

A WORKSHOP ON COMPUTER-CHESS THEORY AND PRACTICE

Dallas, Texas

October 25-27, 1987

At the upcoming 18th North American Computer-Chess Championship in Dallas (25-27 Oct.) a much requested and needed workshop on computer-chess theory and practice will be held from 3-5 p.m. on Tuesday 27 October. Each participating team is asked to prepare a 15 minute (or less) statement relating known computer-chess theory to the practice in their program. This is an opportunity to present not only your experience with known techniques but also to assess new ideas to improve computer-chess programs.

Naturally I am also happy to consider presentations by non-participants in the Championship. This can be done by sending a written outline of your intended remarks to my UNC address, or by electronic mail to marsland@unc.uccp or marsland@cs.unc.edu

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A MINI-SYMPOSIUM ON COMPUTER GAMES

Stanford, California

March 22-24, 1988

The AAAI (in cooperation with Stanford University's Department of Computer Science) presents the 1988 Spring Symposium Series to be held Tuesday through Thursday, March 22-24, 1988 at Stanford University.

AAAI introduces a new format for bringing colleagues from divergent backgrounds together in a smaller forum. This unique approach will include five mini-symposiums on different topics in the areas of AI in Medicine, Computer Games, Explanation-based Learning, Computer Vision, and "fast" Computational mechanisms. Each mini-symposium will be limited to between 100 and 150 attendees. In addition to invited participants there will be space for a limited number of other interested parties to register per mini-symposium.

The format of each symposium will be a series of panel discussions in which position papers are presented and debated among the panelists and the audience. This format will stimulate more intellectual debate and candor on fundamental and general issues that is usually not possible in larger conference forums. We hope to have a set of proceeding(s) available prior to the commencement of the symposium.

A general plenary session is scheduled in which the Program Chairs will discuss the highlights of their individual mini-symposiums on Thursday, March 24. We plan to have informal receptions in the early evenings.

Registration information will be available in September, 1987. Please write for registration information to the address noted below.

SUBMISSION REQUIREMENTS

Authors are invited to submit three copies of an extended abstract of no more than 1000 words and an outline of previous work and copies of pertinent publications to the Mini-symposium Chair (name and address noted below) no later than October 1, 1987.

Acceptances will be mailed by November 1, 1987. Final position papers will be required by January 15, 1988 so they can be bound together for distribution before the Series.

Program Chair: Hans Berliner
Carnegie-Mellon University.

Abstracts of presentations are invited on the following and related subjects:

- actual competent game-playing programs
- evaluation functions for game playing
- learning in game-playing environments
- new and improved game-search techniques
- mechanical creation of knowledge bases for a particular game.

Games include but are not limited to chess, checkers, go, othello, dominoes, bridge, and related games. Contributions on puzzle solving are also welcome. In general, a game should be thought of as an idealized domain in which difficult but demonstrably correct actions are possible.

Please send your extended abstract to:

Hans Berliner
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Carnegie-Mellon University
Pittsburgh, PA 15213
U.S.A.

MANY PENNIES FROM SEVERAL HEAVENS

On behalf of the long-suffering ICCA Treasurer, we are pleased to acknowledge lump-sum donations to our coffers from Tony and Linda Scherzer and from Stuart Cracraft. Let it be known that their contributions do relieve some of our most urgent shortfalls, but are far from turning us into millionaires. Rather, we see their most esteemed contributions in a spirit of *do ut des*, that is they gave so that you might also contribute.