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Alexandre Linhares ^[5]

Alexandre Linhares, a Brazilian computer scientist, research professor of [public](#) and [business administration](#) at [Escola Brasileira de Administração Pública e de Empresas](#), [Fundação Getúlio Vargas](#) (FGV), [Rio de Janeiro](#) ^[1], and currently director-general of the Brazilian Chapter of the [Club of Rome](#). His research interests include [cognition](#) in chess, where he is a critique of [Chase](#) and [Simon's](#) heavily quoted work [Perception in chess](#) ^[2], controversial debated by [Fernand Gobet](#) et al. ^{[3] [4]}.

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The Nature of Chunks

The debate is about the nature of [chess chunks](#). One possibility states that chunks are built by encoding particular combinations of pieces-on-squares (POSs), and that chunks are formed mostly by “close” pieces (in a “Euclidean” sense). A complementary hypothesis, as proposed by [Alexandre Linhares](#) and [Paulo Brum](#) ^[6], is that chunks are encoded by abstract, semantic information such as given in following positions, the [Fool's mate](#) and its “most economical” representation, as given by [Jenő Bán](#) ^[7]:

rnblkbnr/pppp1ppp/8/4p3/6Pq/5P
2/PPPP2P
/RNBQKBNR w KQkq -

8/8/8/8/6b1/2k1P3/4KB2 w - -

See also

- [Chunking](#)
- [Cognition](#)
- [Psychology](#)

Selected Publications

[8]

- [Alexandre Linhares](#) (2005). [An Active Symbols Theory of Chess Intuition](#). [Minds and Machines](#), Vol. 15, No. 2
- [Alexandre Linhares](#), [Paulo Brum](#) (2007). [Understanding our understanding of strategic scenarios: What role do chunks play](#). [Cognitive Science](#), 31, 989-1007. [pdf](#)
- [Merim Bilalić](#), [Fernand Gobet](#) (2007). *They do what they are told to do: The influence of instruction on (chess) expert perception - Commentary on Linhares and Brum (2007)*. [Cognitive Science](#). [pdf](#)
- [Alexandre Linhares](#), [Paulo Brum](#) (2009). [How Can Experts See the Invisible? Reply to Bilalic and Gobet](#). [Cognitive Science](#), Vol 33, No. 5
- [Alexandre Linhares](#), [Anna Elizabeth T. A. Freitas](#) (2010). [Questioning Chase and Simon's \(1973\) "Perception in chess": The "experience recognition" hypothesis](#). [New Ideas in Psychology](#), Vol. 28, No. 1
- [Peter Lane](#), [Fernand Gobet](#) (2011). [Perception in chess and beyond: Commentary on Linhares and Freitas \(2010\)](#). [New Ideas in Psychology](#), Vol. 29, No. 2
- [Neil Charness](#) (2012). [Patterns of theorizing about chess skill - Commentary on Linhares and Freitas \(2010\) and Lane and Gobet \(2011\)](#). [New Ideas in Psychology](#), Vol. 30, No. 3
- [Alexandre Linhares](#), [Anna Elizabeth T. A. Freitas](#), [Alexandre Mendes](#), [Jarbas S. Silva](#) (2012). [Entanglement of perception and reasoning in the combinatorial game of chess: Differential errors of strategic reconstruction](#). [Cognitive Systems Research](#), Vol. 13, No 1, 72-86

External Links

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- [The Human Intuition Project: Chase and Simon \(1973\) Perception in chess, Cognitive Psychology 4:55-81. A scientific blunder by Alexandre Linhares, October 01, 2007](#)

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References

1. [^ linhares - www](#)
2. [^ William Chase, Herbert Simon \(1973\). Perception in chess. Cognitive Psychology, Vol. 4, No. 1, pdf](#)
3. [^ The Human Intuition Project: Chase and Simon \(1973\) Perception in chess, Cognitive Psychology 4:55-81. A scientific blunder by Alexandre Linhares, October 01, 2007](#)
4. [^ Peter Lane, Fernand Gobet \(2011\). Perception in chess and beyond: Commentary on Linhares and Freitas \(2010\). New Ideas in Psychology, Vol. 29, No. 2](#)
5. [^ Associate Member | THE CLUB OF ROME](#)
6. [^ Alexandre Linhares, Paulo Brum \(2007\). Understanding our understanding of strategic scenarios: What role do chunks play. Cognitive Science, Vol. 31, 989-1007. pdf](#)
7. [^ Jenő Bán \(1997\). The tactics of endgames. Dover Publications, ISBN-13: 978-0486297057, amazon.com](#)
8. [^ DBLP: Alexandre Linhares](#)

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