Studie*. Ph.D. thesis, University of Amsterdam, Amsterdam, The Netherlands. In Dutch. Translated (1965) as *Thought and Choice in Chess* by Mouton Publishers, The Hague-Paris-New York. (3)
- Groot A.D. de and Gobet F. (1996). *Perception and Memory in Chess*. Van Gorcum, Assen, The Netherlands. (With R.W. Jongman). (3)
- Guy R.K. (1991). *Combinatorial Games*. American Mathematical Society, Providence. (41)
- Herik H.J. van den (1983). *Computerschaak, Schaakwereld en Kunstmatige Intelligentie*. Ph.D. thesis, Delft University of Technology. Academic Service, Den Haag, The Netherlands. In Dutch. (2)
- Herik H.J. van den (1991). *Kunnen computers rechtspreken?* Inaugural Address University of Leiden. Gouda Quint, Arnhem, The Netherlands. In Dutch. (2)
- Howard K.S. (1961). *The Enjoyment of Chess Problems*. Dover Publications Inc., New York NY, USA. (65)
- Hsu F.-h., Anantharaman T.S., Campbell M.S., and Nowatzyk A. (1990). Deep Thought. *Computers, Chess, and Cognition* (eds. T.A. Marsland and J. Schaeffer), pp. 55–78. Springer-Verlag, New York NY, USA. (2)
- Hyatt R.M., Gower A.E., and Nelson H.L. (1984). Cray Blitz. *Advances in Computer Chess 4* (ed. D.F. Beal), pp. 8–18. Pergamon Press, Oxford, United Kingdom. (18)
- Hyatt R.M., Gower A.E., and Nelson H.L. (1990). Cray Blitz. *Computers, Chess, and Cognition* (eds. T.A. Marsland and J. Schaeffer), pp. 111–130. Springer-Verlag, New York NY, USA. (16, 17, 31)
- Hyatt R.M. (1994). Personal communication: response on a questionnaire. (19, 20, 31)
- Junghanns A. and Schaeffer J. (1997). Sokoban: A Challenging Single-Agent Search Problem. *IJCAI-97 Workshop Proceedings: Using Games as an Experimental Testbed for AI Research* (ed. H. Iida), pp. 27–36. Nagoya, Japan. (38)
- Junghanns A., Schaeffer J., Brockington M., Björnsson Y., and Marsland T.A. (1997). Diminishing Returns for Additional Search in Chess. *Advances in Computer Chess 8* (eds. H.J. van den Herik and J.W.H.M. Uiterwijk), pp. 53–67. Universiteit Maastricht, Maastricht, The Netherlands. (36)

- Kažić B., Keene R., and Lim K.A. (1985). *The Official Laws of Chess and Other FIDE Regulations*. B.T. Batsford Ltd., London, United Kingdom. (82)
- King D. (1997). *Kasparov versus Deeper Blue: The Ultimate Man versus Machine Challenge*. B.T. Batsford Ltd., London, United Kingdom. (2)
- Klingbeil N. and Schaeffer J. (1990). Empirical Results with Conspiracy Numbers. *Computational Intelligence*, Vol. 6, pp. 1–11. (61)
- Kmoch H. (1959). *Pawn Power in Chess*. David McKay Company, New York NY, USA. (27)
- Knuth D.E. (1973). *The Art of Computer Programming. Volume 3: Sorting and Searching*. Addison-Wesley Publishing Company, Reading MA, USA. (14, 19, 20, 44)
- Knuth D.E. and Moore R.W. (1975). An Analysis of Alpha-Beta Pruning. *Artificial Intelligence*, Vol. 6, No. 4, pp. 293–326. (11, 14, 18)
- Kopec D. and Bratko I. (1982). The Bratko-Kopec Experiment: A Comparison of Human and Computer Performance in Chess. *Advances in Computer Chess 3* (ed. M.R.B. Clarke), pp. 57–72. Pergamon Press, Oxford, United Kingdom. (27)
