SELECTIVE SEARCH 154
THE COMPUTER CHESS MAGAZINE!

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Harvey Williamson and **Mark Uniacke** of HIARCS providing OnLine help and computer analysis for ChessBase's *PlayChess* website for the World Championship Knockout stages involving Kramnik, Kamsky, Topalov, Aronian, Gelfand, Grischuk etc.

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NEWS AND RESULTS
KEEPING YOU UP-TO-DATE IN THE COMPUTER CHESS *WORLD!*

Welcome to another new issue of *Selective Search*... no. 154. If your sub. is due for renewal, **please** subscribe again! There will be at least 6 more issues of the magazine!

The label on your envelope shows the number of the last issue you will receive of your current subscription, so it's easy to check that, as well as make sure it's been updated after you've made a renewal payment!

I _cannot_ take credit card renewals at present. I will organise a PayPal account for myself (erichallsworth@gmail.com) as soon as possible - check my website in late June,

Countrywide Computers

Countrywide still exists of course - the advert opposite tells you that! - it's just that I'm not there, even though the 'phone number is the same. Keeping the same number has made it easy for regulars to remember, and using it will transfer you straight through to Countrywide's new offices in London where you'll be well looked after.

Selective Search

As I said at the end of my notes in the last issue about the future of the magazine, for the moment nothing changes, **keep subscribing!**

Indeed a sincere thanks to everyone who took up on the idea to subscribe through to issue 160! I have promised to keep the magazine going until then and will make up my mind whether to go for longer once I see the impact on my preparation of the magazine and whether I lose too many subscribers trough not having a credit card access.

Paying your Subscription

For the moment all subscriptions will have to be paid by cheque! Or you can send cash through the post but you must register it, or do whatever alternative your country requires for sending cash if you are not in the UK.

I know that cheques can be quite difficult for my readers abroad as you have to add an amount of around £10 to include the Bank charges in the UK which apply to foreign cheques even when made out in £ sterling! I am going to organise a PayPal account as soon as possible. I think many Internet users already have PayPal accounts, and this will especially be of help for my readers abroad.

If your sub. is due now, and you want to use PayPal, please be patient for a couple of weeks and then visit my website. Once I've got it sorted I will post the details there, and then of course in the next issue of *Selective Search*.

CHESS: RESULTS SECTION

TCEC - THORESEN CHESS ENGINE COMPETITIONS

I've shown results at **Martin Thoresen**'s site where he runs Matches and Tournaments at long time controls, 40 moves/100 mins, on a fast 6-core Intel i7 computer. Ponder is Off so the engines use all 6 cores on their moves.

Here are his two latest events, the first from his 2nd. Division, and then Martin's very latest shows the scores after 7 rounds, but there's a long way to go here of course!

N	Engine	Sp	Na	Za	Ju	Sp	Hi	Pts
1	Spark 1.0	xx	==	==	1=	1=	11	7
2	Naum 4.2	==	xx	=1	0=	1=	=1	6
3	Zappa Mexico II	==	=0	xx	1=	==	1=	5½
4	Junior 12.0	0=	1=	0=	xx	=1	10	5
5	Spike 1.4	0=	0=	==	=0	xx	==	3½
6	Hiarcs 13.2	00	=0	0=	01	==	xx	3

1=	Rybka 4.1, Shredder 12	5.5
3=	Houdini 1.5a, Stockfish 2.01, Junior 12.5	5.0
6=	Spike 1.4, Zappa Mexico II	4.5
8=	Naum 4.2, Spark 1.0, Ivanhoe B47cB Hiarcs 13.2, Sjeng c't 2010, Critter 1.01 Hannibal 1.0a	4.0
15=	Komodo 4165, Gull 1.2, Equinox 0.96y Bugchess2 1.9, Protector 1.4	3.5
20=	Greko 8.0, Cuckoo 1.1, Crafty 23.4 Gaviota 0.83	3.0
24=	Scorpio 2.7, Booot 5.1, Redqueen 0.98 Deuterium 11.01, Dirty 240411, Philou 3.51	2.5
30	Rotor 0.6	2.0
31	Danasah 4.6	1.5
32	Francesca 0.18	1.0

Martin's interesting website, with games to

download, is at
• http://www.tcec-chess.org

PETER BILSON

Pete's idea, which he enjoyed more than he had even hoped, was to play a 'Team Match' between **Novag** and **Saitek**! And the Novags just won by 49-47, so it was exciting to the very end for Pete.

He loves the dedicated computers and in his match report commented: *"I do still believe that should either Novag or Saitek bring out a new machine, with a new program, it would sell like hot cakes!"*

He's perhaps a little optimistic, but I have always believed - and said so to some business associates - that the dedicated computer manufacturers yielded the top end market much too quickly to the PCs and their software. But once you've lost your place in a market it needs something pretty startling to stage a fightback: the Elo gap between even a Tasc R30 and today's top software is immense, and the manufacturers have continually insisted that 2500 Elo machines would cost too much to make and therefore would not sell in sufficient numbers. We'll never know if they were right, but we do know that Ruud Martin made a go of it as a private concern with his Resuurection and Revelation boards housing various software engine programs running at 200, 400 and 500MHz. It seems a pity that a Saitek, Novag or Mephisto didn't give that a go as well.

Anyway, it's no good worrying about it now. In Pete's tournament he input the first 5 or 6 moves for each machine, using 12 different popular and classical lines, and then let the computers fight it out from there, and the Novags opened up an early lead of 27-21. With 2 rounds to go it was down to 41-39 for the Novags and Pete was hoping for a draw.

Of course for me the greater interest was in the individual match scores - some valuable material for the Rating List... quite rare nowadays.

Here are the scores, with the ratings as they were in *SelS153*, and some of Pete's thoughts

Clockwise from top left: Centurion, Expert, Diamond, and Obsidian
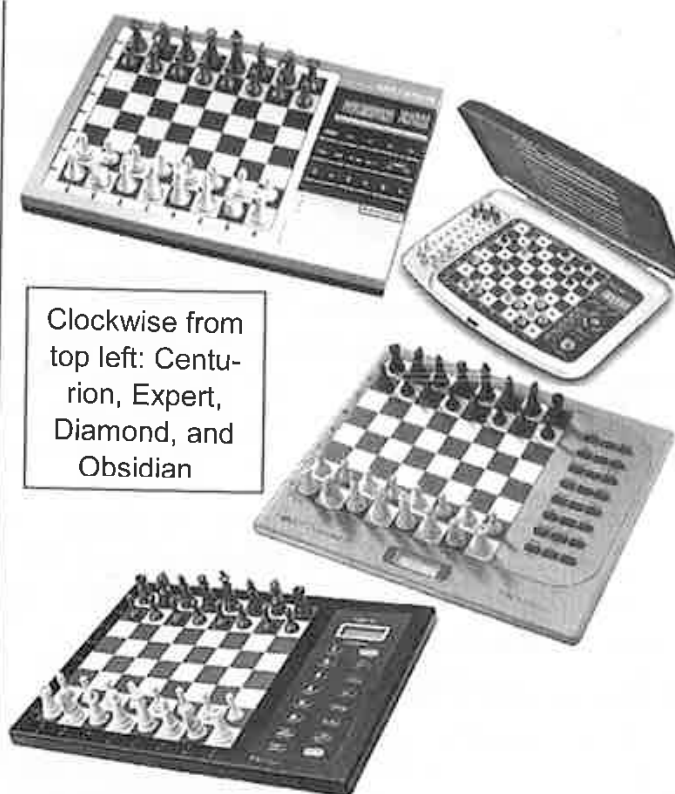
about each match!

Novag Diamond 2085 v **Saitek Centurion** 1922
The rating gap here suggests a 17-7 win for the Diamond, but the score was **14-10**, so the Centurion did well.
Pete: *Some good games between these and, although Diamond came out on top, he was given some headaches.*

Novag Diamond 2085 v **Saitek Expert** 2022
We expected this to be closer, the Elo figures suggested 13½-10½ would be about right, but in fact it was **14-10** again.
Pete: *Some good games here as well as the Expert took an early 3-1 lead. But once the Novag got in gear he took full advantage of some sloppy defending by Expert!*

Novag Obsidian 1963 v **Saitek Centurion** 1922
The 40 Elo gap suggested this would be very close, maybe 13-11 to the Obsidian. However the Centurion won by **13-11** instead! The Centurion has scored quite a bit better than expected in both matches and its rating for *SelS154* will certainly go up a little.
Pete: *Certainly different styles of play here, "Obsy" plays a kind of slow but measured game, whereas Centurion is all biff, bang,*

wallop!

Novag Obsidian 1963 v **Saitek Expert** 2022
Another 60 Elo gap so the figures suggested that 13½-10½ for the Expert would be about right, and in fact it won **14-10**.
Pete: *I have to say that the score line does somewhat flatter Expert. Each of these games was very tight and two or three could easily have gone to "Obsy", it was closer than the score suggests!*

ERIC HALLSWORTH

I still do quite a lot of engine testing, but now that Rybka has pretty much been proven to be a clone I find that much of this has a slightly dubious feel to it.

The "programmers" of engines that were already believed to be clones (mostly of Rybka!) such as Houdini, Ivanhoe, Fire, Saros and some others, and were being excluded from rating lists for that reason, are now mocking the rating lists that continue to show Rybka versions on them - inconsistency is one word being used, more often the accusation is of sheer hypocrisy, especially as you had to buy Rybka while theirs are free!

Other UCI engines such as Stockfish and Critter are not known to be clones, but do show up as stronger than commercial engines, so a main reason to <u>buy</u> an engine now is for an Interface that will then enable users to run the free, and sometimes cloned, UCI engines!

Anyway, at the risk of having nasty things thrown at me, or sent through the post, here are some recent clone or free engine results!

* **Stockfish1.9 v Houdini1.5**   19½-40½
* **Stockfish2.0 v Houdini1.5**   25½-34½
* **Stockfish2.1 v Houdini1.5**   29-31
* **Stockfish2.1 v Rybka4.1**   29½-30½

At this point you might ask why I don't include a Fritz, Hiarcs or Shredder in these matches, but I wonder - would their programmers really thank me for showing a Houdini, Rybka or Stockfish possibly big win score against them? To tell the truth I just don't know what the best way forward is!

FRANK HOLT

Frank sent me the results from 2 Tournaments, played at G/25 on his Quad i7/2.66Ghz. The difference is that the first series was played with Ponder OFF, and the second with Ponder ON!

Ponder OFF

Pos	Engine	/20
1	Houdini **1.5**	13
2	Rybka **4**	11½
3	Firebird **1.1**	10½
4	Ivanhoe **63mod5ai7**	9
5	Stockfish **1.9.1**	8½
6	Rybka **3**	7½

Ponder ON

Pos	Engine	/18
1	Rybka **4**	13
2	Rybka **3**	11½
3=	Firebird **1.1** Houdini **1.5** Stockfish **1.91**	9
6	Ivanhoe **63mod5ai7**	8½

As readers can see the Rybka engines both improved a lot with the Ponder ON setting?! The IPON rating list uses Ponder ON, so let's have a look at the TOP in their latest figures!

IPON RATING LIST

Pos	Engine	
1	Houdini **1.5a**	3011
2	Rybka **4**	2955
3	Stockfish **2.1**	2928
4	Critter **1.01**	2921
5	Rybka **3**	2902
6	Komodo **64**	2832
7	Naum **4.2**	2824
8	Shredder **12**	2800
9	Gull **1.2**	2795
10=	Fritz **12**	2779
10=	Spike **1.4**	2779
12	Hiarcs **13.2**	2751

THE CLONE WARS - OUR READERS HAVE THEIR SAY!

CLONING

As I am sure you expected, there was quite a bit of interest in our Cloning article in the last issue. I thought I should print a small selection from the responses.

Hi Eric,

I have just been reading Selective Search 153 which dropped through my door a couple of days ago. As always it's a very good read, but I must first offer my sincere sympathies with the three major items you mention on page 3. My best wishes go to your wife and brother-in-law, and to you of course for the upcoming sad end to Countrywide computers. I doubt it will be as good merged into the London building.

The article I have been following with great interest is that of chess program cloning. I don't know how far back we would have to look to see when cloning started, if in fact we could detect it in every case. I suspect though, that cloning has been more active in recent times with the influx of new engines appearing on the scene, many of which are free and now playing as strong if not stronger than commercial ones.

This is not meaning to say that non-commercial programs cannot be as good as the commercial counterparts. Far from it, when considering Stockfish and the fact that the programmers have also released the program code so not afraid of people seeing how it was written.

As a side issue, it's very good for the consumer to get such software for free but this could have a very negative effect on some of the genuine commercial chess programs such as Shredder and HIARCS whose programmers make their living this way. At this point I, like many others, are not sure if Rybka, is a genuine product, but will hold back judgement until I hear more evidence. I think it's getting to the point of asking ourselves is it worth paying for a chess program with so many free versions available all playing at Super Grandmaster strength, or thereabouts.

In your article you ask the question should these clones be included in rating lists. I really don't think that the chess world should be deprived of seeing clones playing and rated, provided they are labelled as clones of program X. After all, if they end up in top positions, then it's a good version of a chess engine to have and means the original programmer did not find the best settings within the program code.

The real problem is for the ICGA who have to identify the clones being passed off as genuine. Certainly in these cases this should be considered as theft and a suitable fine imposed. It will be very interesting to hear the outcome of the Rybka versus Fruit trial!

I realise that much chess programming information is common knowledge, and also, if chess programmers are going to make their program code open source, then new programs are going to benefit from this information. It's a matter of how different is the program code to the original, or is it just a rephrased version, like someone making notes from a book.

All the best,

Ray Couzens.

The themes of most reader response was similar to Ray's, but one reader looked at it very differently and from the side of the consumer. Until very recently that was you, but now it's you and me!

Dear Eric,
With ref. S/S 153 P.16 'THE RATING LISTS'

Chess and Tennis has gone through the same phase, but with opposite effects. The board

of directors at Wimbledon got very concerned when the gates at Grand Tennis matches started to drop dramatically. So they then let the Professionals into the game. Before then it was only amateur players allowed to play. This decision changed the whole game of Tennis, and the gates went up to a new heights.

Whereas with Chess, which I have mentioned before the Professional Programmers, sat back on their laurels and improved their programs to about 30-40 Elo a year.
I said at the time we wanted some new innovation to come up with something different, so that Chess Programs started to climb back up to the top.
Then to cap it all they brought out two versions SP. £45 and DP. £85-90.

Now they are all moaning about Clones done by the amateurs, and how unfair they all are, these nasty amateurs.

No mention of us, the public buyers.

Now we find the innovation has come from an amateur "Fruit" with open source codes for all to see and digest. Also to Clone/Copy to further their Chess Programs.
Even the great Rybka 1.01 used this knowledge allegedly: but he came out with Free downloads SP/DP both in the same package. Now of course since going professional, he has gone the same way as the others SP £40 DP £85-90.

Now we come on to Houdini 1.5/ 1.5a I say, *"Well done to Robert Houdart for bringing out a world leader, also the best Problem solver of the bunch."* Importantly a Free Download program for all to use.
I wonder how many Professionals are looking closely at the inner workings of this program?

The ones bleating the most are Fritz and Hiarcs, who still only have 32-bit programs and not the standard 64-bit. How anyone can say these programs are wonderful is beyond my comprehension, The Rating List shows this, in the results.

Who is it that lives in a dream world, I ask the Chess fraternity?

I now come on to my final point. If IBM. had continued with their Court case regarding IBM Compatibles, the big boys would all still be on Main frame computers, and Lap-tops, and Desk-tops would still be in the things to come category.

Eric, 'Have I gone too far in my statement?' After May you will only wear one hat.

Kindest Regards,

Frank Holt.

