

sci.math: Re: chess

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On Thu, 29 Jul 2004 18:01:41 GMT, Tim923 <[tw0923@verizon.net](mailto:tw0923@verizon.net)> wrote, in part:

>*Could there be a practical*  
>*algorithm?*

Unlikely, because there are too many possible moves in chess.

Of course, if you define 'practical' as 'being capable of being executed by a large, powerful computer', as opposed to 'being carried out by a human player in his head', there just might be... soon.

John Savard

<http://home.ecn.ab.ca/~jsavard/index.html>