

Deep Blue: One Small Step for a Computer

Feng-hsiung Hsu
IBM T. J. Watson Research Center
Yorktown Heights, NY
(fhh@watson.ibm.com)

Can a machine beat the human World Chess Champion in a match? This question had been around even before the existence of electronic computers, and the problem of creating such a computer had been one of the toughest problem in computer science. In 1996, Deep Blue proved that computers can beat the human World Chess Champion in a single game, and in May 1997, Deep Blue finally proved that computers can defeat the human World Chess Champion in a match. In this talk, we will go under the hood, and discuss the advances that make such a feat possible.