I think this is where I am supposed to say something along the lines of, "Views expressed by others in this publication are not necessarily those of the Editor"!
I do indeed only wear one hat now, but I wouldn't want you to think I've been promoting opinions I don't really believe in for the past 26 years. I've always said what I believe - sometimes I've had my knuckles rapped for what I've said, and sometimes I've found out I was wrong and had to say 'sorry'. I also believe we're all entitled to our opinions.

---

*I am sure there would have been some interesting comment from **Peter Grayson**, but unfortunately he's been in hospital following a heart attack, and is currently recovering from a quadruple bypass. I'm very pleased to say that he was able to ring a couple of weeks after the operation to say he's doing well. We send you our very best wishes Peter.*
That brings me to the third e-mail/letter. I am not usually too keen on printing anonymous opinions, but one of my American readers sent a particularly insightful e-mail, though asking for his name not to be mentioned as he is in the computer - though not chess computer - business. I found his comments to be very interesting and informative, so have decided to print them.

Mr. Hallsworth:

First of all, I am even more satisfied with

Selective Search -- its quality and value both continue to improve from my perspective. Please carry on as long as you decide to.

Made it a priority to start reading the latest issue of your magazine this evening (#153). The clones issue is quite unfortunate and I take it very seriously because as you said - people's livelihoods were harmed if the allegations are true. I cannot pass judgement on it either yet and there may not ever be a totally definite conclusion to the matter.

My profession is IT professional - that is, specifically the writing, designing, maintaining, etc. of computer software - ironically enough. I'm quite accomplished and skilled in my field (I'm perhaps under-stating this since I'm told I tend to sell myself short).

I concur to the best of my knowledge with what you have said on the matter in your magazine. The source code might provide definitive proof of cloning since two programmers can come up with very different solutions to the same problem.

Unfortunately it is possible to reverse-engineer source code, "mine" it for ideas, and then re-code. If this is done in a sufficiently clever way a programmer could assert his program is different and the source code would be different. What Mr. David Levy has said about the evaluation function of Rybka I also agree is very concerning; that is, it is a legitimate question of Rybka's origiality.

The evaluation function to a great extent really is the "keys to the kingdom" not only among computer programs but with human chess players. It has been said in a book (do not have the reference - read it and am recalling this from memory) that the big difference between an ordinary master and the "international" players (IM and higher) is their positional evaluation.

Be that as it may, as you also imply, there are two sides to every story; I would not wish a program and by implication its author and team - to definitively be considered clones without a fair hearing. In America, we call this issue by a much more harsh term: piracy.

The basic framework of the ICGA's tribunal which you describe on the surface seems fair - especially their plan to give the authors of the suspect programs a chance to defend themselves. I am not sure a proper defence can be given in certain situations without at least providing a copy of the source code for evaluation and comparison, plus depending upon the circumstances notes about why a certain function was coded in a certain way.

Source code is not always well-documented (I know that from experience having probably seen at least hundreds of thousands of lines myself) - the documentation and the development notes, if they exist, also can tell why a certain function was coded. If the evaluation function was alleged to be original - for example, providing notes about how it was designed can help the defence -- but so much time has gone by, there was of course time to produce those as well by the same process - "function mining."

Finally cutting to the chase (thank you for your patience in reading this far) - in your rating lists, I agree with the idea of removing programs which were ruled to be clones by the ICGA tribunal process. I will reinforce this by saying if the ICGA finds that Rybka and by implication its successors were determined to be clones - Rybka should be removed as well. Although I respect the contribution of Mr. Rajlich and his team to the advancement of computer chess - in my humble opinion it is inappropriate to give them credit in such a situation - especially given what Mr. Rajlich has said (next para).

However, this entire situation is becoming quite dicey. Indeed, on page 10 of Selective Search 153, Mr. Rajlich mentioned the possibility of "major action" if a later version of his Rybka is cloned; I cannot reasonably draw any other conclusion but to assume that this would involve solicitors. This could be very bad for the computer chess industry because it would not take too many of these "actions" to make an even larger mess of things. I would also be concerned about flagging a program in the ratings lists as being questioned as a clone for obvious legal reasons -- although our legal climate in

America is different. As it is I applaud your courage in publishing these allegations.

Was a bit unsure of how far to stick my neck out on this matter, but again, especially because this is a very serious matter please consider me at your service to this extent: please feel free to consult me on the computer science perspective of this issue for an opinion. My time is limited but if I can squeeze it in I will do so. At this point I wish to remain anonymous.

Best wishes to you and your family in the challenges ahead.

Name removed as requested....

That is pretty much where we are up to. The only major development/accusation to appear since *SelSearch 153* came out is that it has emerged that the pre-Fruit versions of Rybka might have been Crafty clones! It seems there wasn't much original about Rybka, at least in those early days.

Readers may well wish to know how **the ICGA tribunal** is going. Well, progress is slow, and opinion is varied!

"There is one group of voices which posits that everything before approximately Rybka 2.3.2a lacks relevance because nothing prior won an ICGA event.

Others take the stand that Turin 2006 is the first version of interest to the ICGA (and that if guilt is found there, at the very least an apology/explanation is necessary for that version).

Then a third group expects the Panel [in this instance or separately] to address Rybka 1.0 Beta and (say) Paderborn 2005.

Persons from all three of these groups seem to exist both inside the Panel and in the Internet at large. There is nothing particular in the Statutes that either prohibits or mandates any of these investigations. It's not clear that the Panel should become a "clearinghouse" for cloning investigations beyond just ICGA events, but it seems more suited to

undertake such work than other entities."

Here are two important sections relating to the purpose of the Panel and which are worth repeating:

[1a] Investigate and discuss allegations of cloning or creating a derivative of strategy games programs;

[3h][iii] Recommending to other computer event organizers the exclusion of persons who have been found guilty by the Panel.

*The last point is an important point in my view: it's **the person** who will be excluded, and not the software. If so it's irrelevant if Rybka3/4/4.1 or any future versions are clean, since a decision that Rybka1.6 is a clone of Crafty, and/or the later Rybka1.0 is a clone of Fruit would be enough to exclude Vasik Rajlich as the main programmer.*

*Incidentally the **ICGA** have asked and invited **Vasik Rajlich** to respond to the allegations, but after all these weeks he has chosen to make **no response**.*

Someone has managed to collect a lot of Rybka games from 2004 when it was called Rybka1.5 then Rybka1.6 and came near the bottom of any tournament it entered, however weak the opposition. A year later and a few months after the appearance of Fruit with its source code, Rybka1.0 had jumped to the top of the rating lists. But in 2004 it was losing regularly even to almost unknown opponents.

Here is a game against an early version of Jonny, a 'known' opponent. I have left evaluations in - they can be quite revealing - and added some light notes.

JONNY 2.62 - RYBKA 1.5.32
ChessWar V F, 2004. Time 40m/20'

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘c6 5.♘c3 ♕c7 6.♗e3 a6 7.♕d2 ♘f6 8.0-0-0 ♗b4 9.f3 ♘a5 10.♘b3 d5 11.♔b1 ♘xb3 *(−0.93/12 46)* **12.axb3** *(cxb3) 0.00/11)* **12...♗xc3** *(−0.37/12)* **13.bxc3** *(0.26/12)* **dxe4** *(−0.12/12)* **14.♗d4** *(0.07/11)*

14...exf3?! *(0-0. −0.06/12)*

Jonny expected 14...0-0 15.♗xf6 gxf6, and indeed that was better. After 16.fxe4, ♔g7 seems best to protect the ♟/f6, but Black's position is nevertheless disjointed

15.gxf3 *(0.73/11)* **♖g8?!**

Again not best, but the evaluation (-0.06) is worse than the move, it should show that Black is definitely struggling!

15...♗d7 16.♕g5 0-0-0 would have given Rybka a better chance

16.♖g1! *(1.03/11 28)*

Threatening 17.♗xf6

16...♘h5?! *(0.50/11 43)*

The third inferior move on the run. 16...♕d8 was correct, but Black's chances would still be fading after 17.♗c4!

17.♗e5! *(1.26/10 56)* **♕e7?** *(0.87/12 43)*

Make that four wrong moves on the bounce!

Of course not 17...♕xe5?? 18.♕d8#

Instead 17...♕d7 was the best try, though 18.♗d3 f6 19.♗xh7 ♕xd2 20.♖xd2 is good for White after 20...fxe5 (trying to save the rook with 20...♖h8? doesn't work due to 21.♗g6+ ♔e7 22.♗d6+ ♔d8 23.c4! and Black cannot move anything while White will go ♖g1-g4−h4 winning) 21.♗xg8+−

18.♗d6 *(1.83/10)* **♕d8** *(0.93/12 43)*

At last we get a correct move, but the evaluation at 0.93 is a long way from real. +5.00 would be more like it!

19.♕h6 *(2.93/11)* **19...♕a5**

4.50/13. That's nearer the truth, Rybka has seen the light − or, rather, the gloom.

Of course not 19...gxh6?? 20.♖xg8+ ♔d7 21.♗e5+ ♔e7 22.♖dxd8 winning very easily

20.c4 *(2.97/11 50)*

Rybka expected 20.♕xh7 which was better than the move chosen. Then 20...♘f6 21.♖xg7 ♘xh7 22.♖xg8+ ♔d7 23. .♗b4! winning queen for rook.

But both Rybka and the early version of Jonny have missed the immediate 20.♗b4! ♕f5 21.♗h3 winning easily

20...♕f5 *(2.18/12 39)* **21.♕d2** *(3.26/10)*

21...♘f6 *(2.12/12 44)*

Or 21...♗d7!? 22.♖g5 ♕f6 23.♖xh5 ♗c6 24.♗g2 ♕d8 25.♖xh7 ♕d7 which resists a little longer

22.♖g5! *(4.38/10)* **♕xf3** *(4.56/13)* **23.♗a3** *(4.64/12 50)* **23...♘d7** *(4.68/12 36)*

24.♗g2! *(5.52/11 35)* **♕f6** *(7.93/13 36)*

25.♗xb7 *(6.94/11)* **♖a7** *(8.00/12 35)*

25...♕d8 was the best defence, but it hardly matters now

26.♗xc8 *(7.21/10)* **♕d8?!** *(8.25/12 35)*

26...♕e7 would delay the mate: 27.♗xe7 ♔xe7 28.♗xd7 m/8

27.♕d6 *(11.19/11 16)*

Actually it's m/5

27...♖c7 *(0.01/0 3)*

This early Rybka had a unique way of showing mates... here and for the remaining moves it has 0.01??!

28.♖e5 *(#4/12 12)* **♕g5** *(0.01/0 0)*

29.♕xc7 **♘c5** *(0.01/0)* **30.♖xg5** **♘xb3** *(0.01/0 0)* **31.♗d7#** **1-0**

Mmmm. Spoke too soon once again!

I'd just finished and was trying to work out how to fill in the inch of space which was left over at the bottom of the page when I received copy of **Anthony Cozzie**'s (Zappa) view of the Cloning situation.

It contains a lot of informative stuff, some even coming from chats he's had with Vasik, and I think is a convincing *"must read"*. So his article will take up the next few pages.

THE RYBKA CLONING ISSUE - ANTHONY COZZIE

The Rybka Cloning Issue

The Future of Computer Chess
Anthony Cozzie

I had originally intended to stay out of this mess, since I am after all retired, but after some discussions with Mark Uniacke and Zach Wegner I was persuaded put my name on the Rybka cloning letter.

Since my position is not precisely identical with that letter (I'm sure none of the other authors' are either) I thought I'd do it right and write down my exact thoughts here. It seems computer chess has found yet another way to waste my time.

Clone Evidence

I have always been slightly suspicious of Rybka. Strong new programs are usually either clones or the second attempt of a previous author. It just takes time to experiment and tweak things until you get something that works.

Most people forget this, but Vasik's first attempt at an engine finished <u>53rd out of 54 engines</u> in CCT6. His second attempt was about 1000 elo higher; so clearly something changed in the interim. It's easy to compare this with Zappa's 17th, 3rd, and 1st place finishes as I gradually improved it over two years.

In addition Rybka was and continues to be the only program that obfuscates its output of nodes per second and depth. This is usually only done by clones who have something to hide, since users don't really care about nodes per second or reported depth except owners of big hardware who like to brag about it (you can find a hilarious thread of me trolling George Worthington in the CCC archives).

Finally I became convinced of the dubious nature of Rybka with the release of Strelka (which is so obviously similar to Fruit that it is amazing Vasik was able to dodge those accusations) and with the clear evidence from Dr. Watkins and Zach that one piece of user interface code was copied verbatim from Fruit.

Most people do not understand just how large the exponential space of programs is - it is totally impossible for two people to write even a small piece of code in an exactly identical way. It is now becoming clear that 90% of Rybka 1.0's evaluation is a direct translation of Fruit, and that even Vasik's original engine was a direct copy of Crafty (how he managed to make it 500 Elo weaker, we may never know). I suspect the evidence will only increase from here on out.

The (Accidental?) Genius of Vasik Rajlich

Most people don't understand how, if Vasik Rajlich is an evil cloner stealing the work of others, he could dominate the computer chess world so thoroughly for so long.

In fact, I remember having dinner in Torino with Stefan, Amir, Shay, and a few other guys and we were all stumped as to why Rybka was so effective. We all thought he must have invented some new super technique, the equivalent of null move or history pruning.

This puzzle was resolved with the release of the Strelka code. I was very curious to read it, of course, but it rapidly became apparent that there were no special techniques in it at all. It was simply a highly optimized and well tuned program. After thinking about this for a few weeks I realized the secret sauce: hyper-bullet testing.

If you want to see how an engine performs, you have it play games against other engines. In 2005 while I was working on what would become Zappa Reykjavik, my methodology was to play standard time control games, look at games where Zappa lost, analyze, and make changes until it would play better moves in the critical positions. This is a very reasonable way of doing things, but it isn't very scientific. It's easy to fix one position while breaking 10 others.

This all changed in 2005 when Fabien Letouzey appeared with Fruit. He used blitz testing: make changes, play a few thousand

games, and compute the error bars for your change.

This is nicely analytical but requires a huge number of games; even after several thousand games played there is an 95% error bar of +/- 20 Elo, and many changes have a much smaller effect.

Nonetheless, blitz testing was effective enough for Fruit to become a top engine in only a year or two (it's also worth noting that unlike Rybka, its easy to see a solid progression in the strength of the Fruit versions).

The surprise for a lot of us was how accurately strength at slow time controls matches strength at long time controls, which I thought at the time was more dominated by evaluation and less by search.

I had a discussion with Vasik in Mexico about his tuning. His procedure was to play games at 3-4 ply which would finish in 10 seconds or so. At that speed the context switching and parsing of UCI would be much to slow, so he had written a special tester to link two versions of Rybka.

To accurately measure 2-3 elo changes requires about 100,000 games; at 10 seconds per game that equates to about 10 days of computer time. With a few quad core machines this is eminently practical and the logical extension of Fabien's approach.

I think he and Fabien can be compared to Kepler and Copernicus: Fabien broke the ground, and Vasik perfected it. The massive improvement in engine strength from 2005 (when GMs could still play computers and not embarrass themselves too badly) to 2010 is mostly due to them.

So I think Vasik Rajlich is simply a good programmer with the chess knowledge of an International Master and no moral issues with plagiarizing the work of others, and who was using a better tuning method than the rest of us. I'm guessing here, but I don't think he really understood that and instead considered other engine authors incompetent morons (understandable when you go from zero to domination in 6 months, even when you are starting with something decent), which also explains why he was willing to tell me his procedure in Mexico.

