

CHIP MEETS IGM

The Editors

Lest it be thought that it takes a World Champion to beat a computer, as reported above, we here record a two-game match played by an IGM of 2545 ELO strength (there are about 80 IGMs with such a rating or higher), again pointing up the utter defeatability of silicon. The games were played in The Hague at the AI Applications (AIT'89) conference. They do not deserve detailed comment, but are published as a matter of record, showing the state of the art of commercial computer-chess programming at the close of the 1980s.

White: Mach IV+

Black: John van der Wiel

Half an hour for each player for the whole game.

1. d4 e6 2. e4 d5 3. Nd2 a6 4. Ngf3 c5 5. dxc5 Bxc5 6. Nb3 Ba7 7. exd5 exd5 8. Qe2+ Qe7 9. Bg5 f6 10. Bf4 Nc6 11. Bd6 Qxe2+ 12. Bxe2 Bf5 13. c3 0-0-0 14. Bg3 (according to Van der Wiel the decisive mistake, 14. Bc5 being the right move) Nh6 15. 0-0-0 Rhe8 16. Rhe1 Be4 17. Nh4? g5 18. Nf3 Nf5 19. Bf1 h5 20. h4 Nxb3 21. fxb3 Bf2 22. Re2 Bxb3 23. hxb3 fxb3 24. Nfd2 Bf5 25. a3 Bf4 26. Rxe8 Rxe8 27. g3 Bxb3 28. Bg2 Ne5 29. Rf1 Nd3+ 30. Kb1 Nf4 31. Ka2 Bd3 32. Rf3 h4 33. Bh3 Nxb3 34. Rxd3 Nf4 35. Rd4 h3 36. Nf1 Bf2 37. Rd2 Re2 38. Rxe2 Nxe2 39. Nh2 Bg3 40. Nf1 h2 41. Nxb2 Bxb2 White resigns.

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1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. 0-0 b5 6. Bb3 Bb7 7. d4 Nxd4 8. Bxf7+ Kxf7 9. Nxe5+ Ke6 10. Qxd4 c5 11. Qc3 Nxe4 12. Qe1 Kxe5 13. f3 c4 14. Nc3 Qb6+ 15. Kh1 Ke6 16. Nxe4 Kf7 17. Be3 Qc6 18. Rad1 d5 19. Ng5+ Kg8 20. Bd4 Re8 21. Qg3 h6 22. Nh3 Rh7 23. Rde1 Be7 24. Qe5 g6 25. Nf4 Rf8 26. Ne6 Bd6 27. Qe2 Re8 28. f4 Ree7 29. Qg4 Qe8 30. f5 Bc8 31. Qxg6+ Qxg6 32. fxb6 Bxb6 33. gxh7+ Kxh7 34. Rf6 Bg8 35. Rxe7 Bxe7 36. Rxa6 Bg5 37. Ra7+ Kg6 38. Rg7+ Black resigns.

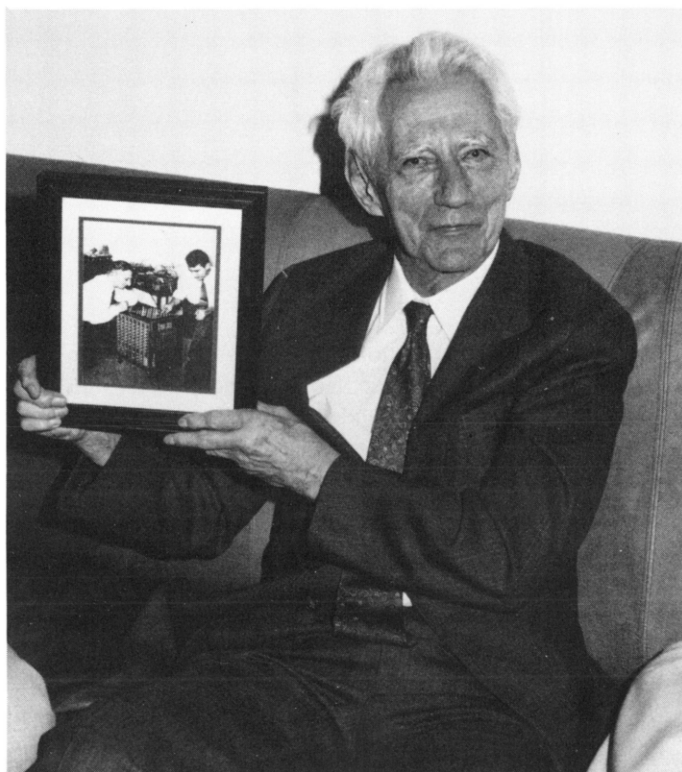


Photo by Jos Uiterwijk.

MAN AND MACHINE.

"A machine could be modelled to do what Fisher does, but does it much quicker", thus Shannon. (Edmonton, Alberta, 1989)