- Krabbé T. (1985). *Chess Curiosities*. George Allen and Unwin Ltd., London, United Kingdom. (58, 62, 63, 104, 129, 134)
- Lang K.J. and Smith W.D. (1993). A Test Suite for Chess Programs. *ICCA Journal*, Vol. 16, No. 3, pp. 152–161. (28)
- Levenfish G. and Smyslov V. (1971). *Rook Endings*. B.T. Batsford Ltd., London, United Kingdom. (30)
- MacWilliams F.J. and Sloane N.J.A. (1977). *The Theory of Error-Correcting Codes*. Elsevier Science Publishers B.V., Amsterdam, The Netherlands. (15)
- Marsland T.A. and Rushton P.G. (1973). Mechanics for Comparing Chess Programs. *1973 Association for Computing Machinery Annual Conference*, pp. 202–205. (28)
- Marsland T.A. and Campbell M.S. (1982). Parallel Search of Strongly Ordered Game Trees. *Computing Surveys*, Vol. 14, No. 4, pp. 533–551. (17)
- Marsland T.A. (1986). A Review of Game-Tree Pruning. *ICCA Journal*, Vol. 9, No. 1, pp. 3–19. (16, 22, 24, 30, 31)
- McAllester D.A. (1988). Conspiracy Numbers for Min-Max Search. *Artificial Intelligence*, Vol. 35, No. 1, pp. 287–310. (51)
- Michie D. (1980). Chess with Computers. *Interdisciplinary Science Reviews*, Vol. 5, No. 3, pp. 215–227. (2)

- Minsky M. (1968). *Semantic Information Processing*. M.I.T. Press, Cambridge MA, USA. (2)
- Morita K. (1997). Personal communication. (40)
- Nelson H.L. (1985). Hash Tables in Cray Blitz. *ICCA Journal*, Vol. 8, No. 1, pp. 3–13. (17)
- Newborn M. (1997). *Kasparov versus Deep Blue: Computer Chess Comes of Age*. Springer-Verlag, New York NY, USA. (2)
- Newell A., Shaw J.C., and Simon H.A. (1958). Chess-Playing Programs and the Problem of Complexity. *IBM Journal of Research and Development*, Vol. 2, pp. 320–335. Reprinted (1988) in *Computer Games I* (ed. D.N.L. Levy), pp. 89–115. Springer-Verlag, New York NY, USA. (3)
- Newell A. and Simon H.A. (1972). *Human Problem Solving*. Prentice-Hall Inc., Englewood Cliffs NY, USA. (3)
- Nielsen J.B. (1991). A Chess-computer Test Set. *ICCA Journal*, Vol. 14, No. 1, pp. 33–37. (27)
- Nilsson N.J. (1971). *Problem-Solving Methods in Artificial Intelligence*. McGraw-Hill Book Company, New York NY, USA. (3)
- Palay A.J. (1985). *Searching with Probabilities*. Ph.D. thesis, Boston University, Boston MA, USA. (82, 85)
- Patashnik O. (1980). Qubic: 4x4x4 Tic-Tac-Toe. *Mathematics Magazine*, Vol. 53, pp. 202–216. (3)
- Pearl J. (1980). Asymptotic Properties of Minimax Game Trees and Game Searching Procedures. *Artificial Intelligence*, Vol. 14, No. 2, pp. 113–138. (17)
- Pearl J. (1984). *Heuristics: Intelligent Search Strategies for Computer Problem Solving*. Addison-Wesley, Reading MA, USA. (10)
- Pijls W. and Bruin A. de (1994). Generalizing Alpha-Beta. *Advances in Computer Chess 7* (eds. H.J. van den Herik, I.S. Herschberg, and J.W.H.M. Uiterwijk), pp. 219–236. University of Limburg, Maastricht, The Netherlands. (69)
- Plaat A. (1996). *Research Re:search & Re-search*. Ph.D. thesis, Erasmus University Rotterdam, Rotterdam, The Netherlands. (13)
- Plaat A., Schaeffer J., Pijls W., and Bruin A. de (1996). Best-First Fixed-Depth Minimax Algorithms. *Artificial Intelligence*, Vol. 87, No. 2, pp. 255–293. (13, 105)