Anthony Cozzie, World Champion with Zappa in 2005
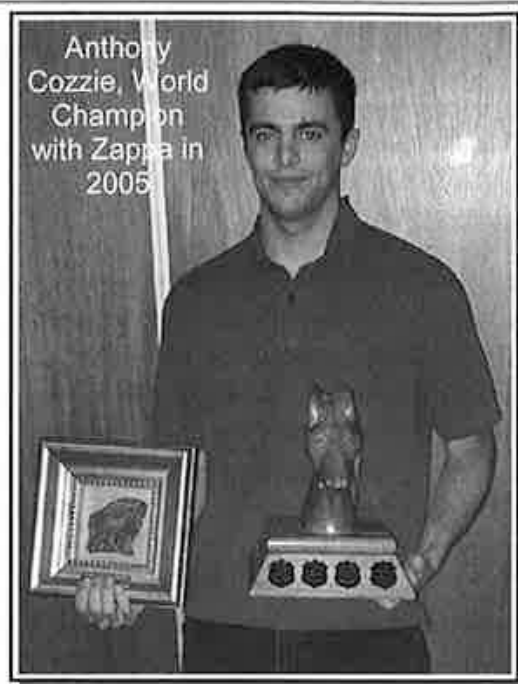
Of course the other possibility is that Vasik is a genius and the rest of us really are incompetent morons, but I think the simpler explanation is a lot more likely.

Sour Grapes

One of the things that I found very surprising about the whole Strelka controversy was how people were willing to give Vasik every benefit of the doubt, and claim that all these cloning accusations were just attempts to win by legal means what we could not do at the chessboard.

To me it was quite obvious at that point that Rybka was at least very shady if not a full-blown clone at its inception, tainting any further success, and it was amazing to see people making every possible excuse for him. Some of this is celebrity bias, like how pro athletes can get away with rape and murder (chess engine authors can only get away with minor crimes), but a lot of it is that for some reason people tried to associate themselves with Rybka to gain status and are now having to backpedal.

Many people have pointed out that the source code from Fruit and Crafty is available and everyone reads it. This is certainly true; I have read both and taken some ideas. For example, Zappa's SEE routine is quite similar to Crafty's (but better, because it uses CMOV.

Interestingly Vasik also figured out this optimization since it shows up in Strelka).

But what most of these people do not understand is that its very difficult to take one piece of a chess engine and add it to another, because all the pieces depend on each other. An evaluation pattern that fixes a gaping hole in one program may be partially covered by three other patterns in another, resulting in no gain, and the same is true for search terms.

To give a personal example: after the release of Strelka, I decided to give futility pruning a shot. The biggest difference between Zappa Mexico and Zappa Mexico II is that futility pruning is on by default. The new version crushed the old one in self play, but against other engines it was a miniscule improvement. According to CCRL there is only an 80% chance that it's an improvement at all, and there were a few bugfixes in there as well.

So copying a full engine and modifying it is a completely different thing from looking at the source code and taking a few pieces.

As a final note, I really got almost nothing from Fruit. In fact I was always kind of irritated because I would figure things out which would then later appear in Fruit for all the world to see. The free version of Zappa is within 80 elo of Fruit 2.1 on CCRL and was released 6 months earlier.

There is no doubt in my mind that we would never have seen a strong Rybka in 2005, and probably not in 2006 either (and remember, without sales he gets to do what the rest of us did, and that is work in the evenings for two years) if Vasik had tried to develop an engine from scratch on his own, so he obviously obtained a huge advantage from his intellectual theft.

For comparison, it took me two years of steady work (2003-2005), and I had access to the Crafty source code, I just didn't copy it wholesale. Again, it's not impossible that Vasik is 10 times smarter than I am, but I doubt it.

I consider stealing code immoral, but there is one big point where I diverge from the open letter. In my opinion, his advantage was not insurmountable to the rest of us. To make a sports analogy, Vasik was not using steroids, making him much stronger and faster than any normal athlete at the cost of testicle size and roid rage, but rather having his rich parents buy him training sessions with excellent coaches. Or it's like playing against a basketball team that gets a few bad calls in their favor: if your team is good, you should win anyway.

So I feel that even though he clearly had an unfair advantage, and without his intellectual theft it's quite possible no one in computer chess would have ever heard the name of Rajlich, it is not one that we as commercial engine authors could not have overcome.

Conclusion

At this point I am out of computer chess with no intention of returning. I think as a field it is almost solved at this point, and my collaboration with Zach on Rondo was about 10% me and 90% him (you guys may not believe this, but in 2005 after winning the title in Reykjavik I considering forming a similar partnership with an aspiring author since I needed to devote a lot of time to graduate school. The first candidate I had in mind: Vasik Rajlich, mainly because he seemed reasonably smart from my conversations with him during the CCTs. As it happened, he found another, cheaper, codebase to use).

So I while I would like the truth to come out, I don't really have a dog in this fight. Technically Zappa would pick up a title in 2007 if Rybka is forfeited, but under the circumstances I couldn't really be proud of that.

Finally, I find it incredibly amusing and hypocritical that the Rybka team is constantly attacking the various engines based on disassembling Rybka 1.1 (Strelka) and Rybka 3 (Ippolit).

I can't really condone it, but AFAIK disassembly is legal, while direct code theft is not.

Anthony Cozzie

CSVN/LEIDEN TOURNY, NOV. 2010... AT LAST!

I've been promising and trying to get to the **Leiden Tournament** for the last couple of issues, and this time I've made it!

Should I start with the Chess, or the Trouble?!

Well, the entry list was encouraging, **Rybka** was there, and connected to Lukas Cimiotti's home where the latest Cluster set-up of 260 Intel Nehalem cores, each 2.93GHz and up, were in waiting. **Sjeng** was also on a powerful Cluster, but **Jonny** outdid them all with a 500 core Cluster!

The rest, mostly on standard 4-8-16 core PC's, included many well-known and strong engines such as **Hiarcs, Shredder, Spark, Spike, The Baron, The King** and **Kallisto**. Most engines were of course the very latest versions, but not Kallisto which used its 1997 Aegon version!

There were some known weaker ones, there as ever for the fun, plus some new ones. Engines that appear from nowhere and suddenly do well in either the Internet rating lists or a big tournament are immediately suspect - no-one can write a brand new program from scratch in a short time and have it playing at 2800+ as soon as it appears. **Scaramanga** was a new entrant and performed 'out of its skin' but was announced to be an exact copy/clone just after the end of the event. It's record was allowed to stand so as not to mess up the results and in the final Tournament table it was called by its correct name, **Now**, as if that made everything all right!

An interesting precedent by tournament director Cock de Gorter, known cheaters and clones have always been kicked out in the past.

Round 1
Rybka, Sjeng, Hiarcs, Jonny, Spike, The Baron, Spark and The King all won. Scaramanga drew a very long game against Shredder.

The Baron v Hiarcs

Round 2
The start was delayed due to Internet connection problems before Rybka beat Spike, Sjeng beat Spark, Hiarcs beat The Baron - the latter was a pawn up 'but thoroughly lost' after just 23 moves, Shredder beat The King. Scaramanga also won.

Hiarcs - The Baron
1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.♘xd4 ♘f6 5.♘c3 ♗b4 6.♘xc6 bxc6 7.♗d3 0-0 8.0-0 ♖e8 9.♕f3 d6

Probably both engines were out of book here
10.♗g5 ♖b8 11.♖ab1 ♖e5 12.♕g3!?
A bold choice from Hiarcs! **12...♖a5?** *I've queried this, mostly because White's reply proves to be so strong, but what was better? If 12...h6 13.f4!? looks good* **13.a3! ♗xc3 14.bxc3 ♖a8 15.f4 h6 16.♗h4 ♕e7 17.♖be1 ♕e6 18.e5! dxe5 19.fxe5 ♘h5 20.♕f3 g6 21.♖e4**

For a moment The Baron thought this allowed it back in the game, but after...
21...♗a6 22.c4!
...it changed it's mind! **22...♖xa3 23.♕e3 ♗xc4** *If 23...♔h7 24.g4! ♘g7 25.♖f6 and wins* **24.♕xh6 ♗xd3 25.cxd3 g5 26.♕xh5** *A very powerful win from Hiarcs* **1-0**

Round 3.
Rybka beat Hiarcs, Spike beat Scaramanga when the latter collapsed from a good-looking position, Spark also won, while Sjeng-Jonny, The Baron-Shredder were draws, and The King also drew.

Scaramanga - Spike
1.d4 ♘f6 2.c4 e6 3.♘c3 d5 4.cxd5 exd5 5.♗g5 ♗e7 6.e3 c6 7.♕c2 0-0 8.♗d3 ♘bd7 9.♘ge2 ♖e8 10.h3 ♘f8 11.0-0-0 a5 12.g4 b5 13.♘g3 h6
I was still in theory until this, and I think maybe it's as good as the 13...a4 I have
14.♗f4 ♘e6! 15.♔b1?!
I prefer 15.♘ce2 ♘xf4 16.♘xf4 and both sides have chances
15...♘xf4 16.exf4 ♘d7 17.h4 ♘b6 18.g5 ♕d6?!

The LEIDEN Cups

A little premature, and White finds the best defence!

19.♖dg1! ♗f8
If here 19...♕xf4?! 20.♘ce2! (better than ♘h5, though that too is strong) 20...♕f3 21.gxh6 ♗f6 22.hxg7 ♗xg7 23.♘h5!+−
20.f5
White's attack looks strong...
20...b4 21.♘d1 a4

...so does Black's, which one wins?!
22.♘e3?
22.♕c1 looks best. Then if 22...♔h8 (if 22...b3? there is no immediate threat so White can play 23.gxh6 ♔h8 24.♘h5 winning) 23.♘h5 and White still has a defi−nite advantage here. The game was won and lost on White's 23rd move!
22...b3! 23.axb3?
White might still have had some chances with 23.♕c1! After 23...bxa2+ 24.♔xa2 neither 24...a3 nor 24.♗a6 seem totally convincing if falling engine evaluations are anything to go by. I'm unsure who's winning!
23...axb3 24.♕xb3 ♘a4! 25.♗c2 ♗d7 26.f6 g6 27.♘d1 ♖eb8!
Of course this wins outright
28.♕xa4 ♖xa4 29.♗xa4 ♕b4 30.♗c2 ♗g4 0-1

Round 4.

Everybody arrived on time and the Internet was ready and waiting - a first for this year! There was no stopping Rybka, this time it beat Jonny to go to 4/4. The Baron also won but most of the 'big' games were draws: Hiarcs-Sjeng, Shredder-Spike, Spark-The King.

Jonny - Rybka

1.d4 f5!?

The !? is not because it's a good move, but the surprise of seeing the Dutch in such an important tournament and between the 2 big cluster engines! This was the Rybka team's favourite game from the tournament
2.g3 ♘f6 3.♗g2 g6 4.♘f3 ♗g7 5.c4 0-0 6.0-0 d6 7.♘c3 e6

That's rare as well, in fact it has a very bad reputation after a Petrosian−Botvinnik game and 7...♕e8 is almost considered obligatory. But book programmer Jiri Dufek found that 7...e6 had been heavily analysed in a recent book and made good use of his findings!
8.♕c2 ♘c6 9.♖d1 ♕e7 10.a3 a5 11.♗e3?!N

The first non−theory move and not a particularly good one, nor says Jiri were Jonny's 12th and 13th
♘d8 12.♖a2?! b6 13.♘g5 ♗b7 14.♗xb7 ♘xb7 15.h3 a4!

A typical Rybka queenside pawn push, so often effective. This was programmer Vasik Rajlich's choice of best tournament move from Rybka, and it gives White a tough choice. If he doesn't capture it then Black will defend it and permanently freeze White's queenside and probably play the annoying Na5. And if White captures? Well, that's what he did...

Rybka v Shredder

16.♘xa4

16.♖aa1 taking back the slightly strange 12th move was the alternative, then 16...♘h5 17.♗c1 ♘a5 18.♘f3 and the reorganisation has left White behind
16...♘h5! 17.♔h2?!

There was no need for this, it is very slow, and with Black's reply the ♗/g7 leaps into action. 17.♘c3 was the best try
17...e5! 18.dxe5 ♗xe5 19.♘f3 f4 20.gxf4 ♗xf4+ 21.♗xf4 ♘xf4 22.♘c3
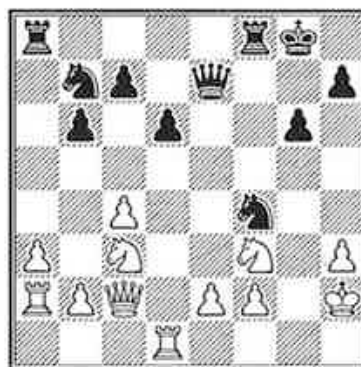
22...♕e6!

22...♘xe2?! is not as effective after 23.♕xe2 ♕xe2 24.♘xe2 ♖xf3 25.♔g2
23.♘g1 ♖a5! 24.♕e4 ♖e5 25.♕xb7 ♖h5 26.♕e4 ♖xh3+ 27.♘xh3 ♕xh3+ 28.♔g1

White is a rook up, but completely lost
28...♖f5! 29.♖d5 ♘xd5 30.♕e8+ ♔g7 31.♕d7+ ♔h6 32.♕xf5 ♕xf5 33.cxd5 ♕g5+ 34.♔h2 ♕d2 0-1

- 4   Rybka
- 3   Sjeng
- 2½   Hiarcs, Spike, Jonny, Spark, Shredder, The Baron, Rookie

Round 5.

Rookie had met some easy opponents, but now lost to Shredder. Rybka beat Sjeng, Spark beat The Baron. The King also won while Spike-Hiarcs and Scaramanga-Jonny were draws. The report says Jonny had Q v B+P but it was a draw - must check that out!

Scaramanga - Jonny

Here the engines see Jonny as winning
55.f6?
55.♗d4 ♞d5 56.♔c4 was better, but 56...♞f4 57.gxf7+ ♔xf7-+
55...♞d7 56.♗c3 ♗d6 57.♔c4 ♞f8?
57...♗e5 appears to be correct, then 58.♔b4 ♗xc3+ 59.♔xc3 ♞e5 60.g7 ♞g4 61.♔b4 ♞xf6 62.h6 ♔h7 63.♔xa4 ♗xh6 64.♔xb3 ♔xg7 and Black wins
58.♔d5 a3 59.♔xd6 a2 60.♔e7 fxg6

Some engines start to show 0.00 at this point
61.f7+ ♔h7 62.♔xf8 a1♕
So Black queens, but has no to stop White doing the same, so can only draw
63.h6 ♕a8+ 64.♔e7 ♕b7+ 65.♔e6 ♕a6+ etc.... ½-½

The Playing Hall, Harvey chatting with Jeroen Noomens

Round 6.

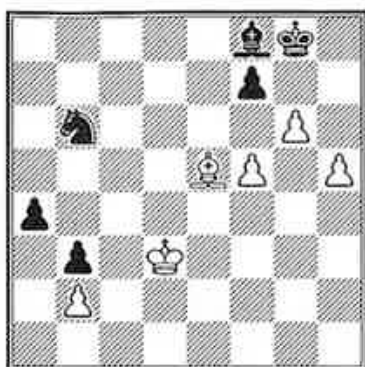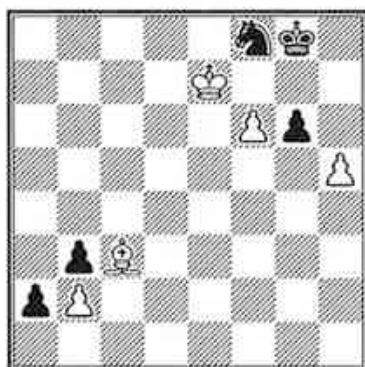Finally Rybka drops a point... well a ½ point in fact as it draws with Spark! Sjeng beat The King, Rookie beat the lowly RedQueen but was heading for a surprisingly good score, Scaramanga also won again, while the games Shredder-Nightmare, Jonny-Hiarcs and Spike-The Baron were all draws.

- 5½   Rybka
- 4   Sjeng, Spark, Shredder
- 3½   Spike, Jonny, Hiarcs, Scaramanga, Rookie, Nightmare
- 3   The Baron, Hermann, The King

Round 7.

