CHESS v. GO AND ADVICE

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Those working in the field of Artificial Intelligence require yard stick problems with which to measure the power of heuristic programs. Howevers, most studies have used unsuitable problems from the literature on the psychology of problem solving. One example of a more suitable calculus of problems and puzzles has been developed to give a game (ADVICE) which has a simple instruction set, but which allows the development of positions which are at least as complex and interesting as those of Chess and Go.

On the basis of a study of the development of chess strategy carried out on some 1500 games played in international tournaments in 1851, 1862, 1883, 1899, 1911, 1969 and 1970, a comparative analysis of the relative virtues of Chess, Go and Advice is presented.