## THE 7th ADVANCES IN COMPUTER CHESS CONFERENCE

## July 1-2, 1993 Maastricht, The Netherlands

The seventh conference "Advances in Computer Chess", under the aegis of the ICCA and supported by Interpolis, the Max Euwe-centrum and the municipality of Maastricht, will be held in Maastricht, The Netherlands, on July 1-2, 1993, at the University of Limburg, Bouillonstraat 3 (in the Statenzaal). The conference commences on Thursday, 1 July at 9.30, and will end on Friday, 2 July at 16.30. Registration will take place on July 1 from 8.45.

This is the main conference on computer chess in the world, organized every three years. In Maastricht, well-known computer-chess researchers will present their latest results and ideas.

Former Chess World Champion Prof.dr. M.M. Botvinnik and International Chess Grandmaster Dr. John Nunn will attend the conference and both will present a keynote lecture.

- Botvinnik, M.M.: Shannon's Problem and How to Solve it (interpreter: A. Münninghof).
- Nunn, J.: Extracting Information from an Endgame Database.

The programme is to include the following papers (listed alphabetically by senior author).

- Allis, L.V., Breuker, D.M. and Herik, H.J. van den: Mate in 38: Applying Proof-number Search to Chess.
- Althöfer, I., Donninger, Chr., Lorenz, U. and Rottmann, V.: On Timing and Permanent Brain in Computer Chess.
- Beal, D.F. and Smith, M.: Random Evaluations in Chess.
- Gobet, E. and Jansen, P.J.: Towards a Chess Program based on a Model of Human Memory.
- Iida, H., Uiterwijk, J.W.H.M. and Herik, H.J. van den: Thoughts on the Application of Opponent-Model Search.
- Kopec, D.: A Comprehensive, Taxonomically-based Test for Evaluation of Computer and Human Strength in Chess.
- Lake, R., Schaeffer, J. and Lu, P.: Solving Large Retrograde-Analysis Problems Using a Network of Workstations.
- Marsland, T.A.: Parallelizing Alpha-Beta; a descriptive model.
- Opdahl, A.L. and Tessem, B.: Long-Term Planning in Computer Chess.
- Pijls, W. and Bruin, A. de: Generalizing Alpha-Beta.
- Posthoff, Chr., Schlosser, M., Staudte, R. and Zeidler, J.: Acquisition, Transformation, and Utilization of Knowledge Representations (Computer chess as an example of AI programming).
- Posthoff, Chr., Staudte, R. and Schlosser, M.: Chess Programming and Computer Science Education.
- Reinefeld, A.: A Minimax Algorithm Faster than Alpha-Beta.
- Stilman, B.: A Linguistic Geometry of the Chess Model.
- Weill, J.-C.: How Hard is the Correct Coding of an Easy Endgame?
- Ye, C. and Marsland, T.A.: Null-move and Singular Extensions in Chinese Chess.

The registration fee is Dfl. 200.- (two lunches, refreshments and a catered reception are included), to be paid at the registration desk at July 1, in cash, by traveller's check or Eurocheque.

For more information or for registration please contact José Cornips (+31 43 883334) or Sabine Vanhouwe (+31 43 883504), or send a message to the Department of Computer Science, using email (cornips@cs.ru-limburg.nl) or vanhouwe@cs.ru-limburg.nl), fax (+31 43 252392) or by postal mail (University of Limburg, Department of Computer Science, P.O. Box 616, 6200 MD Maastricht, The Netherlands).