A defective cable and a misconnection delayed the start yet again, but Rybka is back to usual form and beat Shredder, also Spike beat Rookie and The Baron and The King both had wins. Hiarcs-Spark was a draw, as was Scaramanga-Sjeng where both thought they were losing so happily took a threefold repetition! Nightmare-Jonny was also a draw.

Interlude:

Somewhere round about here, **Harvey Williamson** took tournament director **Cock de Gorter** and his wife out for a meal - it's something he does. Only this time he had something else on his mind as well!

As most readers will know very well, Harvey is a main member of the Hiarcs team, working on the Hiarcs forum, opening book, and chief operator when Hiarcs goes on the road! And on the Hiarcs website you will find not only UCI, Palm, MAC, Mobile Phone and all sorts of other versions, but also the UCI versions of Junior, which Mark Uniacke distributes for Amir Ban and Shay Bushinsky.

It had come to Harvey's notice that de Gorter was using a cracked (i.e. stolen) version of Junior which a

friend in Brazil had provided for him. De Gorter being a fairly big noise in the Computer Chess World he usually gets given free copies of new engines - he writes *"it is my principle never to write about anything I have to pay for"*, but he wasn't sure if he'd get one, and couldn't bear to wait, so he was using one which some computer whizz kid had broken the security code on and was distributing to friends in whatever way he wanted. And Cock was happily using it in a tournament on the Internet.

[What did you make of that *"it is my principle never to write about anything I have to pay for"* - if I'd followed that practice *Selective Search* would have been full of empty pages for some issues!]

Unsurprisingly Harvey wasn't best pleased about this, it affects the Hiarcs team income and the Junior team income, and renders all the hard work that goes into creating and maintaining these engines over many years something of a waste of effort. Surely someone in de Gorter's position would respect something like that!

De Gorter however was upset that he should be questioned about using an illegal copy, especially in front of his wife, and immediately went about persuading the CSVN board members to ban Harvey from all future tournaments. And a few hours after getting home that is what Harvey found when he opened his e-mails - *"the CSVN board has no other option than to ask you not to attend CSVN-events in the future"*. What on earth had de Gorter told them? Did he explain it had all come about because he was using illegal Junior software? Also Amir Ban and Shay Bushinsky (and therefore Junior) were to be banned. All sorts of efforts have been made to get this sorted out, with copious e-mails from Harvey, Mark Uniacke, Amir Ban and including interventions by David Levy and Jeroen Noomens, who *"tried to make them see sense"*, but to no avail.

None of these have received invites for the June 2011 Event in Leiden. I am not sure who the biggest loser is. It certainly doesn't come at a good time for computer chess, but as Harvey says *"I don't know what else you can do when someone steals a product you are involved in selling"*.

Round 8.
The first game to finish was very quick, Hiarcs was still in book when Nightmare resigned - some engines were showing the final position as m/13 in the post mortem. You can bet that line's been added to

everyone else's book now! Rybka beat The King, Jonny beat The Baron, while Shredder and Rookie also won. Sjeng-Spike and Spark-Scaramanga are both draws.

Here is the Hiarcs opening book win - if you were hoping I'd show you what steps Black should take to avoid this, or at least an improvement or two along the way, I'm sorry to disappoint! You'll have to buy the Hiarcs13 Professional Book, or do some very hard work of your own!

Hiarcs - Nightmare
1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗g5 e6 7.f4 ♕b6 8.♕d2 ♕xb2 9.♖b1 ♕a3 10.e5 dxe5 11.fxe5 ♘fd7 12.♘e4 h6 13.♗h4 ♕xa2 14.♖d1 ♕d5 15.♕e3 ♕xe5 16.♗e2 ♗c5 17.♗g3 ♗xd4 18.♖xd4 ♕a5+ 19.♖d2 0-0 20.♗d6 ♖e8 21.0-0 f5 22.♕g3 fxe4 23.♕g6 ♖d8 24.♖f7

The only try seems to be 24...♕c3 (24...♕a1+ first doesn't help at all: 25.♖d1 ♕c3 26.♖df1 1-0) but 25.♗b4 ♕a1+ 26.♖d1 ♕e5 27.♗d6 ♕c3 28.♖df1 soon wins. 1-0

With 1 round to go:

- 7½   Rybka
- 5   Spike, Spark, Sjeng, Jonny.,
       Shredder, Hiarcs
- 4½   Scaramanga, Rookie
- 4   The Baron, The King, Nightmare,
       Hermann

I'm sure some of you are wondering how the 1997 version of Kallisto is doing! Well it's on 2½/8 and meets Joker (3/8) in its final game!

Round 9.

Rybka v the rascal Scaramanga... no shocks, just 1-0! Spike beat Jonny, Sjeng beat Rookie, and Hiarcs beat Herman, so the 6-way tie for 2nd. became a 3-way tie. The King and The Baron both won, Kallisto also won, and Spark-Shredder was a draw

Rybka - Scaramanga

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 d6 5.c3 ♗d7 6.d4 g6 7.0-0 ♗g7 8.♖e1 b5 9.♗b3 ♘f6 10.♗g5 0-0 *This is a rare Steinitz−type line of the Ruy Lopez. 10...h6 is usual* **11.h3 h6** *The computers are out of their books now, but the strange looking retreat by Rybka with its next move has been played before!* **12.♗c1 ♖e8 13.♘bd2 ♘a5 14.♗c2 ♕e7 15.b4 ♘b7 16.a4! ♘h5 17.♗b3 ♘f4 18.♘b1**

18...♖eb8?! *18...♘e6 retreating the knight, seems preferable, then Rybka4.1 likes 19.♗e3 exd4 20.cxd4±* **19.♗xf4 exf4 20.e5! bxa4 21.♗xa4 a5 22.b5 d5 23.c4!** *An excellent pawn sacrifice that will make the Rybka d+e−pawns very strong in the endgame* **23...dxc4 24.♘c3 ♗e6 25.♕e2 ♕b4 26.♖ec1 g5 27.♕e4 ♕e7 28.♗c2 ♔f8 29.♖a4 f5 30.♕e2 ♖e8**

The Prize Giving
This was **Rybka**'s 5th. consecutive Open Dutch Championship title

31.♖xc4 g4 *The alternative 31...♗xc4 32.♕xc4 ♕f7 33.♕xf7+ ♔xf7 34.♘d5+− leaves White well on top* **32.hxg4 fxg4 33.d5! ♗f7 34.e6 gxf3 35.♕xf3 ♕a3 36.♕xf4 ♖e7 37.b6! cxb6 38.♘b5 ♕b2 39.♗g6 ♗e5 40.♕f5 ♘d8** *40...♘d8 41.♗xf7 ♖xf7 42.exf7 ♘xf7 43.♘c7 ♗xc7 44.♖xc7 and White is showing m/10. Fine chess.* **1-0**

Pos	Engine	/9
1	RYBKA	8½
2=	SPIKE, SJENG, HIARCS	6
5=	SPARK, SHREDDER	5½
7=	JONNY, THE BARON, THE KING	5
10=	SCARAMANGA/NOW, NIGHTMARE, ROOKIE, REDQUEEN	4½
14=	HERMANN, GOLDBAR	4
16	KALLISTO	3½
17	JOKER	3
18	HANSDAMF	2½
19	FRIDOLIN	1½
20	DOLPHIN	1

Bill Reid's "TIME for ADJUDICATION"
Tough Positions for COMPUTERS... and sometimes US!

Many thanks to Eric for finding more pictures of those wonderful Isle of Lewis chessmen. What a different game it was when characters like that roamed the board! In *SelS 152* we discovered that modern computer programs are not as good at talking with their pieces as the old Isle of Lewis players were and then, in *SelS 153* it turned out that most of them are also very poor at spotting statics. Here is that position they were looking at:

White to move
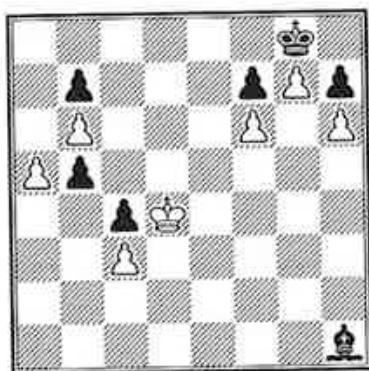
The human eye has little trouble seeing that this has to be a draw. White can mop up all Black's queenside pawns, but then will not be able to Queen a White pawn without capturing Black's bishop, and that will result in stalemate!

With the exception of Stockfish and APILchess (who is he??), the computer programs failed to work out that it is a drawn position. So, given that any human with a decent grading can see this, how is it possible for programs like Stockfish and Rybka, with almost identical high level Elo ratings, to reach such totally different conclusions?

Does Eric or any of our readers have a theory about this?

Eric: **Brian Deane** had used **APILchess** (**A**synchronous **P**rocess **I**nteraction **L**ibrary) on this one, and told us of its success. It is a free source, distributed chess program for educational purposes and for private use by Ulf Lorenz.

You can find it at:

http://chessprogramming.wikispaces.com/APIL+chess

As far as explanations for why some engines can and others can't do various things, I do know that Chess programmers have many tricky decisions to make!

In the first place the very way that they work to achieve what they do can be vastly different from each other - **knowledge vs fast search** is just one such issue! Some issues can be solved in a couple of lines of programming in a knowledge program, but trying the same thing in a fast searcher can slow everything down or even disrupt the way the engine does other things. The fast searcher tries to keep it simple! But equally it is notoriously difficult to add fast search routines to a knowledge program. No programmer will want to use line after line of programming just to solve something that only occurs in a chess game once every blue moon.

And then there's the horizon effect which has been with us since the Fidelity Sensory days! Of course the engines are much better at this now than they ever were then, but it's still there. If you put an engine on full width (no pruning or selective searching allowed at all), then when it gets to 100 ply it will know a position is drawn on the 50 move rule. But how often do you see a depth of search figure 100/100 on your screen? Never! Nor does any engine use full width searching throughout the search, it takes much too long and seriously weakens the engine. So selectivity, pruning and other tricks tell the engine to concentrate only on the potentially best moves, and 98% of the time this works fine and adds 500+ Elo to the engine rating. To do this, however, some/many moves have to be excluded from the search, and occasionally that means the engine will never get the correct solution... especially if it's a position **Bill Reid** has sent us involving statics!!

Occasionally, as in this case with Stockfish and APIL, we find that an engine can get a result on a static or horizon issue... but

when it later fails on another fairly similar position, we might conclude it was as much by good luck as programmer genius!

Back to Bill! Well, did that other position where the old time players had no problem agreeing on a draw also produce widely different judgements from the programs?

Black to move

This one is a bit simpler than the last one, though poor old Fritz8 still doesn't get it.

However I'm sure that more modern programs will quickly come up with a correct evaluation.

Eric: But Bill had written those words without knowing how the engines were faring at the end of the analysis line in the position we started with. If he'd seen that most of their evaluations were still awry 11 moves into the position he might not have been so generous in his expectations!

Of course the engines know that in the current position f8=Q is mate, therefore they mustn't allow White any breathing space to play that!

And with Tablebases or good searching they also know that 1...Qxg6 2.f8=Q draws. So if White is to win he must make checks or protect f8 with every move!

You and I can see that this will go on for ever, the only way Black could win would be for Black to blunder horribly with 1...Qf6+ 2.Kg1??? Qg6+ 3.K moves Qxf7 wins. But of course White would never allow that to happen, whether its player is a computer or a human, so the game must be a draw.

Simple! No, I'm afraid not!! The computer evaluations indicate a conviction

that if they keep checking White for long enough, the queen will win the game for them eventually. And that's not just Bill's Fritz8!

- Deep Rybka 4: 1...♕b4 2.♔e2 ♕b5+ −7.42/42
- Stockfish 2.0.1 JA: 1...♕f6+ 2.♔e2 ♕f4 −8.96/36
- Zappa Mexico II: 1...♕f6+ 2.♔e2 ♕f4 −5.22/22
- Hiarcs 13.2 MP: 1...♕b4 2.♔e2 ♕e4+ −3.82/39
- Deep Shredder 12 UCI: 1...♕f6+ 2.♔e2 ♕f5 −6.02/14
- Deep Junior 12 (Win32) UCI: 1...♕b4 2.♔e2 ♕d6 −3.56/17
- Deep Fritz 12: 1...♕b4 2.♔e2 ♕e4+ −10.12/20
- Naum 4.2 mp2: 1...♕f6+ 2.♔e1 ♕f5 −7.63/41
- Houdini 1.5a w32: 1...♕c5 2.♔e2 ♕d6 −7.07/48

Bill: Now here is another of those "Time for Adjudication" positions which the team did not have to send to the local chess master, along with his fee of five shillings!

White to move
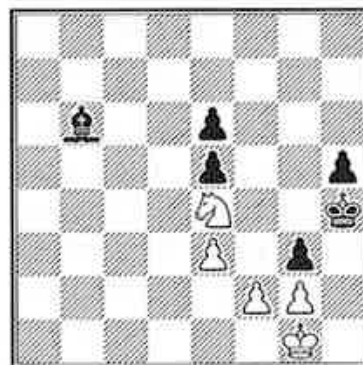
The player of the White pieces was sure he had a win, but his opponent was unwilling to resign. So this time the decision lay with the team captains and they took no time at all to agree it was indeed a win for White.

What was the winning move they had in mind, and can Rybka find it? Or if not, perhaps Stockfish or one of the others will?

Eric: I've tested Critter, Fritz, Hiarcs, Houdini, Naum, Rybka, Shredder, Stockfish and Zappa on this, 4 minutes each on my dual2core. Two from this group get it but the others don't. So whatever engines readers have − and Glaurung, Sjeng, Komodo, Spike and Spark should all be worth including if you have one of them − readers have a chance of seeing how this one's done!

ANYONE STILL EXAGGERATING THE RATINGS?

I am still quickly attracted to any evidence pointing to someone going a bit over the top with regard to their Elo ratings! *Selective Search* (then the *News Sheet*) pretty much started out on that soapbox in 1985 when a pair of Fidelity and Novag chess computers (showing 1779 Elo and 2018 Elo respectively as I recall) fell below the expectations of my own chess playing level. Yet the figures shown on the boxes were "official". So I wondered where they came from, found out, and wrote a couple of articles for **Mike Basman**'s brilliant *Popular Chess* magazine sometime in 1984/5. From the letters I received in response to those articles was born the first few issues of the *News Sheet*.

For the last 2 or 3 years a certain *Sanny* has been causing some amusement - others would reclassify that as annoyance - on the Internet's [rgcc] pages. Originally claiming his **GetClub** engine to be around 2000 Elo (a wild doubling at least of its true playing strength), he has more recently upped his estimate to 2400 Elo. This same GetClub, yes, on a PC, keeps losing Internet games to the moderate Excalibur Ivan computer on its desperately slow H8 10MHz processor. But still Sanny proclaims GetClub's greatness, though some have started calling it GitClub?!

I was recently playing through the extremely interesting **Topalov-Kamsky** game from the current World Championship cycle, doing a bit of opening book work for Hiarcs! Granted even the first 3 or 4 moves of the opening aren't seen very often at the GM level, and Topalov's 5.Qc2 is an early escape from theory. Quite a few commented on this and some blunders by both players later in the game, but that didn't alter the fact that the opening is of real interest and, I would say, likely to have been computer generated for one or both players.

Now when I say computer generated I certainly wouldn't include GetClub as a likely source of inspiration for Topalov, Kamsky, or if it comes down to it, even me!

Nevertheless Sanny obviously noted the various questions being asked about the line, and the criticisms of later moves, and decided to set GetClub to the task of commenting on the moves. From Black's 1...Nf6 it fairly rubbished the game, criticising every 2nd or 3rd move. In total it claimed Topalov played 14 seriously bad moves, and Kamsky played 16. Sanny unwisely proclaimed that this proved that his GetClub engine was obviously now better than the world's top GMs as it had found so many blunders in their play!

