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Ivan Bratko ^[3]

Ivan Bratko,
a Slovenian computer scientist and
researcher in [artificial intelligence](#)
and computer chess, Professor at
the Faculty of Computer and
Information Science [University of
Ljubljana](#). In 1982, at the
[University of Edinburgh](#), Ivan
Bratko and [Danny Kopec](#) designed
the [Bratko-Kopec Test](#) ^{[1][2]}

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Quotes

Research Interests

Quote from Ivan Bratko's Homepage ^[4]:

Professor Bratko has conducted research in [machine learning](#), [knowledge-based systems](#), [qualitative modeling](#), [intelligent robotics](#), heuristic programming and computer chess. His main interests in machine learning have been in learning from [noisy](#) data, combining learning and [qualitative reasoning](#), [constructive induction](#), [Inductive Logic Programming](#) and various applications of machine learning, including [medicine](#) and control of [dynamic systems](#).

Chess Endgames

Quote by [Maarten van Emden](#) in *I remember* [Donald Michie](#) ^[5]:

In 1980 I spent another summer in Edinburgh as a guest of [Donald Michie](#). Since the low point of 1975, thanks to assiduous and inventive joint pursuit of funding possibilities by Donald and [Jean](#), the Machine Intelligence Research Unit was alive with work focused on [chess endgames](#). There were students, including [Tim Niblett](#) and [Alen Shapiro](#). [Danny Kopec](#) was there, perhaps formally as a student, but de facto as the resident chess consultant. [Ivan Bratko](#) visited frequently. Alen was the administrator of the dream computing environment of that time: a small [PDP-11](#) running [Unix](#).

CLESS

In 1979/80, as visiting researcher at [University of Edinburgh](#), Ivan Bratko worked with [Zdenek Zdrahal](#) and [Alen Shapiro](#) on [Pattern Recognition](#) applied to Chess. In fact they used [Bitboards](#), called [cellular 8x8 arrays](#), to implement their *Cellular logic processing emulator for chess* (CLESS) ^[6]. CLESS used three kinds of instructions to recognize simple and more complex chess patterns:

1. [bitwise boolean operations](#) without any interactions between squares
2. [shifts](#) as expand instructions
3. [fill-like](#) propagation instructions, internally using the first two kinds of instructions and conditions in loops

Selected Publications

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External Links

- [Professor Ivan Bratko, PhD - FRI](#)
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- [The Mathematics Genealogy Project - Ivan Bratko](#)
- [Handling noisy data](#), Videolecture

- Evolutionary Portrait Art by [Günter Bachelier](#): [Ivan Bratko](#)



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