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Monty Newborn ^[4]

Monroe M. (Monty) Newborn, a Canadian computer scientist, and emeritus professor at [McGill University](#) ^[1] in [Montreal, Quebec, Canada](#). Monty was early computer chess programmer and primary author of the chess program [Ostrich](#), and the [pawn endgame](#) program [Peasant](#) ^[2].

In 1970 Monty Newborn and [Ben Mittman](#) initiated, constituted and organized the [ACM North American Computer Chess Championship](#), and together with [Ben Mittman](#) and [David Levy](#) the [World Computer Chess Championship](#) in 1974. Newborn was co-founder of the [ICCA](#) in 1977, and served as its president from 1983 until 1986. He has written extensively on computer chess ^[3].

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Photos



Chess pioneers in [Sacher Hotel Vienna](#), Austria 1980: [Ben Mittman](#), [Monty Newborn](#), [Tony Marsland](#), [Dave Slate](#), [David Levy](#), [Claude Shannon](#), [Ken Thompson](#), Betty Shannon, [Tom Truscott](#) ^[5]



[Don Beal](#), [Ken Thompson](#), [Monty Newborn](#), and [Mikhail Botvinnik](#) at the [WCCC 1983](#) in New York City

Biography

Brief Biography of Monty Newborn [\[7\]](#):

Monty Newborn received his Ph. D. in Electrical Engineering from The [Ohio State University](#) in 1967. He was an assistant professor and then associate professor at [Columbia University](#) in the Department of Electrical Engineering and Computer Science from 1967-1975. In 1975, he joined the School of Computer Science at [McGill University](#) and has been with the School since then, serving as its director from 1976-1983. He has been an [ACM](#) Fellow since 1994.

His research focuses on search problems in artificial intelligence where two areas are of particular interest: chess-playing programs and automated theorem-proving programs. He has published seven books on these subjects and a number of research papers as well. He served as chairman of the ACM Computer Chess Committee from 1981 until 1997. In that capacity he organized the first Kasparov versus Deep Blue match (known as the ACM Chess Challenge) in 1996. The following year he served as head of the officials at the [second Kasparov versus Deep Blue match](#) won by Deep Blue. Through the 1970s and 1980s, his chess program Ostrich competed in five world championships, coming close to winning in 1974.

Quote from *Canadian Chess* [\[8\]](#)

- Computer Science Professor, McGill University
- Programmer (originally with [George Arnold](#)) of [Ostrich](#) (also

Ostrich 80, Ostrich 81), a computer chess program which competed in the ACM U.S. Computer Championships (1972-74), ACM North American Computer Championships (1975, 1977-87) and World Computer Championships (1974, 1977, 1980, 1983, 1986)

- 2nd place ACM U.S. Computer Championship 1973 for Ostrich
- Organized first ACM U.S. Computer Championship 1970, as well as many succeeding championships
- President, [International Computer Chess Association](#) 1983-86
- Applied results obtained from research on search algorithms in the field of computer chess to the field of internet searching
- Canadian Chess Hall of Fame 2001

A win in the following last round game would have given Ostrich a tie for first place in the [1st World Computer Championship](#). Unfortunately, the program missed the winning move, 35. Rxh6+, as finding it required a search depth of 19-ply, which was beyond its capabilities. It also missed another winning move, 39. Bf5, which required an 11-ply search.

```
[Event "1st World Computer Chess Championship"]
[Site "Stockholm, Sweden"]
[Date "1974.08.08"]
[Round "4"]
[White "Ostrich"]
[Black "Kaissa"]
[Result "0-1"]
```

```
1. Nf3 e6 2. d4 Nf6 3. Bg5 d5 4. e3 Be7 5. Nc3 Bb4 6. Bxf6 Bxc3+ 7. bxc3 Qxf6
8. Bd3 c5 9. O-O O-O 10. Qd2 Nc6 11. dxc5 Qe7 12. c4 dxc4 13. Bxc4 Qxc5 14.
Qd3 Rd8 15. Qe4 b5 16. Bd3 f5 17. Qh4 e5 18. e4 f4 19. Rfe1 Bb7 20. Ng5 h6 21.
Ne6 Qb6 22. Nxd8 Rxd8 23. a4 b4 24. Bc4+ Kh8 25. Rad1 Nd4 26. Rc1 Bc6
27. c3 bxc3 28. Rxc3 Bxa4 29. Qe7 Nc6 30. Qf7 Qc5 31. Rd3 Nd4 32. Bd5 Bb5 33.
Rh3 Ne2+ 34. Kh1 Qxf2 35. Rd1 Qb6 36. Rb1 Rc8 37. Be6 Rd8 38. Qg6 Qb7 39.
Qf5 Qc7 40. Rh4 Nd4 41. Qh3 Nxe6 42. Qxe6 Bd3 43. Rg1 Bc4 44. Qf5 Be2 45. Ra1 a5 46.
Qg6 a4 47. Re1 Bc4 48. Ra1 a3 49. Rb1 Qd6 50. Qxd6 Rxd6 51. Rh3 a2 52.
Rc1 Rd4 53. Rhc3 Rxe4 54. Ra1 Rd4 55. Rxc4 Rxc4 56. g3 f3 57. h3 Rc2 58. Rd1 R
d2 59. Rc1 e4 60. g4 e3 61. Kg1 e2 62. Kf2 Rd1 63. Rc8+ Kh7 64. Kxf3 e1=Q 65.
```

Rc2
Rd3+ 66. Kf4 g5+ 67. Kf5 Rf3# 0-1

See also

- [The History of Computer Chess - an AI Perspective - Video](#)

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- [Monroe Newborn](#), [Robert Hyatt](#) (2014). *Computer Chess Endgame Play with Pawns: Then and Now*. [ICGA Journal](#), Vol. 37, No. 4 » [Peasant](#), [Crafty](#)

External Links

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6. [^](#) [Photo](#) Gift of Monroe Newborn from [The Computer History Museum](#)
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