Here is the fascinating game in question, with a diagram to help you through the critical middle game moments,

TOPALOV, VESELIN (2775) - KAMSKY, GATA (2732)

1.♘f3 ♘f6 2.c4 g6 3.♘c3 d5 4.cxd5 ♘xd5

Already GetClub has disagreed with 5 of the 8 moves, even 'strongly' criticising 2 of them. But I must interrupt myself for a moment as, in Sanny's move list, he now has 5.Qb3 Nb6 6.d4 here... in other words he wanders off into an altogether different game to the one we were all talking about!

5.♕c2 ♗g7 6.e4 ♘b6 7.d4 0-0 8.♗e3 ♗g4 9.♘e5 ♗xe5 10.dxe5 ♘c6 11.h3 ♗e6 12.♖d1 ♕c8 13.f4 ♖d8 14.b3 ♘b4 15.♖xd8+ ♕xd8 16.♕b1 f5 17.exf6 exf6 18.♗e2 ♕e7 19.0-0 ♗f7 20.♗f2 ♖d8 21.♖d1 ♖xd1+ 22.♕xd1 c5 23.♗f1 ♘c6 24.g3 ♔g7 25.♗g2 h5 26.♘b5 ♘c8 27.♕d2 c4 28.bxc4 ♗xc4 29.♘d4 ♕b4 30.♕c1 ♘8e7 31.a3 ♕a4 32.♕b2 b6 33.♔h2 ♔f7 34.♕c3 ♗a2 35.f5 ♕c4 36.♕b2 ♘e5 37.♕d2 g5

38.♘e6? *[38.♔g1 keeps an advantage]*
38...♘7c6?? *[38...♗b3 probably draws here]* **39.♕d6** *[winning]* **39...♔e8**
40.♘c7+?! *[Here 40.♗d4 wins!]* **40...♔f7**
[White still winning but not quite so clear]
41.♘d5 best **41...♕e2 42.♕xf6+ ♔e8**
43.♕e6+ ♔f8 44.♔g1? *[The winning line is: 44.♕h6+ ♔e8 45.♕h8+ ♔d7 46.♕g7+ ♔e8 47.♕g8+ ♔d7 48.♕e6+ ♔d8 49.♕d6+ ♔e8 50.♘f6+ ♔f7 51.♘d7 ♘xd7 52.♕xd7+ ♘e7 53.♗d4 ♕d3 54.f6]*
44...♕d1+ *[Kamsky is back in for a draw]*
45.♗f1 ♗xd5 46.exd5 ♘d4 47.♕f6+ ♔g8
48.♕xg5+ *[48.♕d8+ ♔f7 49.♕a8 kept a slight plus, but probably draws]* **48...♔f7**
49.♕d8 ♕c2 50.♗g2 ♕c1+ 51.♔h2 ♕c2
52.♗g1 ♘df3+ 53.♔h1 ♘e1 54.♗f2 ♕xf2
55.♕c7+ ♔f6 56.♕d6+ ♔f7 57.♕c7+ ♔f6
58.♕d6+ ♔f7 ½-½

For comparison here are a couple of **GetClub**'s Internet games against **Excalibur's Ivan**. For the first games I asked Hiarcs13 to do a <u>Blunder Check,</u> looking only for moves worse than a loss of 1.00 evaluation points. So a series of 2 or 3 'not best' moves is ignored, only blunders are covered. The first evaluation after a blunder is the eval resulting from that move. Then a better line is shown with its evaluation.

GETCLUB - IVAN
B12: Caro Kann: Advance Variation

1.e4 c6 2.d4 d5 3.e5 ♗f5 4.♘c3 e6 5.g4 ♗g6
[last book move] **6.♗d3 ♗e7 7.♘f3 f5 8.exf6**

8...♗xf6+− *[Ivan makes the first mistake. 2.34. HIARCS 13.2 MP: 8...gxf6 9.♗xg6+ hxg6± 1.00/15]* **9.0-0±** *[But GetClub misses its chance. 1.10 HIARCS 13.2 MP:*

9.g5 ♗e7 10.♘e5 ♗xd3 11.cxd3+− 2.34/17]
9...♗xd3 10.♕xd3 ♘d7 11.♗e3 ♕c7 12.g5
♗e7 13.♖ac1 0-0-0 14.♖fe1 h6 15.g6 ♗d6
16.h3 ♘e7 17.♘h4 e5 18.dxe5 ♘xe5

19.♕d4?-+ *[−4.80 HIARCS 13.2 MP: 19.♕f1-+ −2.57/17]* **19...♘7xg6**
20.♘xg6?-+ *[−8.21 HIARCS 13.2 MP: 20.♔g2 c5 21.♕a4 ♕f7-+ −4.79/16]*
20...♘f3+ 21.♔h1 ♘xd4 22.♗xd4 ♖hg8
23.♘e5 ♔b8 24.♔g2 ♖dc8 25.f4?-+ *[−9.78 HIARCS 13.2 MP: 25.♘d3 ♕f7 26.♗e5 ♗xe5 27.♘xe5 ♕h5 28.♘d3 ♖gf8 29.♖xe8+ ♖xe8-+ −7.33/18]* **25...g5 26.♔h2?-+**
[-13.82 HIARCS 13.2 MP: 26.♘g4 ♖xe1-+ −9.74/17] **26...gxf4 27.♘f3 0-1**

GETCLUB - IVAN
C28

1.e4 e5 2.♘c3 ♘f6 3.♗c4 ♘c6 4.d3 ♘a5
5.♗g5 ♘xc4 6.dxc4 *[last book move]*
6...♗b4 7.♘f3 d6 8.0-0 ♗e6± *[Again it is Ivan that makes the first mistake. 0.49. HIARCS 13.2 MP: 8...♗xc3 9.bxc3 h6*

10.♗xf6 ♕xf6 11.♕d5 0-0∓ −0.58/17]
9.♘d5 ♗xd5 10.exd5 0-0 11.♕d3 e4

12.♕b3?∓ *[Ivan was nicely ahead until this!*
-0.78 HIARCS 13.2 MP: 12.♗xf6 ♕xf6
13.♕xe4 ♗c5 14.♖ab1± 0.93/16] **12...exf3**
13.♕xb4 fxg2 14.♔xg2 ♘xd5 15.♕d2 ♘e7
16.♖ae1 ♖e8 17.♕d4 ♕d7 18.♖e4-+ *[−3.03*
HIARCS 13.2 MP: 18.♗xe7 ♖xe7 19.f3 a6
20.♕g4 ♕xg4+ 21.fxg4 ♖ae8-+ −1.62/15]
18...♕c6-+ *[Ivan misses the best reply. -1.59*
HIARCS 13.2 MP: 18...♘c6 19.♖xe8+ ♖xe8
20.♕d1 ♕f5 21.♗c1 ♕g6+ 22.♔h3 ♖e4-+
−3.03/16] **19.f3 ♘f5 20.♖xe8+ ♖xe8 21.♕d3**
♕c5 22.♖g1 ♘e3+ 23.♗xe3 ♖xe3
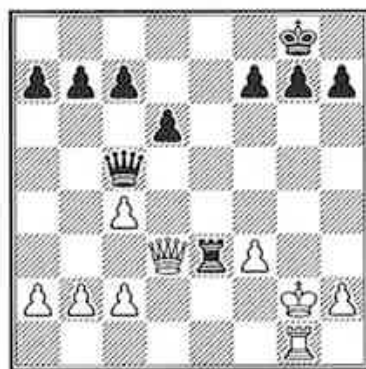
24.♕f1-+ *[−3.76 HIARCS 13.2 MP: 24.♕d2*
♖e6 25.♖e1 ♕xc4 26.b3 ♕c5 27.c4 a5
28.♖xe6 fxe6 29.♕f4 ♕f5-+ −2.67/18]
24...♕e5 25.♔f2 ♕d4 26.♔g2 ♕xb2 27.♕f2
♕e5 28.♔h1 g6 29.♖g4?-+ *[-12.50 HIARCS*
13.2 MP: 29.♖b1-+ −5.83/18] **29...♖e2**
30.♕h4 ♖xc2?-+ *[−6.67 HIARCS 13.2 MP:*
30...♕e3 31.♕g3 ♖e1+ 32.♕xe1 ♕xe1+
33.♖g1 ♕e2-+ −12.50/18] **31.♕d8+?-+**
[−21.25 HIARCS 13.2 MP: 31.♖g2 ♕a1+
32.♖g1 ♕xa2 33.♖e1 ♕xc4 34.♕h6 ♖e2
35.♖xe2 ♕xe2-+ −6.67/19] **31...♔g7**
32.f4? *[−#2 HIARCS 13.2 MP: 32.♕h4 ♕e3*
33.♕g3 f5 34.♖g5 ♖c1+-+ −20.01/20]
32...♕e4+ 0−1

Can you stand another one?! You'll note that
GetClub always gets White!

GetClub - Ivan
C42
1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4
5.d4 d5 6.♘e5 *[last book move]* **6...♘d7**
7.♘xd7 ♗xd7 8.♗f4 ♕f6 9.♗e3 ♗a4

10.b3??-+ *[−3.42 HIARCS 13.2 MP: 10.a3*
♕b6 11.b3 ♗d7 12.f3 ♘f6 13.♗d3∓
−0.57/15] **10...♗b4+ 11.♔e2?-+** *[-11.09*
HIARCS 13.2 MP: 11.c3 ♘xc3 12.♘xc3
♗xc3+ 13.♗d2 ♕e7+ 14.♗e2 ♗xa1
15.♕xa1 ♗b5 16.♗e3-+ −3.42/15]
11...♗b5+ 12.c4 dxc4 13.a4 ♗a6 14.f4
♗c3?-+ *[It would have ended in a few more*
moves, but Ivan misses the best moves now.
−6.60 HIARCS 13.2 MP: 14...♕h4 15.♘d2
♘c3+ 16.♔f3 ♕h5+ 17.g4 ♕d5+ 18.♔g3
♘xd1 19.♖xd1 ♕xh1-+ −11.10/15]
15.♖a3?-+ *[-12.84 HIARCS 13.2 MP:*
15.♔f3 ♗xa1 16.♘a3 ♘g5+ 17.♔f2 ♗c3
18.bxc4 ♘e6 19.♘c2 0-0-0-+ −6.60/15]
15...0-0-0?-+ *[−9.62 HIARCS 13.2 MP:*
15...♕h4 16.♘d2 ♗xd2 17.♕xd2 ♘xd2
18.♔xd2 ♕e7 19.b4 ♕xb4+ 20.♖c3 0-0-+
−12.84/14] **16.♔f3?-+** *[-12.32 HIARCS 13.2*
MP: 16.♕c1-+ −9.62/15] **16...♗xd4**
17.♗xd4?-+ *[-17.36 HIARCS 13.2 MP:*
17.♕c1 ♗xe3-+ −10.42/16] **17...♖xd4**
18.♕c1 ♘d2+ 19.♘xd2? *[−#4 HIARCS 13.2*
MP: 19.♕xd2 ♖xd2 20.♘xd2 ♕c3+ 21.♔g4
h5+-+ −17.35/16] **19...♕xf4+ 20.♔e2 c3+**
21.♔e1 cxd2+ 22.♔d1 dxc1♕# 0-1

Sanny is constantly at work on his program
so from time to time he announces that
there's been a big improvement!

GETCLUB IMPROVED - IVAN

1.e4 d5 2.exd5 ♕xd5 3.♘c3 ♕d6 4.d4 *[last book move]* **4...e5 5.♘f3 exd4 6.♕xd4 ♕xd4 7.♘xd4 ♗b4 8.♗d2 ♘f6 9.♗c4 ♗d7 10.0-0-0 0-0 11.♘ce2 ♗xd2+ 12.♖xd2 c5**
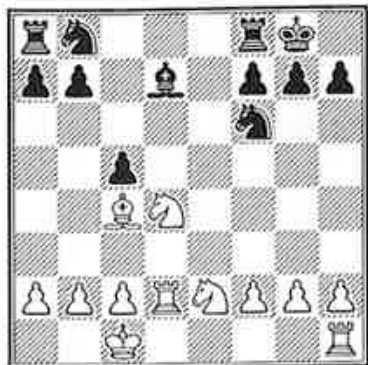
13.♘f3∓ *[−1.35 HIARCS 13.2 MP: 13.♘b5 ♗xb5 14.♗xb5 ♘e4 15.♖d5 a6 16.♗c4∓ −0.32/19]* **13...♘e4 14.♖dd1-+** *[−2.78 HIARCS 13.2 MP: 14.♖d5 ♗e6 15.♖e5 ♘xf2 16.♖f1 ♗xc4 17.♖xf2-+ −1.41/18]* **14...♘xf2 15.♖hf1 ♘xd1 16.♖xd1 b5 17.♗d3 ♗c6 18.♘g5 h6**

19.♘h7?-+ *[−5.85 HIARCS 13.2 MP: 19.♘f3 ♘d7 20.c4 b4 21.♘g3 ♗xf3 22.gxf3 ♖ad8-+ −3.62/17]* **19...♖d8 20.♖d2 g6 21.♘f4-+** *[−7.31 HIARCS 13.2 MP: 21.♘f6+ ♔g7 22.♘g4 c4 23.♗xg6 ♖xd2-+ −5.96/17]* **21...♔g7 22.♔b1?-+** *[−9.51 HIARCS 13.2 MP: 22.a4 bxa4 23.h4 ♘d7 24.h5 ♘e5 25.hxg6 ♘xg6-+ −7.32/17]* **22...c4 23.♘xg6?-+** *[−13.41 HIARCS 13.2 MP: 23.♘f8 ♔xf8 24.♖f2 cxd3 25.♘e6+ ♔e8 26.♘xd8 dxc2+ 27.♔xc2 ♔xd8 28.♖xf7 ♗g2 29.♔c3 ♘d7 30.♖g7 ♘f8 31.♔b4 a6 32.b3 ♗e4 33.h4 ♔e8 34.♔a5 ♗d5 35.♔b4 ♖d8 36.♔a5 ♖d7-+ −9.51/19]* **23...fxg6 24.♖e2 ♔xh7 25.♖e7+ ♔g8 0-1**

As I mentioned Ivan - **Ivan the Terrible** to give it its full name - is, or rather was now that the USA company has disappeared, an Excalibur product. Its almost 100% score against GetClub over many Internet games - I've only ever seen 1 draw - might give the impression that it's close to GM strength.

However the **Grandmaster** was the strongest computer Excalibur produced, using Ron Nelson programs, and I have its rating at 1814 based on just over 100 games. I have never used or played Ivan, but from what USA contacts tell me it is a similar program size but runs a bit slower and is perhaps 100 Elo behind the Grandmaster. Let's call it a 1720 rating, I can't believe it's any more than that.

The operator for this **Ivan** computer, having had such success against the 'mighty' GetClub, sent out a challenge to the real PC engines, his intention being to now have Ivan at 30 mins per move and the chosen PC engine at 5 secs per move, trying to make an allowance for processing power and see if he could beat these. After much effort the [rgcc] users finally persuaded Ivan's man that he wouldn't have a chance unless the game was played at odds, and eventually it was decided knight odds plus the time control difference might make it interesting.

Stockfish2.1 did the Blunder Check for a 0.50 gap for these, I wanted to pick up some lesser mistakes with it being knight odds.

