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Jeff Rollason ^[3]

Jeff Rollason,

a British computer scientist and games programmer, author of the chess program [Treebeard](#) ^[1], the earlier chess programs [Merlin](#) and [Rasputin](#), and the [Shogi](#) program [Shotest](#). Jeff is CEO and Founder of the [AI Factory](#) ^[2]. Treebeard and Shotest are AI Factory products.

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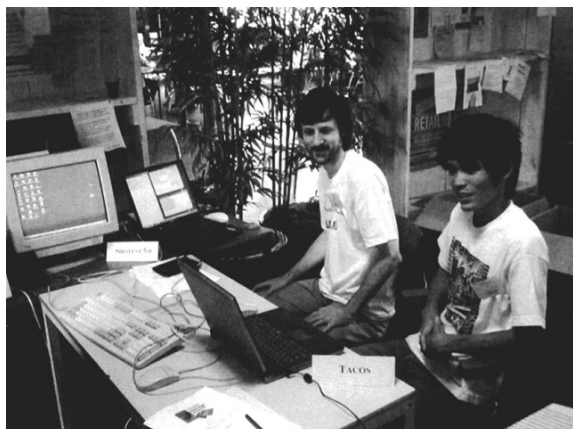
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[Jeff Rollason](#) and [Reijer Grimbergen](#), [Kisarazu, Japan](#), May 2008 ^[5]

Selected Publications

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- [Jeff Rollason](#) (2000). [SUPER-SOMA - Solving Tactical Exchanges in Shogi without Tree Searching](#). [CG 2000](#), [Word preprint](#)
- [Jeff Rollason](#) (2001). *Shotest wins Shogi tournament*. [ICGA Journal](#), Vol. 24, No. 3 » [6th Computer Olympiad](#)
- [Reijer Grimbergen](#), [Jeff Rollason](#) (2001). *Using castle and assault maps for guiding opening and middle game play in Shogi*. [6th Game Programming Workshop](#), [pdf](#)
- [Hiroyuki Iida](#), [Makoto Sakuta](#), [Jeff Rollason](#) (2002). *Computer Shogi*. Artificial Intelligence, Vol. 134, [Elsevier](#), [CiteSeerX](#)
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5. [^] [World Computer Shogi Championship 2006 - AI Factory newsletter article Spring 2006](#)
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