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N.N.

N.N.,

an experimental chess system to select reasonable moves in quiet [middlegame](#) positions, developed by [Bernd Owsnicki](#) and [Kai von Luck](#) at [University of Hamburg](#), written in [LISP](#) as subject of their Ph.D. theses ^[1], further introduced 1984 at the [Advances in Computer Chess 4](#) conference ^[2]. N.N. is based on hierarchically structured [chess knowledge](#), conceptional divided into three main components, the [knowledge bases](#), the [planning system](#), and various dynamic data structures. The knowledge bases represent positional knowledge and associate classes of [pawn structure](#) with plans and actions. The planning system directs the evaluation of plans. Each plan is associated with some specific formation and has to be verified dynamically in a concept tree in order to overcome problems resulting from erroneous assumptions about the character of the position. At the conference, two distinct areas of planning were demonstrated, [minority attack](#) and the elementary endgame [KPK](#) ^[3]. Three typical areas of possible errors were mentioned - each with its own cause and each with a different level of solvability ^[4], errors in a particular knowledge base, errors from design decisions, typically about the interaction of distinct instances in the concept tree, and errors in the semantic of planning.

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Dynamic Behavior

A sketch of N.N.'s dynamic behavior, considerably simplified ^[5]:

Knowledge Bases		Processes		Knowledge Bases
????????????????????		????????????????????		????????????????????
? Prototype ?		? Net ?		? Discrimination ?
? Frames ?		???? Interpreter ?????		Net ?
????????????????????		? ??????????????????		????????????????????
model		? classes of		classification
knowledge		? a given		knowledge
.		? position		
.		? ?		
?		? ?		
????????????????????		????????????????????		????????????????????
? Instance ?		? Task		???????? Action ?
? Frames ?		? Scheduler		? Scripts ?
????????????????????		????????????????????		? ??????????????????
position		? trigger of		? plan
knowledge		? appropriate		? knowledge
		? scripts		?
		? ?		?
		? ?		?
		? ??????????????????		????????????????????
		???? Task		???? ? Concept ?
		? Scheduler		???????? Tree ?

????????????????????
concretization
of scripts

????????????????????
concrete plan

- ??? [information flow](#)
- ??? [control flow](#)
- ..? [inheritance](#)

Etymology

"N. N." is commonly used in the [notation](#) of [chess games](#) ^[6], not only when one participant's name is genuinely unknown but when an untitled player faces a master, as in a [simultaneous exhibition](#). Another reason is to protect a known player from the insult of a painful defeat ^[7].

See also

- [Acronym](#)
- [Planning](#)

Publications

- [Kai von Luck](#), [Bernd Owsnicki](#) (1981). [Structures for Knowledge-Based Chess Programs](#). in [Siekmann](#) (Ed.), Proc. of [GWAI-81](#)
- [Kai von Luck](#), [Bernd Owsnicki](#) (1982). [N.N.: A View of Planning in Chess](#). in [Wahlster](#) (Ed.), Proc. of [GWAI-82](#)
- [Bernd Owsnicki](#) (1985). *Repräsentation von positionellem Schachwissen mit Techniken der künstlichen Intelligenz*. Ph.D. thesis, [University of Hamburg](#) (German)
- [Kai von Luck](#) (1985). *Aspekte wissensgestützter Planung*. Ph.D. thesis, [University of Hamburg](#) (German)
- [Bernd Owsnicki](#), [Kai von Luck](#) (1986). *N.N.: A Case Study in Chess Knowledge Representation*. [Advances in Computer Chess 4](#)

External Links

- [Nomen nescio from Wikipedia](#)
- [nomen nescio - Wiktionary](#)
- [No Name from Wikipedia](#)

References

- [↑] [Alexander Reinefeld](#) (1985). [Kai von Luck](#): *Aspekte wissensgestützter Planung*. [Bernd Owsnicki](#):

Repräsentation von positionellem Schachwissen mit Techniken der künstlichen Intelligenz. [ICCA Journal, Vol. 8, No. 4](#)

2. [^](#) [Bernd Owsnicki](#), [Kai von Luck](#) (1986). *N.N.: A Case Study in Chess Knowledge Representation.* [Advances in Computer Chess 4](#)
3. [^](#) [Jaap van Oosterwijk Bruyn](#) (1984). *The Fourth Conference on Advances in Computer Chess.* [ICCA Journal, Vol. 7, No. 2](#)
4. [^](#) [Dap Hartmann](#) (1987). [Book review: Advances in Computer Chess 4](#) from [ACM Portal](#)
5. [^](#) Diagram edited from [Kai von Luck](#), [Bernd Owsnicki](#) (1982). [N.N.: A View of Planning in Chess.](#) in [Wahlster](#) (Ed.), Proc. of [GWAI-82](#), Fig. 1, pp. 93
6. [^](#) [David Hooper](#), [Kenneth Whyld](#) (1992). [The Oxford Companion to Chess.](#) 2nd ed., [Oxford University Press](#), p. 274
7. [^](#) [Nomen nescio](#) from [Wikipedia](#)

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