- Pronk T. (1987). Transpositietabellen in Schaakprogramma's. M.Sc. thesis, Gemeentelijke HTS, Den Haag, The Netherlands. In Dutch. (19)

- Reinefeld A. (1983). An Improvement to the Scout Tree Search Algorithm. *ICCA Journal*, Vol. 6, No. 4, pp. 4–14. (17, 22)
- Reinefeld A. (1989). *Spielbaum-Suchverfahren*. Springer-Verlag, Berlin, Germany. In German. (22)
- Reinfeld F. (1958). *Win at Chess*. Dover Publications Inc., New York NY, USA. Originally published (1945) as *Chess Quiz* by David McKay Company, New York NY, USA. (27, 58, 64, 66, 129, 134)
- Samuel A.L. (1959). Some Studies in Machine Learning Using the Game of Checkers. *IBM Journal of Research and Development*, Vol. 3, No. 3, pp. 210–229. Reprinted (1963) in *Computers and Thought* (eds. E.A. Feigenbaum and J. Feldman), pp. 71-105. McGraw-Hill Book Company, New York NY, USA. (1, 11)
- Samuel A.L. (1967). Some Studies in Machine Learning Using the Game of Checkers II – Recent Progress. *IBM Journal of Research and Development*, Vol. 11, No. 6, pp. 601–617. Reprinted (1970) in *Human and Artificial Intelligence* (ed. F.J. Crosson), pp. 81-116. Appleton-Century-Crofts, Educational Division, Meredith Corporation, New York NY, USA. (1)
- Schaeffer J. (1983). The History Heuristic. *ICCA Journal*, Vol. 6, No. 3, pp. 16–19. (23)
- Schaeffer J. (1986). *Experiments in Search and Knowledge*. Ph.D. thesis, University of Waterloo, Ontario, Canada. Also published (1986) as Technical Report TR 86-12, University of Alberta, Edmonton, Canada. (28)
- Schaeffer J. (1989a). Conspiracy Numbers. *Advances in Computer Chess 5* (ed. D.F. Beal), pp. 199–217. Elsevier Science Publishers B.V., Amsterdam, The Netherlands. (64)
- Schaeffer J. (1989b). The History Heuristic and Alpha-Beta Search Enhancements in Practice. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, Vol. 11, No. 11, pp. 1203–1212. (23, 30)
- Schaeffer J. (1990). Conspiracy Numbers. *Artificial Intelligence*, Vol. 43, No. 1, pp. 67–84. (51, 64)
- Schaeffer J. (1994). Personal communication: response on a questionnaire. (20, 32, 33, 45)
- Schaeffer J. (1996a). Marion Tinsley: Human Perfection at Checkers? *Games of No Chance. Combinatorial Games at MSRI, 1994* (ed. R.J. Nowakowski), pp. 115–118. Cambridge University Press, Cambridge, United Kingdom. (2)
- Schaeffer J. (1996b). Personal communication. (46)

- Schaeffer J. (1997). *One Jump Ahead: Challenging Human Supremacy in Checkers*. Springer-Verlag, New York NY, USA. (1)
- Schaeffer J. and Plaat A. (1997). Kasparov versus Deep Blue: The Rematch. *ICCA Journal*, Vol. 20, No. 2, pp. 95–101. (2)
- Schaeffer J. (1998). *Personal communication*. (63)
- Schaeffer J., Culberson J., Treloar N., Knight B., Lu P., and Szafron D. (1992). A World Championship Caliber Checkers Program. *Artificial Intelligence*, Vol. 53, Nos. 2–3, pp. 273–290. (1)
- Schijf M. (1993). Proof-Number Search and Transpositions. M.Sc. thesis, University of Leiden, Leiden, The Netherlands. (87, 88, 102)