RYBKA EX NB1 - IVAN
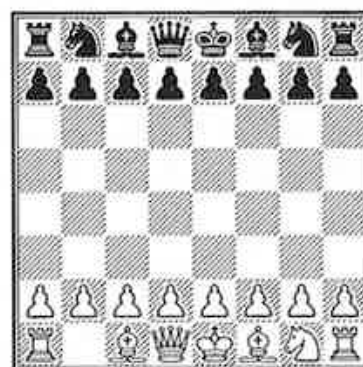
1.e4 d5 2.e5 d4 3.♗c4 ♘c6 4.♘f3 f6 5.0-0 fxe5 6.♘g5 ♘h6 7.♕f3 ♗g4 8.♕b3

8...♕b8?∓ *[-0.76. That's nearly wiped the knight odds out with one move! Stockfish 2.1.1 JA: 8...♕d6 9.♗f7+ ♔d7 10.f3 ♗f5 11.d3 ♘d8 12.♗c4 ♕b6 13.♖e1-+ −3.15/19.]* **9.♗f7+ ♘xf7 10.♕xf7+ ♔d8 11.f4 ♔d7 12.♕d5+ ♔c8 13.fxe5 ♗d7?+−** *[1.97. Goodness, Rybka is winning already. Stockfish 2.1.1 JA: 13...e6 14.♕e4 ♗h5 15.♘xe6 ♗g6 16.♕d5= 0.00/21]* **14.♘f7 e6 15.♘xh8 exd5 16.♖xf8+ ♗e8 17.♖xe8+ ♔d7 18.♖xb8 ♖xb8 19.♘f7 h6 20.d3 ♖f8 21.♘xh6 ♘xe5 22.h3 gxh6 23.♗xh6 ♖f7 24.♖f1**

24...♔e6?+− *[3.79 Stockfish 2.1.1 JA: 24...♖h7 25.♗g5 a6 26.♖f4 ♔e6 27.♖f6+ ♔d7 28.♔f2 ♘f7 29.♗f4 ♘d8+− 2.14/21]* **25.♖xf7 ♘xf7 26.♗f4 ♘e5?+−** *[4.84 Stock-fish 2.1.1 JA: 26...c5 27.g4 ♘d8 28.h4 ♘c6 29.h5 c4 30.a3 b5 31.♔f2 b4 32.axb4 ♘xb4 33.dxc4 dxc4 34.g5+− 3.27/22]* **27.♗xe5 1−0**

Here's a second game, this time against a **Stockfish** engine from about a year ago.

Don't forget to take White's Nb1 off again before you start!

STOCKFISH1.7 EX NB1 - IVAN

1.e4 e5 2.♘f3 ♘f6 3.♘xe5 ♘xe4 4.♕e2 d5 5.d3 ♗b4+ 6.c3 ♘xc3 7.bxc3 ♗xc3+ 8.♗d2 ♗xd2+ 9.♕xd2 ♕e7 10.0-0-0 f6 11.♘f3 ♘c6 12.♖e1 ♗e6 13.d4 0-0-0 14.♗b5 ♕d6 15.♕c3 ♘b4 16.♔b2

16...♗f5-+ *[-1.97. Ivan has stayed ahead longer in this one. Stockfish 2.1.1 JA: 16...♗d7 17.♗xd7+ ♖xd7 18.♔a1 ♘c6 19.♕d3 ♖e7 20.♖xe7 ♘xe7 21.♖b1 ♔b8-+ −2.62/20]* **17.a3 ♘c2∓** *[-0.59 Stockfish 2.1.1 JA: 17...♘c6 18.♗xc6 bxc6 19.♘d2 ♔b7 20.♕b4+ ♔a8 21.♕xd6 cxd6-+ −1.85/19]* **18.♖e2-+** *[-1.73. Ha! Interesting. Stockfish2.1 thinks its earlier version missed something here! Stockfish 2.1.1 JA: 18.♖c1 a6 19.♗a4 ♘xa3 20.♕xa3∓ −0.59/22]* **18...♕b6 19.♕c5 ♖d6 20.♔a2 ♕xc5?±** *[0.56. Finally Stockfish does have a small advantage. Stockfish 2.1.1 JA: 20...♘xa3 21.♔xa3 ♕a5+ 22.♗a4 ♕a6 23.♖e7 ♗d7 24.♖xd7 ♖xd7 25.♖a1 ♖e8 26.♔b2 ♖e2+ 27.♗c2 ♕b6+ 28.♕xb6 cxb6-+ −1.61/20]* **21.dxc5 ♖e6 22.♖xe6 ♗xe6 23.♗d3 ♘xa3 24.♔xa3**

24...b6+− *[2.42 Stockfish 2.1.1 JA: 24...♗d7 25.♘d4 g6 26.♔b4 ♖e8± 1.05/20]* **25.♘d4 ♗g4+−** *[2.78 Stockfish 2.1.1 JA: 25...♗f7*

26.♗f5+ ♔b8 27.♖c1 h5 28.♗d7+−
2.14/20] **26.♔b4 a5++−** [3.11 Stockfish
2.1.1 JA: 26...♗d7 27.c6 ♗g4 28.f3 ♗h5
29.♖e1 ♖e8 30.♖xe8+ ♗xe8 31.♗xh7+−
2.58/18] **27.♔b5 ♔b7?+−** [4.44 Stockfish
2.1.1 JA: 27...♗d7+ 28.c6 ♗g4 29.f3 ♗h5
30.♖e1 ♖e8 31.♖xe8+ ♗xe8 32.♗xh7+−
2.90/22] **28.♖e1 g6+−** [5.37 Stockfish 2.1.1
JA: 28...♖d8 29.♖e7 g5 30.cxb6 ♖d7 31.♖e3
♖f7 32.bxc7 ♔xc7 33.♔c5+− 4.32/19]
**29.♖e7 bxc5 30.♔xc5 a4 31.♘b5 ♔b8
32.♘xc7 a3?** [Allows #12. Stockfish 2.1.1
JA: 32...♗c8 33.♔b4 ♗b7 34.♔xa4 d4+−
5.21/19, lasted longer, but White is going to
win of course] **33.♘a6+ 1-0**

The Excalibur portables are claimed to be of
similar strength to their table-top equivalents,
but I haven't found that to be so.

The **Talking Touch Chess** is one of the port-
able Excalibur products, and it is basically an
earlier model than their popular **New York**
touch chess computer. I have the latter, which
Countrywide have sold very successfully
over the last couple of years, and it's rated at
1530 Elo from games played by myself and
some *SelSearch* readers.

However I did find the Talking Touch
Chess on Wiki at 1600 Elo, so they think the
series of programs is a bit higher than we
have it. Probably the actual playing engine
has stayed the same over the 3 or 4 year
period and the pair are perhaps around 1560
Elo?!

See what you think from the following game,
against Novag's **Star Ruby**, an established
1950 machine. I returned to Hiarcs13.2 for
the Blunder checking on this one, and have
added a couple of brief comments myself.

TALKING TOUCH CHESS - NOVAG STAR RUBY
OPENING D30. G/30

**1.d4 d5 2.c4 dxc4 3.e3 e5 4.♗xc4 exd4
5.exd4 ♘f6 6.♘f3 ♗e7** [The TTC goes out of
book after this] **7.0-0 0-0 8.♗f4** [8.♘c3 (or
8.h3) 8...♘c6 9.h3 ♘a5 10.♗d3± is usual.
The Star Ruby is now out of book] **8...♗g4
9.♘c3 ♗xf3**

Novag
Star
Ruby

10.gxf3? [Opening the g−file gives Black a
long−term weakness to aim its pieces at!
10.♕xf3 has to be better, there's no need to
fear 10...♕xd4 because of 11.b3 ♕b6 and
now 12.♖ad1 gives White a += advantage]
**10...♘bd7 11.♘b5 c6 12.♘c3 ♘b6 13.♗d3
♘bd5 14.♗g3 ♖e8 15.♘xd5** [15.♖e1!?]
15...♕xd5
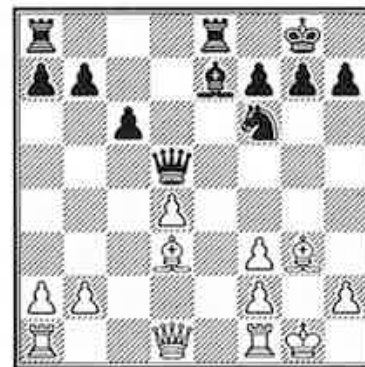
[White's pawn structure and poor king
protection give Black the better chances
here. But the game is by no means lost with,
say, 16.♖e1 ♖ad8 17.♗e5] **16.♗f4?!** [This is
very loose. -1.67 HIARCS 13.2 MP: 16.♖e1

♖ad8 17.♗c7 ♕g5+ 18.♔h1 ♖d7 19.♗e5
♕h4 20.♕b3 ♕h3 21.♗f1 ♕f5 22.♗xf6
♕xf6∓ −0.99/15] **16...♔h8** [16...♗d6!
*would have taken speedier advantage of the
now unprotected bishop, pretty well forcing
a retreat with loss of tempo, or if White
exchanges, 17.♗xd6 ♕xd6 18.♗c2 ♖ad8∓.
16...♔h8∓. -0.87 HIARCS 13.2 MP:
16...♗d6 17.♗xd6 ♕xd6 18.♕b3 ♕xd4
19.♗c4 ♖e7-+ −1.67/16]* **17.♗c2 ♖ad8**
*[Now White's position is still holding (just)
after either 18.♗e5 or, better still, 18.♖e1,
but instead the TTC lashes out a bit wildly]*
18.♗c7?! *[−2.19 HIARCS 13.2 MP: 18.♗e5
♗d6 19.f4 ♕b5 20.♗b3∓ −0.82/14]* **♗d6!**
19.♗xd8?? *[Oh dear, it grabs the bait and
the game is over! −#3. HIARCS 13.2 MP:
19.♗xd6 ♖xd6 20.♗b3 ♕h5 21.♖e1 ♖ed8
22.♕e2 ♖xd4-+ −2.01/13, which would be
difficult but not impossible. Ivan seems to
play quite well while a position is reasonably
equal, but soon collapses when it's in
trouble. Here, as shown by Hiarcs, 19.♗xd6
was necessary]* **19...♕g5+ 20.♔h1 ♕f4** *and*
21.♕xh2 *mate next move.* **0-1**.

The **Star Ruby** won the match 9−1!

Back to **GetClub** which has since been
'improved two times'! Sanny says this means
it is twice as good, not just two improve-
ments. Let's see how it got on against the
weak (<2000 Elo) **Jester** 3 weeks ago.

JESTER - GETCLUB IMPROVED AGAIN

**1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6
5.♘c3 a6 6.f4 ♘c6 7.♘xc6 bxc6** *[Last book
move All theory to here]* **8.♗c4 ♗e6 9.♗xe6
fxe6 10.0-0 ♕b6+ 11.♔h1**

11...♕c5 *[2.50. The diagram would tell most
folk that Black's opening play hasn't been
particularly good. Even with Stockfish 2.1.1
JA's: 11...h5 12.♕e2 ♘g4 13.f5 e5 14.h3
♖b8 15.♖b1 ♘f6 16.♗g5 ♔d8 17.g3 h4
18.♗xh4 ♖h6 19.♔g2 ♖h8 20.♕c4 1.13/17
shows it would be struggling]* **12.♕d3** *[0.96.
But Jester misses the best chance. Stockfish
2.1.1 JA shows: 12.e5 ♘d5 13.♘e4 ♕b4
14.♘g5 ♘c7 15.f5 exf5 16.♖xf5 2.50/18]*
12...g6? *[2.50. It doesn't matter, GetClub
has gone wrong again. Stockfish 2.1.1 JA:
12...♘g4 13.♕e2 h5 14.h3 g6 15.♖b1 ♖b8
16.♕xa6 ♘f2+ 17.♔h2 ♗g7 0.96/18]*
**13.♗e3 ♕h5 14.♕c4 ♘g4 15.♗g1 ♗g7
16.♕xc6+ ♔f7 17.e5**

17...♖ab8 *[3.83 Stockfish 2.1.1 JA:
17...♖hc8 18.♕d7 ♖d8 19.♕a4 ♔g8
20.♕b3 d5 21.h3 ♔f7 1.85/17]* **18.♘e4
♖xb2?** *[#11 Stockfish 2.1.1 JA: 18...♖hf8
19.exd6 exd6 20.♘g5+ ♔g8 21.♕xd6 ♖be8
3.63/16]* **19.♘g5+** *[37.45. Missing the mate:
Stockfish 2.1.1 JA: 19.♘xd6+ exd6
20.♕d7+ ♔f8 21.♕xd6+ ♔e8 22.♕xe6+
♔d8 23.♖fd1+ ♔c7 24.♖d7+ ♔b8
25.♗a7+ #11/13. But it doesn't matter]*
**19...♕xg5 20.fxg5+ ♗f6 21.exd6 exd6
22.♕d7+ ♔f8 23.gxf6 a5 24.♕g7+ 1-0**

You can rate these various dedicated comput-
ers up or down maybe 50 Elo from my
suggested figures if you wish, but one thing's
clear - they all beat Sanny's '2400' GetClub!
One thing's for sure, GetClub isn't a clone, it's
all his own work - maybe we can give him
some credit for that!

And I hope you've enjoyed playing chess
at a lower level for a change, you know
sometimes I get fed up of only looking at
games I don't understand properly!

SELECTION OF INTERESTING GAMES!

I promised in our last issue that I'd show you a game sent to me by reader **John Sexton**, so here it is. As you will see it contains a major shock ending!

NOVAG SAPPHIRE II - MEPHISTO ATLANTA
Time Control: 40/2 from John Sexton, 2006
ECO Opening D67, Queen's Gambit Declined, Classical Main Line

1.d4 d5 2.c4 e6 3.♘c3 ♘f6 4.♗g5 ♗e7 5.e3 0-0 6.♘f3 ♘bd7 7.♖c1 c6 8.♗d3 dxc4 9.♗xc4 ♘d5 10.♗xe7 ♕xe7 11.♘e4

11.0-0 ♘xc3 12.♖xc3 e5 is seen a little more often, but we (and our 2 dedicated computers) are still in their books as this is pretty much main line theory as the second most popular line
11...e5
This is certainly known and, if you check your PC engines you'll find some of them prefer this.

But mostly the GMs play 11...♘5f6 12.♘g3 ♕b4+ 13.♕d2 ♕xd2+ 14.♔xd2, though after 14...♖d8 the game seems about equal
12.dxe5 ♘xe5 13.♘xe5

This was the Sapphire's last book move, but the Atlanta stays in Book
13...♕xe5 14.♘c3?!
Probably not best, preferable is 14.♗xd5 cxd5 and now 15.♘c3±
14...♗e6 15.♕b3?
This is also a mistake, and somewhat more serious. Correct was 15.♗xd5 ♗xd5 16.♘xd5 ♖fd8 17.♖c5 ♖xd5 18.♖xd5 cxd5=
So the Sapphire has played two

consecutive non theory moves, the second especially being a mistake. Yet much to our surprise we find that the Atlanta is still in its book!?! The opening book programmer seems to have prepared the line specifically against the Novag computer, but unfortu-nately that someone must now have <u>typed the wrong move for it</u>!!
15...♕f4??
Of course the type-in should have sent the knight, not the queen, to f4!

If 15...♘f4! leaving the e-pawn pinned, and best for White is 16.0-0 ♘d3 17.♗xe6 ♘xc1 18.♗xf7+ ♖xf7 19.♖xc1. Here Black, with rook for knight+pawn, has an advantage, not overwhelming but probably sufficient to win eventually.

John tells me that, if you switch its book OFF, the Atlanta will play 15...♘f4 every time!
16.exf4
...of course, and John switched the Atlanta off. I wonder if this opening book blunder bug appears in any other Mephisto machines?! Possibly not as the Atlanta had a bigger book than most others of its time, but someone with another Atlanta or a Milano Pro might feel it's worth checking out! **1-0**

At about the same time **Harvey Williamson** sent me a game he'd been analysing from the Aeroflot Open in February of this year.

As most readers probably already know, Harvey is one of the Hiarcs engine team and also a titled Correspondence Chess player in his own right. So he's always on the lookout for new opening ideas and his contributions are welcome in *Selective Search* even if Cock de Gorter has, quite astonishingly, banned him from Leiden for complaining to Cock after he found he was using stolen software normally purchased from the Hiarcs website!

