



Christian Assig and Simon Illich with a CheX board.

Battle royal in software search

IN a battle of computer intelligence, UWA students have created software agents that can compete against each other.

Deep Blue was the first computer system to win a chess game against a reigning world champion in 1996.

At UWA, visiting German student Christian Assig created Artemis, which beat student Simon Illich's agent Dave in a chess-like contest.

Both students are taking the Algorithms for Artificial Intelligence unit taught by Dr Cara MacNish of the School of Computer Science and Software Engineering at UWA.

Each year the students build intelligent software agents to compete against each other in a game called CheX.

CheX is different to chess so publicly available algorithms could not be used and it has local pieces, including a Winthrop Hall-shaped piece.

The competition has been held every year since 2001, using software developed locally by unit co-ordinator Dr MacNish.