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Computer Chess Compendium is an exceptionally useful reference for anyone who wants to really understand how computers play chess. This is the reference for which I have been looking and I cannot say enough good things about it.

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This may not be the most up-to-date material but it is still all very relevant and instructional and is still foundational for modern computer chess understanding. Computer Chess Compendium is an exceptionally useful reference for anyone who wants to really understand how computers play chess.

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Computer Chess Compendium by D. Levy, 9781475719703, available at Book Depository with free delivery worldwide.

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Chess has proved to be an excellent model environment for this purpose. About a decade ago in the pages of this journal, one of us, with Allen Newell, described the progress that had been made up to that time in using information-processing models and the techniques of computer simulation to explain human problem-solving processes.

Skill in Chess | SpringerLink

Chess ran on Control Data Corporation 's line of supercomputers. Work on the program began in 1968. It dominated the first computer chess tournaments, such as the World Computer Chess Championship and ACM's North American Computer Chess Championship. Chess was the first published use of the bitboard data structure applied to the game of chess.

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