Macintosh operating systems. There are serious efforts under way to try to unwedge each of these at the present time, but the future is quite unclear. We will be losing with these operating systems for decades to come!!

**The new news**

It has become commonplace to note that just about any machine today has more computing power than the front-line machines of only a few years ago. The new news is that nearly everyone will have access to what is, for practical purposes, nearly the equal of what the front-line researchers have now! Now this is not quite true. Front-line workstations today are perhaps a factor of 4 faster than the commodity 486DX2-66s used in this tournament and there is also the possibility of hundreds or thousands working together. Also, custom VLSI still is potentially a significant advantage. Nonetheless, the disparity now is far smaller than it has ever been previously. This applies to nearly all areas of AI, not just chess. Thus, if individual researchers are willing to put in the hard work and long hours, they stand an excellent chance of being competitive with anyone in the world.

Hackers of the World, Unite! You have never had as good an opportunity to unwedge the world, especially in the field of Artificial Intelligence.

# LITERATURE RECEIVED

# A TEST-BED FOR INVESTIGATIONS IN MACHINE LEARNING

*Michael Schlosser*

We quote the abstract:

"Like in other domains, the knowledge in games is inaccurate, incomplete, vague, rough, unstructured, ... In several games, however, there exists a method which produces complete and exact knowledge. A so-called endgame data base (EDB) is constructed according to the optimal strategy proved by Zermelo.

The construction of EDBs itself is not a part of AI research. But an existing EDB may serve as a test-bed for AI investigations, e.g. to deduce new rules from an EDB and to construct evaluation functions. The paper presents an overview on constructing the above mentioned EDBs and gives an outlook to further investigations in AI research."