Harvey sent this game to me as it is not only interesting but there are some important moves in the attack which computers don't manage to find! I have italicised Harvey's very helpful notes, and left my own (mostly about opening variations, in normal type.

Good friend
Harvey Williamson
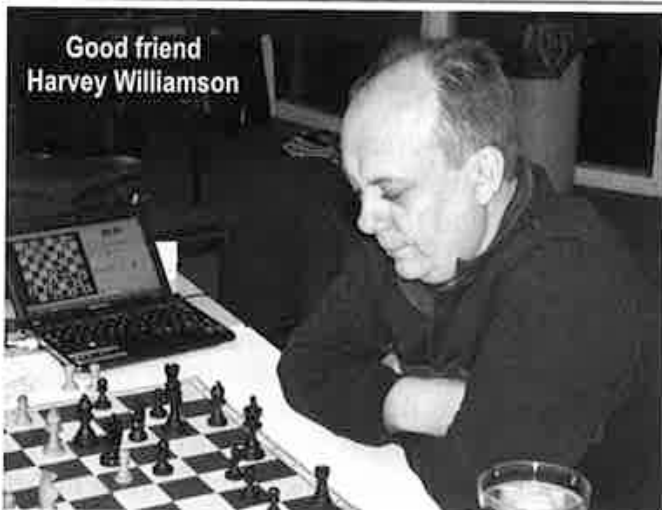
MARECO, S (2627) - ZHIGALKO, A (2566)

Aeroflot Open A Moscow RUS, round 4
Opening E94: King's Indian, Classical

1.d4 ♘f6 2.c4 g6 3.♘c3 ♗g7 4.e4 d6 5.♘f3 0-0 6.♗e2 e5 7.0-0 ♘a6 8.♖e1 c6 9.♗e3 exd4 10.♗xd4

Most opening books only have 10.♘xd4 here, then 10...♖e8 and now perhaps 11.f3 with a very tiny +/= for White. In PowerBooks 11...Nc5 is best, and 11...Nc7 is also popular but actually has a poor record against both 12.Qd2 and 12.Bf1

10...♖e8 11.♕c2

11.♘d2 ♘c5 12.♕c2 in PowerBooks transposes to game

11...♘c5 12.♘d2 h5

In PowerBooks 12...♘e6 is thought best, then 13.♗e3=

13.h3 ♘e6 14.♗e3 ♘d7 15.♘b3 a5 16.♖ad1 a4 17.♘d4 ♘ec5
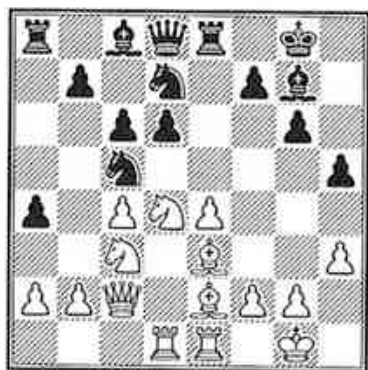
So far the position is fairly normal looking with both players following fairly standard plans. That is... until now!
18.♗xh5!?
It is very hard to judge the correctness of this sacrifice. That White gets some compensation is clear: but whether or not it is enough... is up to the analysts. No doubt one could easily spend a few fun hours investigating it. Which I did!

Perhaps 18.♘f3= was a safer alternative
18...gxh5 19.♘f5 ♖e6
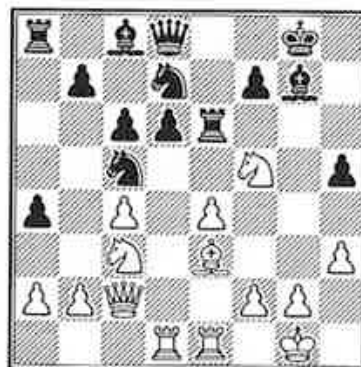
This is the second major crossroads.
Computer engines also suggest 19...♗f8 as an alternative for Black
20.♘xd6
My personal preference upon looking at the position for a bit, was 20.♘e2 with the idea of 20...♗f8 21.f3 followed by ♘f4.

After a great deal of personal investigation, it seems as if this move is in fact the most promising. The reason for my preference for Ne2 is that I don't think White needs to try to cash in as quickly as possible. I think White can play for the slow-rolling attack, using his extra kingside pawns, and ALL his pieces, against the enemy king, while Black has yet to figure a way to bring in his queenside pieces into play, much less defend his precariously exposed king.

What now? 21...♖f6 is Houdini's choice after 15 mins of analysis. (21...♕c7 comes from DeepRybka4, then 22.♘f4 ♘e5 23.♘xe6 ♗xe6 24.♗d4, the computer showing =)

22.♘f4 ♘e6 23.♘xh5 ♖g6 24.♔h1 ♕a5.
Many engines actually now suggest 25.g4, but this is less promising than f4.

25.f4 ♘ec5 26.♗d4. Even though this move is completely logical, some of the engines take a really long time finding it.

26...b5 27.♘h4 ♘e6 28.♖e3!! Very curiously, the engines take an insanely long time finding this move. They suggest Bc3 and then about equal. Some suggest Be3 which is

good, but the fact is that 28.Re3 is just winning.

On my laptop only Deep Fritz12 excelled, finding 28.Re3 in around 10secs!

28...bxc4 (28... ♘xd4 29.♖xd4 ♘c5 30.♕d1 ♘e6 31.f5 ♘xd4 32.fxg6) 29.♘xg6 ♕xh5 30.♘xf8 ♔xf8 31.♗c3! ♕h6 32.♖f3!

Some are quicker than others but all the engines will climb to >1.00 for White here, and will keep on rising as they see the implications.

We now go back to the previous diagram, the one immediately before 20.♘xd6 which was the game move, and 20.♘e2 which was Harvey's choice and which he's just analysed for us.

The engines actually all suggest 20.♘xg7 or Qe2, two different moves entirely to those considered.

One person ran Stockfish on 8 cores for five hours and it said 20. Qe2 was best and led to a repetition. 20.♕e2 ♕f8=

Another put Houdini for TEN hours, and it suggested Nxg7 as leading to a draw by repetition. 20.♘xg7 ♔xg7 21.♘e2=

Needless to say I completely disagree with these moves out of principle.

Right, from the game move **20.♘xd6**:

20...♕f8 21.♘f5 b6 22.♘e2

22...♖xe4?!

Presumably this was the point of b6 since otherwise White would be able to play Rxd7 Bxd7 Bxc5 and the rook would be hanging. But Black should really have been trying to focus on bringing his pieces into play ASAP instead of finding clever ways to win a pawn since he is in imminent danger of being run over.

More than one computer engine analysed the following improvement: 22...♖e8 23.♘f4 ♘e5 24.♘xh5 ♗xf5 25.exf5 ♖ad8 and showed it as =. Would readers (or Harvey!) agree with that?

23.♘eg3

The engines now have White winning +−

23...♖e6 24.♘xh5 ♗h8 25.♗h6?

Perhaps 25.♗f4! is even better

25...♖xh6?

Better seems 25...♕e8! to give Black some sort of a fighting chance, but 26.♖e3! ♖xe3 27.♗xe3 ♕e4 (27...♘e4? 28.♘h6+) 28.♕xe4 ♘xe4 and here 29. ♘e7+ is surely winning though the engines disagree as to what saving chances Black might have. I think it's almost 1−0

26.♘e7+ ♕xe7 27.♖xe7 ♖xh5 28.♖e8+ ♔g7?

Maybe 28...♘f8 was better, then 29.♖dd8 ♗g7 30.♖xc8 ♖xc8 31.♖xc8 ♖h6. But White still has a winning position

29.♕c3+ f6 30.♕g3+ ♖g5 31.♕c7 ♖e5 32.♖xc8 ♖xc8 33.♖xd7+ 1-0

I found this position in the always enjoyable *CHESS* magazine recently. It was part of an article written by GM **Jim Plaskett** in which he looked at a few positions he'd had, or nearly had, on the board.

This one was from an actual game:

FERNANDEZ GARCIA - JAMES PLASKETT
Rapidplay, Nov 2007.

Plaskett admits that play had been far from perfect when the following position was reached after White's 25th. move.

25...d4!?

It is Plaskett who gives this the !?

The alternative would be 25...Ne4 26.Rxe4 dxe4 27.Qxe4 Nd3 28.Bd4 Nc5 29.Qe3 Qd5 with a small advantage for Black

26.♘5xd4?!

This time the ?! is mine. I nearly showed it as ? White had a better move available: 26.♖ad1. Then 26...♘cd3 27.♖xd3 ♕c6 28.♘d6 ♘xd3 29.♕xd3 dxc3 30.♘xe8 which leaves Black with only a nominal advantage

26...♘cd3! 27.♖ed1 ♗xd4 28.♖xd3
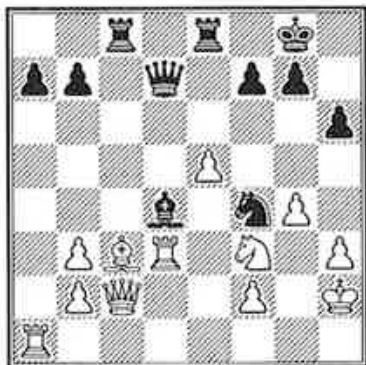
The ♗ on d4 is now attacked by 3 different pieces.

Black's next move is the real reason for including this game snippet.

STOP NOW and see if you can find it!

As a one-off move it gave me more pleasure than any single move has for quite some time. I thought it was delightful, and the more I considered White's options the bigger the smile it brought to my face

28...♕c6!

Yes, one of the nicest moves I've seen in ages. Of course the computer engines do find this, to save you checking!

The ♗ on d4 is left en pris and can be taken by 3 different pieces, but for different reasons all of them lose! Check them out. All other defences also leave Black with a inning advantage.

One more, from the same article!

JIM PLASKETT - CLEMENT
Beniel Rapidplay. Sicilian Opening

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 d6 6.♗g5 e6 7.♕d2 a6 8.0-0-0 ♗d7 9.f4 h6 10.♗h4 ♗e7 11.♘f3 ♕c7 12.e5 dxe5 13.fxe5 ♘g8?!

Usual is 13...♘d5 14.♘xd5 exd5 15.♗xe7 ♘xe7=

14.♘e4 ♗xh4 15.♘xh4 ♘xe5?!

15...♘ge7 is better, but 16.♘f3± **16.♘d6+ ♔f8 17.♕f4!**
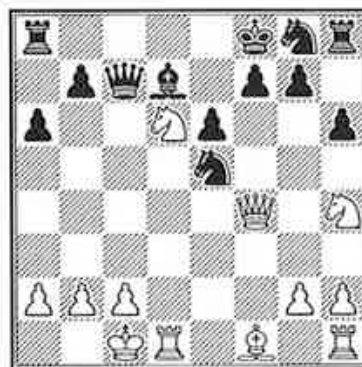
Black doesn't have a good move now, but he does have a bad one!

17...f6?

No doubt thinking that the hole created on g6 doesn't matter, it's protected. But how many times do you see a move like White's next??!

STOP AGAIN NOW and turn your engines off... they get it of course, but can YOU........................

18.♕xe5!! 1-0

SELECTIVE SEARCH - TEN YEARS AGO!

I thought it might be interesting, once a year, to do a '10 Years Ago', article, and at a later date each year a '20 Years Ago' article. I am constantly amazed that *Selective Search* has been running long enough to do such a thing!

Selective Search in 2001!

- *Selective Search* cost £20 a year UK, and was always 32 pages. It was photocopied before printing, so the quality - especially photographs - were not up to today's standards!

- Deep versions of FRITZ and JUNIOR were appearing on very expensive new dual hardware in major tournaments, and SHREDDER soon followed. But commercial versions and Rating Lists were still SP. For most of us even a Pentium4 was a rare sight!

- Ed Schroeder's REBEL Century3.0 P3/800 beat GM John van der WIEL (2640) by 3½-2½ at 40/2. Yes, a top GM beaten 10 years ago!

- JUNIOR6 won at Welser, SHREDDER5 won Paderborn, FRITZ6 won at Cadoques, FRITZ and Christophe Theron's Gambit TIGER shared 1= at Leiden.

- We analysed one of **The Most Amazing Moves of All Time**: Shirov's 1...Bh3!!! in his 1998 game against Topalov at Linares. In those days the engines had to be shown 2.gxh3 Kf5 before some of them got the idea! It not only looks amazing, but after-the-game analysis showed it is the only move that guarantees the win.

- There was major controversy surrounding a match challenge by the computer World Champion, SHREDDER, to the human World Champion, KASPAROV. Would Kasparov accept? But others with financial and media clout thought it would be better if FRITZ or JUNIOR played, so they stepped in and invited Shredder's programmer, Stefan Meyer-Kahlen, to a qualifying tournament for these 3 engines. They gave Stefan 2 weeks to respond and come up with a $5,000 entry fee! He refused. Despite a total outcry against this injustice from the rest of the computer chess world, Enrique Irazoqui was appointed to run a FRITZ v JUNIOR 24 game match (at his home!), on 2 'almost equal' PCs! Junior immediately went into a fantastic 5-0 lead, so Irazoqui changed the PCs round. He reckoned there was only 0.2% between their speeds, but Fritz soon started to pull back on the other PC and finally drew 12-12 before winning the 2 play-off games. Fritz had used the 'slightly faster' PC for 21 of the 26 games! But by now KRAMNIK had beaten Kasparov in their match, and FRITZ v KRAMNIK wouldn't take place until 2002 after all!!

- Carl BICKNELL persuaded the UK's 2290 rated Chris BEAUMONT to play FRITZ6 on his P/933. The computer won 9-1 playing at 40/2.

- Early PALM handheld units were becoming available, but with Richard Lang's GENIUS program it was losing heavily to things like the RISC 2500 and SAPPHIRE2. Things would soon change with faster Palms, Pocket PCs... and Hiarcs.

- Deep JUNIOR7 edged Greek GM Hristos BANIKAS (2535) by 2½-1½ at a Blitz time control... not too convincing, and then Deep FRITZ in a sort of warm-up for Kramnik only drew 3-3 against GM Robert HUEBNER (2612).

- 2000's World Champion SHREDDER came 2nd. with 6/9 in the 2001 World Event. Deep JUNIOR won by 2 clear points in scoring a brilliant 8/9! But this was the start of World Championship controversy - it was all pretty friendly before the PC engines arrived! It was intended to be the usual 'Micro' event for single processors, so the engines would be on similar hardware. But folk with money and multi-engines persuaded the organiser David Levy to change the rules at the last minute and some engines turned up using multi-processors - e.g. Junior, Quest (Fritz), Ferret, Diep and Crafty, while others like Shredder, Tiger and Rebel played on singles. I'd say that, since 2001, hardware has determined the

SELECTIVE SEARCH 96
THE COMPUTER CHESS MAGAZINE

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COMPUTER WORLD CHAMPIONSHIP!

36 page Issue!

The PRESSURE is ON!

Top: Stefan Meyer-Kahlen watches his SHREDDER analysing a critical moment in it's game against... Centre: DEEP JUNIOR, whose co-programmer Amir Ban does the same Bottom: Earlier, in the Opening, and still all smiles!

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Contents: No. 96

THE KRAMNIK CHALLENGE - DEEP FRITZ 'QUALIFIES' AMIDST CONTROVERSY!

MOST of the following are EXTRACTS from MASSIVE correspondence relating to 'the KRAMNIK challenge'. The editing has been done by myself (Eric), and this is necessary only because otherwise the subject would take up the whole of this issue of *Selective Search*.

1. SHREDDER challenges Gary Kasparov!

October 2000: EXTRACTS from an e-mail from the Millennium company

MILLENNIUM 2000, a Munich based company, is representing Shredder, the reigning Computer Chess World Champion for all types of computers (including mainframes and parallel processor machines). This title was first gained at the official World Championship 1999 in Paderborn (Germany), organised by the International Computer Chess Association (ICCA).

