A DATA BASE ON DATA BASES

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Research in the field of endgame data bases has been initiated by Ströhlein's doctoral work in 1970. The technique was independently rediscovered several times, e.g., by Clarke and Thompson around 1975, the reason being that Ströhlein's thesis did not immediately gain due recognition. Thompson started building data bases for 3- and 4-piece endgames, but, unfortunately, so far did not publish his results except through private communications. Especially towards the end of 1985 he obtained a number of interesting new results reported elsewhere in this issue of the Journal (see pp. 45-49).

In the interest of accessibility, we now publish an extended bibliography, hoping it will prove profitable to the computer-chess research community and to chess lovers alike. We thus redeem our pledge (Vol. 8, No. 4, p. 229). English references preponderate, though German, Russian and Dutch entries are also included. Some classification of entries seemed desirable. Rather arbitrarily, the classes have been taken as:

- Scientific   : describing research methods and results, and program analyses.

- Chess-oriented: emphasizing chess results rather than programs.

- Other   : reporting not too technically on new results and constructions, and miscellaneous related topics.

The bibliography is selective and does not include all traceable articles on endgame data bases. The popular press has been mostly excluded; so have reviews.

Our additions in square brackets serve to indicate the particular endgame(s) discussed. Exhaustiveness is not claimed and, indeed, we welcome readers' contributions towards extending it. Kenneth Thompson, so far hesitant to publish, is our prime invitee!

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