

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

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From: Guy Macon (<http://www.guymacon.com>)

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David Bandel <dwb1729@yahoo.com> says...

*>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.*

I believe that Grover's algorithm applies to some sorts of trees,
but whether chess is one on them is not clear.