Eduardo Piza

Solving chess problems with chess engines

This monograph illustrates the current strength of chess engines in the specific task of solving classical chess problems.

We examine a curious example that Roger Penrose often used, about a simple and absurd chess problem that the chess engines of 2018 were still unable to solve, and which he used to illustrate his hypothesis that the human mind was essentially non-algorithmic.

We also analyzed some very complex chess problems, with the help of several modern chess engines.

We came to the conclusion that there are still complex chess puzzles that human chess players can solve, but that ordinary computers cannot yet solve.

Eduardo Piza is a Costa Rican chess player, computer scientist, and mathematician. In 1982 he was the national chess champion of his country. He has written 20 books and more than 100 scientific articles in international journals. He worked for 36 years at the University of Costa Rica.

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