

A

On February 10, 1996, Deep Blue became the first machine to win a chess game against a **reigning** world champion (Garry Kasparov) under regular time controls. However, Kasparov won three and drew two of the following five games, beating Deep Blue by a score of 4–2. Deep Blue was then heavily upgraded and played Kasparov again in May 1997, winning the six-game rematch 3½–2½. Deep Blue won the deciding game six, becoming the first computer system to defeat a reigning world champion in a match under standard chess tournament time controls.

B

After the loss, Kasparov said that he sometimes saw deep intelligence and creativity in the machine's moves, suggesting that during the second game, human chess players had **intervened on behalf of** the machine, which would be a **violation** of the rules. IBM denied that it cheated, saying the only human intervention occurred between games. The rules provided for the developers to modify the program between games, an opportunity they said they used to **shore up** weaknesses in the computer's play that were revealed during the course of the match. This allowed the computer to avoid a trap in the final game that it had fallen for twice before. Kasparov demanded a rematch, but IBM refused and **dismantled** Deep Blue.

- i. The first chess-playing computer
- ii. Developers' intervention is questioned
- iii. Chess champion accepts defeat
- iv. Program developers caught cheating
- v. A victory for artificial intelligence

Choose the best heading for paragraphs A and B from the list.

1. Paragraph A – Your answer:

2. Paragraph B – Your answer:

Hoàn thành bảng từ vựng sau:

Sort elements

reigning

intervene in something

on behalf of somebody/ something

violation

shore up something

dismantle something

tháo dỡ, loại bỏ	
đương kim	
hỗ trợ	
can thiệp	
sự vi phạm (luật)	
thay mặt	