

# TIMELINE

## History of Game AI

By: Andrey Kurenkov

### Dartmouth Conference

1956: the birth of AI



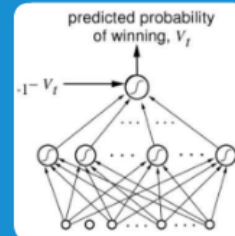
### Kaissa

1974: first world computer chess champion



### TD-Gammon

1992: RL and neural net based back-gammon AI shown



### Monte Carlo Go

1993: first research on Go with stochastic search

### MCTS Go

2006: French researchers advance Go AI with MCTS

### Crazy Stone

2008: MCTS Go AI beats 4 dan player

### Zen19

2012: MCTS based Go AI reaches 5-dan rank

### Mac Hack

1967: chess AI beats person in tournament

### Zobrist's AI

1968: First Go AI, beats human amateur

### Samuel's Checkers AI

1956: IBM Checkers AI first demonstrated

### Bernstein's Chess AI

1958: first fully functional chess AI developed

### Checkers AI Wins

1962: Samuel's program wins game against person



### CNN

1989: convolutional nets first demonstrated

### Backprop

1986: multi-layer neural net approach widely known

### CHINOOK

1994: checkers AI draws with world champion



### Deep Blue

1997: IBM chess AI beats world champion

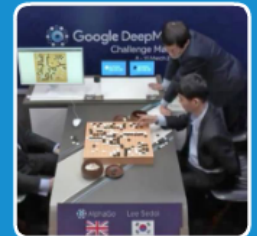


### DeepMind

2014: Google buys deep-RL AI company for \$400Mil

### AlphaGo

2016: Deep Learning+MCST Go AI beats top human



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### Items:

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#### ○ Dartmouth Conference

The Dartmouth Conference of 1956[43] was organized by Marvin Minsky, John McCarthy and two senior scientists: Claude Shannon and Nathan Rochester of IBM. The proposal for the conference included this

#### ○ TD-Gammon

TD-Gammon was a computer backgammon program developed in 1992 by Gerald Tesauro at IBM's Thomas J. Watson Research Center.

#### ○ Samuel's Checkers AI

#### ○ Monte Carlo Go

#### ○ Bernstein's Chess AI

#### ○ CHINOOK

#### ○ Checkers AI Wins

On February 24, 1956, Arthur Samuel's Checkers program, which was developed for play on the IBM 701, was demonstrated to the public on television.  
<https://webdocs.cs.ualberta.ca/~chinook/project/legac>

#### ○ NeuroGo

#### ○ Deep Blue

#### ○ Mac Hack

In 1967 Mac Hack VI[10] by Richard Greenblatt with Donald E. Eastlake III became an honorary member of the United States Chess Federation[citation needed] when a person lost to it in tournament play i

#### ○ MCTS Go

#### ○ Crazy Stone with handicap

#### ○ Zobrist's AI

#### ○ Zen19

To put the 5-dan rank in perspective: amongst the players who played American Go Association rated games in 2011, there were only 105 players that are 6-dan and above.<sup>2</sup> This suggests that there are on

#### ○ Kaissa

Kaissa became the first world computer chess champion in 1974 in Stockholm. <http://www.chessmaniac.com/kaissa-chess-program/>

#### ○ DeepMind

#### ○ Backprop

#### ○ AlphaGo

#### ○ CNN