

sci.math: Re: How long would it take a computer to completely "solve" chess?

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kramsay@aol.com (Keith Ramsay) wrote in message news:<17a4a089.0409091643.604cb291@posting.google.com>...
> *I think you may have an exaggerated view of the advantages of*
> *quantum computers over "classical" ones. For certain problems*
> *such as factoring integers into primes, there are known "quantum*
> *algorithms" that solve them relatively fast, even though the*
> *known ordinary algorithms are not so fast.*
> ...
> *Moore's law will surely break down before we get to the point where*
> *it would say we could search all the possibilities in a few minutes.*
> *One can fantasize about developing quantum computers where the number*
> *of qubits is on the order of the number of atoms, but somewhat hard*
> *to believe that we'll be going way beyond that point during this*
> *century.*
>
> *Keith Ramsay*

I agree. I've given the problem some thought during the past few days and I don't really see a way in which a computation which involves a tree could be executed significantly faster on a quantum computer.