- Schijf M., Allis L.V., and Uiterwijk J.W.H.M. (1994). Proof-Number Search and Transpositions. *ICCA Journal*, Vol. 17, No. 2, pp. 63–74. (87, 88, 102, 104)
- Schrüfer G. (1989). A Strategic Quiescence Search. *ICCA Journal*, Vol. 12, No. 1, pp. 3–9. (22)
- Shannon C.E. (1950). Programming a Computer for Playing Chess. *Philosophical Magazine*, Vol. 41, No. 7, pp. 256–275. (1, 10, 22)
- Slate J.D. and Atkin L.R. (1977). CHESS 4.5: The Northwestern University Chess Program. *Chess Skill in Man and Machine* (ed. P.W. Frey), pp. 82–118. Springer-Verlag, New York NY, USA. Second Edition, 1983. (13, 14, 17, 29, 31)
- Stanback J.S. (1994). *Personal communication: response on a questionnaire*. (19, 31, 45)
- Stockman G. (1979). A Minimax Algorithm Better than Alpha-beta? *Artificial Intelligence*, Vol. 12, pp. 179–196. (13)
- Thompson K. (1982). Computer Chess Strength. *Advances in Computer Chess 3* (ed. D.F. Beal), pp. 55–56. Pergamon Press, Oxford, United Kingdom. (36)
- Thompson K. (1995). *Personal communication*. (86)
- Thompson K. (1996a). *Personal communication*. (45)
- Thompson K. (1996b). 6-Piece Endgames. *Advances in Computer Chess 8* (eds. H.J. van den Herik, I.S. Herschberg, and J.W.H.M. Uiterwijk), pp. 9–26. Universiteit Maastricht, Maastricht, The Netherlands. An abbreviated version is published (1996) in *ICCA Journal*, Vol. 19, No. 4, pp. 215–226. (5)
- Truscott T.R. (1981). Techniques Used in Minimax Game-Playing Programs. M.Sc. thesis, Duke University, Durham NC, USA. (46)

- Turing A.M. (1953). Digital Computers Applied to Games. *Faster than Thought* (ed. B.V. Bowden), pp. 286–297. Pitman, London, United Kingdom. (1)
- Uiterwijk J.W.H.M., Herik H.J. van den, and Allis L.V. (1989). A Knowledge-Based Approach to Connect-Four. *The Game is Over: White to Move Wins! Heuristic Programming in Artificial Intelligence: The First Computer Olympiad* (eds. D.N.L. Levy and D.F. Beal), pp. 113–133. Ellis Horwood Ltd., Chichester, United Kingdom. (4)
- Uiterwijk J.W.H.M. (1994). *Personal communication: response on a questionnaire.* (20)
- Uiterwijk J.W.H.M. (1996). The Kasparov – Deep Blue Match. *ICCA Journal*, Vol. 19, No. 1, pp. 38–41. (2)
- Warnock T. and Wendroff B. (1988). Search Tables in Computer Chess. *ICCA Journal*, Vol. 11, No. 1, pp. 10–13. (15, 18)
- Weill J.-C. (1994). *Personal communication: response on a questionnaire.* (19, 20)
- Wendroff B. (1994). *Personal communication: response on a questionnaire.* (20)
- West J. (1996). Championship-Level Play of Domineering. *Games of No Chance. Combinatorial Games at MSRI, 1994* (ed. R.J. Nowakowski), pp. 85–91. Cambridge University Press, Cambridge, United Kingdom. (26)
- Zermelo E. (1912). Über eine Anwendung der Mengenlehre auf die Theorie des Schachspiels. *Proceedings of the fifth International Congress of Mathematics*, Vol. 2, pp. 501–504. Cambridge, United Kingdom. (10)
- Zobrist A.L. (1970). A New Hashing Method with Application for Game Playing. Technical Report #88, Computer Science Department, The University of Wisconsin, Madison WI, USA. Reprinted (1990) in *ICCA Journal*, Vol. 13, No. 2, pp. 69–73. (15, 20)

