

CORRESPONDENCE

In their Editorial of Vol. 19, No. 2, the Editors invited opinions on the theme *Chess or Beyond?* The Editorial Board received many letters, comments and remarks, showing a clear diversification: from focussing on pure computer-chess research via a mixed approach to banning computer chess for computer Go. Below we have exemplified the three opinions, starting with the latter one.

GO BEYOND CHESS

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I think the emphasis of the Journal should change from Chess to Go and other games that computers play poorly. In fact this will decide if I continue to subscribe.

Computer chess is not as interesting a challenge since the World Champion lost one game. Most of the techniques for the computer to become World Champion have been ascertained, even if this will be achieved in 15 years. Go is a more interesting challenge because it is more complex. New techniques are necessary for computers to play Go at the World-Champion level.

The ICCA did a terrific job in advancing computer-chess research. One of the problems with current computer-Go tournaments is that most tournaments do not allow supercomputers because the computer must be present. The ICCA let supercomputers play from a remote location. Then researchers can test ideas that are only practical on faster computers.

I believe the ICCA would do an equally terrific job in advancing computer Go. Maybe the ICCA should change its name to ICGA – International Computer Games Association.

COMPUTER CHESS AND BEYOND

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I only subscribe for its computer-chess content, and I do not believe that computer-chess development is near an end. Intuitional (as opposed to brute force) computer chess is hardly off the ground. Brute-force programs currently offer nothing for new chess openings. Current programs are weak at mid-game strategy.

When humans are no longer competitive with computers, then programs can compete with one another or pair up with human partners.

I mainly subscribe to keep up with the state of the art of computer chess and so long as that continues it is okay with me if you also include other computer games. Computer games is a big field, so maybe you could explicitly focus a little.

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