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Larry Atkin and [David Slate](#), [ACM 1979](#) ^[3]

Lawrence R. (Larry) Atkin, an American computer scientist, former chess programmer and consultant. Along with [Keith Gorlen](#) (1968), [David Slate](#) (1969) and [CDC Cyber](#) hardware consultant [David Cahlander](#), Larry Atkin was the initial author of the [Northwestern University's](#) program [Chess](#), which almost dominated computer chess during the 70s in the United States.

Larry Atkin further was lead programmer at Odesta aka Helix Technologies and co-creator of the [Helix database](#) and is now consultant at *QSA Toolworks* ^[1] and various companies ^[2].

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[David Slate](#) accepts first prize from [ACM](#) president [Sam Matsa](#) for winning the [1st North American Computer Chess Championship](#) 1970 with his and Larry Atkin's [Chess](#) program. [Monty Newborn](#) (far left), [Ben Mittman](#) (far right) ^[4].



Atkin at [6th ACM North American Computer Chess Championship](#), 1975 ^[5]

Chess 0.5

In 1978 Larry Atkin wrote a didactic program in [Pascal](#) along with [Peter W. Frey](#), which was published as [Chess 0.5](#) in the [Byte Magazine](#) ^[6], and re-published on-line in 2005, available from [Scott A. Moore's](#) sites ^{[7][8]}.

Applied Concepts

In the '80s Larry Atkin worked for [Applied Concepts](#) on [dedicated chess computers](#) and is mentioned along with [David Slate](#) as co-author of the [Gruenfeld](#) and [Capablanca](#) module programs for the [Great Game Machine](#) and the [Chafitz modular game system](#). He is further sole author of the [Steinitz Edition 4](#) ^{[9][10]}, and the [Steinitz Encore](#) ^[11], both running on a 8-bit [6502](#) processor with 2 resp. 4 Mhz. Capablanca was later converted to be [Chess 7.0](#) for the [Apple II](#), [Atari 800](#), and [Commodore 64](#) published by [Odesta](#). Even later it became "How About a Nice Game of Chess" for the Apple IIe ^{[12][13]}. Along with Peter W. Frey, Larry Atkin is co-author of the [Othello](#) program *Odin* ^[14], which also ran as module of the [Great Game Machine](#).

Selected Publications

- [David Slate](#), [Larry Atkin](#), [Keith Gorlen](#) (1971). *CHESS 3.5 User Guide*. [Northwestern University](#)
- [Larry Atkin](#) (1975). *Chess 3.6: A Chess Playing Computer Program*. Masters Thesis, [Northwestern University](#), June 1975
- [David Slate](#), [Larry Atkin](#) (1977). *CHESS 4.5 - The Northwestern University Chess Program*. [Chess Skill in Man and Machine](#) (ed. [Peter W. Frey](#)), pp. 82-118. Springer-Verlag, New York, N.Y. 2nd ed. 1983. ISBN 0-387-90815-3. Reprinted (1988) in [Computer Chess Compendium](#)
- [Peter W. Frey](#), [Larry Atkin](#) (1978). [Creating a Chess Player](#). An Essay on Human and Computer Chess Skill, [BYTE](#), Vol. 3, No. 10, pp. 182-191. [pdf](#) from [The Computer History Museum](#)
- [Peter W. Frey](#), [Larry Atkin](#) (1978). *Creating a Chess Player, Part 2: Chess 0.5*. [BYTE](#), Vol. 3, No. 11
- [Peter W. Frey](#), [Larry Atkin](#) (1978). *Creating a Chess Player, Part 3: Chess 0.5 (continued)*. [BYTE](#), Vol. 3, No. 12
- [Peter W. Frey](#), [Larry Atkin](#) (1979). [Creating a Chess-Player, Part 4: Thoughts on Strategy](#). In [Blaise W. Liffick](#) (ed.), [The Byte Book of Pascal](#), pp. 143-155. Byte Publications, also [BYTE](#), Vol. 4, No. 1

External Links

- [Larry Atkin | LinkedIn](#)
- [Larry Atkin's ICGA Tournaments](#)
- [Larry Atkin - The Othello Wiki Book Project](#)
- [Commodore 64/128 Old Computer Chess Game Collection - Chess 7.0](#) from [The Spacious Mind](#)
- [Atkin, Larry](#) from [Schachcomputer.info Wiki](#) (German)

References

1. [^](#) [QSA ToolWorks, LLC Home Page](#)
2. [^](#) [Larry Atkin | LinkedIn](#)
3. [^](#) [Larry Atkin \(front\) and David Slate at the 10th ACM North American Computer Chess Championship in Detroit, Michigan](#), 1979, Gift of [Monroe Newborn](#) from [The Computer History Museum](#)
4. [^](#) [Slate and Atkin win 1st World Computer Chess Championship in New York City, New York](#) 1970, Photo of [Monroe Newborn](#) from [The Computer History Museum](#)
5. [^](#) [Atkin at 6th ACM North American Computer Chess Championship in Minneapolis](#), 1975, Photo by [Monroe Newborn](#) from [The Computer History Museum](#)
6. [^](#) [Larry R. Atkin Magazine articles](#)
7. [^](#) [Chess 0.5, Release 1 - 2005-05-30](#)
8. [^](#) [Byte Chess 0.5 source code](#)
9. [^](#) [Chafitz Steinitz Edition](#) from [Schachcomputer.info Wiki](#) (German)

10. [^ Wilhelm Steinitz from Wikipedia](#)
11. [^ Chafitz Steinitz Encore](#) from [Schachcomputer.info Wiki](#) (German)
12. [^ chess 7.0](#) by [Will Singleton](#), [CCC](#), October 16, 2008
13. [^ Commodore 64/128 Old Computer Chess Game Collection - Chess 7.0](#) from [The Spacious Mind](#)
14. [^ Odin - The Othello Wiki Book Project](#)

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