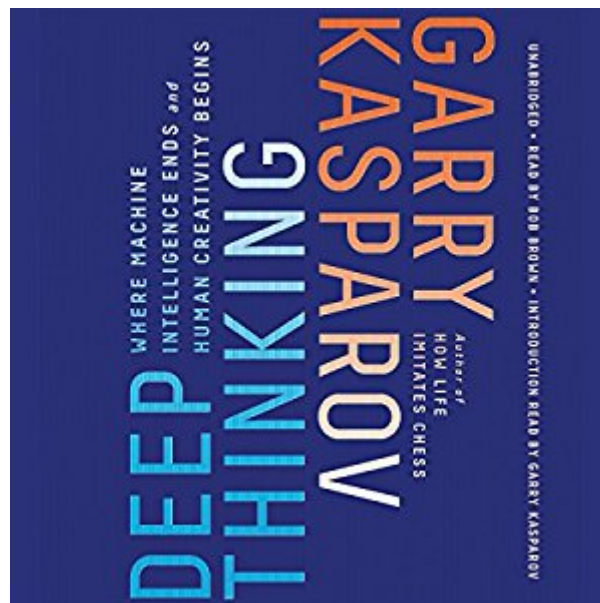




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Deep Thinking: Where Machine Intelligence Ends And Human Creativity Begins



Synopsis

Garry Kasparov's 1997 chess match against the IBM supercomputer Deep Blue was a watershed moment in the history of technology. It was the dawn of a new era in artificial intelligence: a machine capable of beating the reigning human champion at this most cerebral game. That moment was more than a century in the making, and in this breakthrough book, Kasparov reveals his astonishing side of the story for the first time. He describes how it felt to strategize against an implacable, untiring opponent with the whole world watching, and recounts the history of machine intelligence through the microcosm of chess, considered by generations of scientific pioneers to be a key to unlocking the secrets of human and machine cognition. Kasparov uses his unrivaled experience to look into the future of intelligent machines and sees it bright with possibility. As many critics decry artificial intelligence as a menace, particularly to human jobs, Kasparov shows how humanity can rise to new heights with the help of our most extraordinary creations, rather than fear them. Deep Thinking is a tightly argued case for technological progress, from the man who stood at its precipice with his own career at stake.

Book Information

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Customer Reviews

Most of this book is about chess and chess engines and Kasparov's experiences with them, especially in his two matches with IBM's Deep Blue. But there is much more. The central theme of the book can be seen in this quote from page 259: "technology can make us more human by freeing us to be more creative." Like Kasparov (peak rating of 2851 in 1999) I (peak rating of 2080 in 1974) have been absolutely fascinated with chess playing programs

going back to the eighties when the best engine played at about the USCF 1200 level. I bought one of the first Chessmaster programs and subsequently several others as well. I also bought the Fritz engines when they came out and others including I believe the first Zarkov program. What Kasparov shows is that it is a combination of brute force from the chess engines and the creative and process-finding ability of the human that makes for the strongest player. In human tournaments of course you can't get help from your cell phone (and hopefully not from a device in your back molar!), but in preparation for a tournament and especially for a match a strong chess engine can be invaluable. Kasparov makes it clear that the proliferation of younger and younger and stronger and stronger grandmasters came about because of the maturing strength of the chess engines which allowed players to study at a level and with an intensity previously impossible. Kasparov goes on to generalize this idea for other forms of human endeavor. Artificial Intelligence is in the final analysis a tool to augment human creativity and foster human achievement. (This is not to say it won't be used in detrimental ways.) Fifty-five years ago my friend Bill Maillard, who is a mathematician and a master chess player, put it this way: machine intelligence will eventually exceed human intelligence but it will be the humans that make the decisions. For Kasparov (quoting John McCarthy who coined the term "artificial intelligence" in 1956) chess became the *Drosophila* of AI, the fruit fly that allows scientific experiments. Put ironically in another way, Kasparov (with tongue in cheek) titled an earlier book of his "How Life Imitates Chess." What is most interesting about Garry Kasparov is just how intelligent, learned and articulate he is compared to the vast number of chess players. Anybody who has put in the time and energy it takes to become a grandmaster really doesn't have time to be well read usually. One only has to recall the very limited abilities of Bobby Fischer away from the chess board. "Speaking of whom, Kasparov has this little story about Fischer on page 92: When an eager fan pressed him after a difficult win with "Nice game, Bobby!" Fischer retorted, "How would you know." Another interesting thing about Kasparov is how he can be both modest and very confident at the same time. Part of what makes this book so interesting is the way Kasparov reveals himself. He faults himself for the infamous resignation in game two of the second Deep Blue match and even reveals that he didn't realize the position was drawn until the next day when told so by his seconds. He explains why he lost the match while making plausible excuses based on what he thought was unfair advantages on the other side. This part of the book, which focuses intently on those matches, reveals a very human and likable person, perhaps akin to a character in a popular novel, a person with great strengths and some weaknesses. For example, on page 105 Kasparov writes, "I can say

without any false modesty that I was the best-prepared player in the history of chess. For many readers the most interesting parts of the book will deal with Kaparov's understanding of AI (and IA, intelligence amplification) and how the technology has developed and where K thinks it's going. He is less afraid of the surveillance than many people and for the most part sees that the increased knowledge we have of others and ourselves through technology will do more good than harm. He notes that "Our lives are being converted into data" but "The greatest security problem we have will always be human nature." (p. 118) He adds on the next page, "Privacy is dying, so transparency must increase." His knowledge is impressive, and he and his collaborator Mig Greengard write so clearly and engagingly that the book is a pleasure to read. I should add that the book is beautifully designed and meticulously edited. I didn't notice a single typo and nary a muddled sentence. One other thing: even very experienced chess players will probably learn something about the game of chess they didn't know or something about the history of chess they missed. I know I did. Some quotables: "Romanticizing the loss of jobs to technology is little better than complaining that antibiotics put too many grave diggers out of work." (p. 42) This is a statement that bears some scrutiny, and indeed might be the subject of a future Kasparov book. In 1989 Kasparov played the Deep Thought chess engine. After Kasparov won the tabloid New York Post wrote, "Red Chess King Quick Fries Deep Thought's Chips." (p. 111) "Mistakes almost never walk alone." (p. 239) "Intelligence is whatever machines haven't done yet" (quoting Larry Tesler). (p. 251) "There's a business saying that if you're the smartest person in the room, you're in the wrong room." (p. 252) --Dennis Littrell, author of "The World Is Not as We Think It Is"

Loved the book from start to end. From the history part of chess to the humane approach to our future.

Bought this book because of my interest in AI. I wanted to read the thoughts of one of its first victims. Kasparov does a great job to highlight the journey to the match with Deep Blue. I enjoyed particularly the conclusion, he should write a book about humans + machines in the near future.

Nice reading for those who love chess and technology

Unique autobiographical perspective of "man vs A.I. machine" with chess gamesmanship as an

added benefit! Well written - engaging book

One of the best books on the implications of human technology interactions through AI I've read in recent years. Highly recommended.

Excellent and thought-provoking book!

I am a moderately skilled chess player, but you don't really have to know chess to love this book. It is a supreme history of AI, using chess as its guinea pig, I actually found his games with Deep Blue to be as thrilling as a novel. He is a fantastic writer.

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