CHECKMATE IN FOUR MOVES

1. e3 (or e4) [...] 
2. Bc4 [...] 
3. Qf3 [...] 
4. Qxf7++

GENERATIVE QUESTIONS:

- In what other ways could checkmate in four moves be described?

- To what extent is chess a mathematical algorithm?

- Is it possible to create an algorithm for chess that would ensure that a player never loses (analogous to the one we attempted for tic-tac-toe)? Explain your response.

- No machine could beat a chess master until IBM's Deep Blue beat Garry Kasparov under standard tournament time controls in 1997. What advantages did the supercomputer have over the human brain? What did Kasparov have that the machine did not have?

- Can a machine think?

- Can a machine know?