The program, by the young German software engineer Stefan Meyer-Kahlen, also won the title of Microcomputer World Chess Champion in 1999, and retained it in London during August 2000.

Computer Chess World Championships of the last 5 years

- 1996 Jakarta
  1.Shredder 2.Ferret 3.Nimzo
- 1997 Paris
  1.Junior 2.Virtual Chess 3.Shredder
- 1998 not held
- 1999 Paderborn
  1.Shredder 2.Ferret 3.Fritz
- 2000 London
  1.Shredder 2.Fritz 3=.RebelCentury & ChessTiger

As can be seen, SHREDDER is the most successful chess program of

the past few years in world event tournaments, and for that reason SHREDDER is challenging the world's most successful human chess player of recent years.

One real challenge remains: nobody else but world's most successful tournament player! We therefore challenge World Chess Champion Gary Kasparov to a match with the World Championship title at stake.

All details regarding the playing conditions can be at Mr. Kasparov's choice: the date for the match, the closed session, i.e. excluding the number of spectators, the venue, these points are decided by cided by SHREDDER needs player.

The ch Will Ga challenge

tails of this match have been going on for some time.

It came therefore as a big surprise when Stefan Meyer-Kahlen received an invitation for a so-called 'BrainGames Computer Chess World Championship' which out of the blue was to serve as a qualifying round for the match against Kramnik.

Furthermore (and much to Stefan's astonishment), this qualification tournament was to be held in

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Some of the pages from 2001! Note that there was World Championship controversy even then - PC engines had arrived!

RATING LISTS and NOTES

BCF Computer	Elo	+/-	Games	Pos	Human/Games
353 FRITZ6A PPRO-PC	2627	11	1519	1	2545 35
350 REBEL TIGER12 PPRO-PC	2603	15	862	2	
252 JUNINGA PPRO-PC	2602	13	1123	3	2511 22
248 HIARCS32 PPRO-PC	2587	12	1490	4	2538 9
246 HIARCS7.1 PPRO-PC	2586	12	1316	5	
246 SHREDDER4 PPRO-PC	2574	17	699	6	2530 15
245 NIMZO732 PPRO-PC	2567	14	1038	7	
245 FRITZ332 PPRO-PC	2566	12	1069	8	
245 REBEL CENTURY3.0 PPRO-PC	2561	29	255	9	
244 FRITZS6 PPRO-PC	2559	12	1281	10	2443 6
244 CHESSMASTER 6000 PPRO-PC	2558	24	348	11	2524 22
244 GANDALF432 PPRO-PC	2556	21	479	12	
244 NIMZO98 PPRO-PC	2553	12	1307	13	2465 10
243 SOS PPRO-PC	2552	20	521	14	
243 JUNIORS PPRO-PC	2545	12	1493	15	
242 NIMZO98A PPRO-PC	2536	14	986	16	
241 HIARCS6 PPRO-PC	2534	13	1167	17	2522 24
241 GOLIATH LIGHT PPRO-PC	2529	24	360	18	
240 REBEL CENTURY1.2 PPRO-PC	2527	21	458	19	2522 43
240 REBEL-10 PPRO-PC	2525	25	329	20	2528 12
240 REBEL9 PPRO-PC	2524	14	1059	21	2607 14
240 REBEL8 PPRO-PC	2520	20	538	22	
239 MCHESS PRO8 PPRO-PC	2513	17	659	23	2474 12
239 MCHESS PA97 PPRO-PC	2513	14	1056	24	2530 1
238 CHESS GENIUS5 PPRO-PC	2510	13	1192	25	2289 6
238 SHREDDER3 PPRO-PC	2507	35	169	26	2641 2
236 MCHESS PRO8 PPRO-PC	2505	14	1006	27	
237 SHREDDER2 PPRO-PC	2501	15	875	28	2148 6
236 GANDALF3 PPRO-PC	2463	27	278	29	
232 HIARCS4 PENT-PC	2462	11	1680	30	2540 2
232 FRITZ5.16 PENT-PC	2459	35	170	31	
232 JUNIOR4.5 PPRO-PC	2459	43	115	32	
232 HIARCS5 PENT-PC	2459	19	585	33	
232 KALLISTO2 PPRO-PC	2454	22	412	34	
231 REBEL6 PENT-PC	2452	10	2106	35	
231 REBEL7 PENT-PC	2445	15	805	36	
229 CHESS GENIUS6 PENT-PC	2436	11	1587	37	
229 CHESS GENIUS3 PENT-PC	2435	14	1023	38	2656 10
229 CHESS GENIUS4 PENT-PC	2432	13	1193	39	2587 11
229 REBEL7 PENT-PC	2425	14	1082	40	2242 11
228 HIARCS4 PENT-PC	2426	14	1009	41	2348 6
228 REBEL6 PENT-PC	2424	19	594	42	2453 5
227 MCHESS PRO6 PENT-PC	2422	11	1721	43	2316 4
227 MCHESS PA95 PENT-PC	2423	15	925	44	2423 19
226 CHESSMASTER 5500+5500 PENT-PC	2414	24	347	45	2401 13
225 NIMZO3.5 PENT-PC	2407	15	951	46	2426 6
225 NIMZO3.0 PENT-PC	2402	16	945	47	
225 HIARCS3 PENT-PC	2401	18	526	48	2631 6
224 CHESSMASTER 4000 PENT-PC	2359	45	104	49	2384 12
224 JUNIOR4.0 PENT-PC	2396	16	844	50	

BCF Computer	Elo	+/-	Games	Pos	Human/Games
222 TASC R30-1995	2378	16	764	1	2276 18
218 MEPH LONDON 66030	2347	35	175	2	2272 6
216 TASC R30-1993	2329	12	1346	3	2336 66
215 MEPH GENIUS2 66030	2325	18	657	4	2503 23
214 MEPH LONDON PRO 68020/24	2318	67	47	5	
211 MEPH LYON 68030	2292	15	869	6	2392 51
211 MEPH RISC2 1MB	2291	21	466	7	2237 6
210 MEPH PORTOROSE 68030	2284	20	505	8	2340 92
209 MEPH BERLIN PRO 68020/24	2272	13	1221	9	2217 23
209 MEPH VANCOUVER 68030	2279	18	655	10	2347 54
208 KASP RISC 2550-512K	2267	25	338	11	2384 10
207 MEPH LYON-VANC 68020/20	2262	27	286	12	2327 10
206 MEPH RISC1 1KB	2255	9	2560	13	2232 95
205 KASPAROV SPARC/20	2247	14	1077	14	2251 24
204 MEPH ATLANTA-MAGELLAN	2238	17	686	15	2283 6
204 MEPH MONTREUX	2238	16	821	16	2288 54
202 MEPH LONDON 68020/12	2222	77	36	17	2040 4
202 KASP RISC 2500-128K	2222	9	2641	18	2279 67
200 FID ELITE 68040-V10	2201	53	75	19	2215 21
198 MEPH VANCOUVER 68020/12	2191	9	2334	20	2121 33
198 MEPH LYON 68020/12	2185	9	3349	21	2245 92
196 MEPH LONDON 68030	2170	69	45	22	
195 MEPH PORTOROSE 68020	2164	10	1893	23	2237 158
194 NOV SAPPHIRE2-DIAMOND2	2158	19	565	24	
194 FID ELITE 68030-V9	2153	15	899	25	2169 13
194 MEPH BERLIN 68000	2152	12	1325	26	2221 25
192 MEPH VANCOUVER 68000	2142	12	1393	27	2126 23
192 MEPH LYON 68000	2140	11	1678	28	2080 33
192 MEPH ALMERIA 68020	2136	14	1006	29	2156 241
190 MEPH MILANO PRO-SENATOR	2123	25	514	30	2169 10
190 NOV SAPPHIRE1-DIAMOND1	2123	12	1353	31	2152 77
188 MEPH PORTOROSE 68000	2111	11	1613	32	2111 25
188 FID MACH4-DES2325 68020-V7	2104	9	2265	33	2179 130
185 FID ELITE 2168030-V5	2084	26	312	34	1603 2
183 MEPH POLGAR/10	2069	18	632	35	2060 54
183 MEPH ROMA 68020	2064	14	1075	36	2003 73
182 MEPH DALLAS 68020	2062	14	971	37	2069 197
182 KASPAROV BRUTE FORCE	2051	14	1070	38	2102 42
180 MEPH ALMERIA 68000	2046	14	1017	39	2093 31
180 NOVAG SCORPIO-DIABLO	2042	10	2067	40	2122 138
178 KASP PRESIDENT-MM6-COUGAR	2026	16	632	41	2072 65
177 MEPH NIGEL SHORT	2020	25	322	42	2136 5
176 FID MACH3-DES2265 68000-V2	2014	6	5597	43	2105 230
176 NOV EMERALDCLASS-AMBER	2010	60	60	44	
175 MEPH DALLAS 68000	2007	11	1526	45	1959 65
175 MEPH MM5/5	2000	11	1540	46	1950 17
174 NOV SUPER FORTE-EXP C/6	1999	8	2920	47	2600 24
174 MEPH POLGAR/5	1999	8	2837	48	2076 17
174 MEPH MILANO	1996	13	1153	49	2063 13

	Elo	+/-	Games	Pos	Human/Games
174 MEPH MONDIAL E6000XL	1993	15	652	50	2049 77
173 NOVAG JADE2-ZIRCON2	1990	41	128	51	2032 48
173 MEPH MONTREAL-ROMA 68000	1984	9	2514	52	1969 56
172 MEPH AMSTERDAM	1976	9	2253	53	2054 102
171 MEPH ACADEMY/5	1974	9	2385	54	2023 111
170 FID MACH28	1961	27	276	55	1940 25
170 NOV SUPER FORTE-EXP B/6	1960	12	1443	56	2005 93
169 MEPH MEGA4/5	1957	8	2709	57	2005 197
169 KASPAROV MAESTRO D/10	1952	12	1303	58	1323 127
166 FID MACH2C	1949	9	2617	59	2359 127
169 KASP GK2000-BARRACUDA	1945	15	954	60	1852 20
167 MEPH MODENA	1941	16	789	61	
167 MEPH MM4/5	1936	8	2720	62	2006 97
166 FID TRAVELMASTER	1928	19	561	63	1917 83
165 NOVAG RUBY-EMERALD	1927	17	723	64	1981 48
165 NOV SUPER FORTE-EXP A/6	1922	12	1406	65	2021 176
165 MEPH SUPERMOND2-COLLEGE-MCARLO	1922	27	284	66	2074 8
164 KASPAROV MAESTRO C/8	1919	27	295	67	1999 96
164 FID MACH2A	1915	26	310	69	1912 35
163 KASP TRAVEL CHAMPION	1911	31	222	69	1862 22
163 MEPH MONTE CARLO	1908	28	260	70	2046 10
163 CONCH PLY-VICTORIA/5.5	1907	16	801	71	1851 22
163 CXG SPHINX/4	1906	9	2393	72	1943 155
162 KASP TURBO KING2	1899	14	982	73	
161 NOV EXPERT/6	1891	32	206	74	2026 22
160 FID CLUB B	1880	12	1309	75	1827 18
159 NOV EXPERT/5	1874	26	305	76	2012 68
159 NOV SUPER FORTE-EXP A/5	1872	11	1530	77	1800 38
158 FID PAR E-ELITE+DES2100	1867	9	2485	78	1916 220
156 NOV FORTE B	1865	10	1836	79	1953 236
157 MEPH RESELL	1863	9	2203	80	1940 69
157 FID AVANT GARDE/5	1863	13	1670	81	1852 80
156 NOV FORTE A	1654	9	2202	82	1909 143
156 FID CLUB A	1853	31	224	83	1767 6
156 KASP STRATOS-CORONA	1850	10	2089	84	1890 48
155 MEPH SUPERMONDIAL1	1846	11	1575	85	1990 6
155 KASPAROV MAESTRO A/6	1945	15	927	86	1864 131
155 KASP TURBOKING1	1840	24	355	87	1909 61
155 CONCH VICTORIA/5.5	1839	45	104	89	1923 55
154 CONCHESS/6	1839	45	104	89	2017 8
154 KASP SIMULTANO	1634	13	1139	90	1824 56
153 NOV EXPERT/4	1831	14	1020	91	1969 43
153 FID EXCELLENCE/4	1827	11	1671	92	
153 SCI TURBO KASPAROV/4	1827	21	478	93	1933 64
152 CONCH PLYMATE/4	1821	24	372	94	2007 6
151 FIDELITY ELITE C	1812	35	176	95	1869 11
150 FID ELEGANCE	1606	17	700	96	1652 40
150 SCI TURBOSTAR 432	1800	12	1360	97	1872 67
150 MEPH MM2	1800	17	745	98	1776 8
149 FID EXCELLENCE-DES2000	1794	11	1595	99	1828 57
147 CONCHESS/4	1777	20	511	100	1875 28

THE *CCRL* AND *CEGT* RATING LISTS!

The very interesting **CCRL & CEGT** Website Groups have **COMPLETE RATING LISTS** for a wide range of PC hardware, and include old, new, interim and free versions, though they don't always both test exactly the SAME engines! I extract from the lists their ratings for engines when they're running on a *Single* Processors.

CEGT 40/20 *32/64-bit 1 cpu Rating List*

- http://www.husvankempen.de/nunn

Helps compare SOME engines *at both 32 & 64-bit*

Pos	Engine	Rating
1	Houdini 1.5a x64	3211
2	Rybka 4.1 x64	3152
3	Rybka 4 x64	3130
4	Stockfish 2.1.1 x64	3125
5	Stockfish 2.01 x64	3120
6	Rybka 3 x64	3099
7	Stockfish 1.9.1 x64	3098
8	Rybka 4 x32	3096
9	Critter 1.0 x64	3085
10	Critter 0.90 x64	3077
11	Rybka 3 x32	3050
12	Naum 4.2 x64	3029
13	Komodo 1.3 x64	3021
14	Naum 4.2 x32	3006
15	Critter 0.80 x64	3006
16	Komodo 1.2 x64	3001
17	Rybka 2.3.2a x64	2995
18	Shredder 12 x64	2982
19	Naum 4/4.1 x32	2976
20	Gull 1.1 x64	2976
21	Sjeng ct 2010 x64	2975
22	Spike 1.4 x32	2974
23	Hiarcs 13.2 x32	2964
24	Rybka 2.3.2a x32	2960
25	Deep Fritz 12 x32	2960
26	Protector 1.4.0 x64	2958
27	Spark 1.0 x64	2954
28	Rybka 1.2f x64	2949
29	Komodo 1.2 x32	2944
30	Junior 12.5 x64	2943
31	Spark 0.5 x64	2940
32	Doch 1.3.4 x64	2932
33	Deep Fritz 11 x32	2930
34	Rybka 1.2f x32	2927
35	Fritz 12 x32	2924
36	Hiarcs 13/13.1 x32	2922
37	Fritz 11 x32	2913
38	Thinker 5.4d inert x64	2910
39	Spark 0.4 x64	2905
40	Zappa Mexico II x64	2904
41	Shredder WM (bonn) edition x32	2901
42	Naum 3.1 x64	2894
43	Booot 5.1.0 x64	2877

CCRL 40/40 *32-bit 1 cpu Rating List*

- http://www.computerchess.org.uk/ccrl

An EQUAL, *all 32-bit*, comparison of the engines

Pos	Engine	Rating
1	Rybka 4.1	3138
2	Critter 1.01	3120
3	Stockfish 2.01	3116
4	Rybka 4	3115
5	Stockfish 1.9.1	3101
6	Rybka 3	3096
7	Critter 0.90	3089
8	Stockfish 1.8	3085
9	Naum 4.2	3056
10	Naum 4/4.1	3047
11	Sjeng 2010 ct	3036
12	Shredder 12 oa=off	3032
13	Critter 0.80	3026
14	Spike 1.4 leiden	3020
15	Rybka 2.3.2a	3016
16	Komodo 1.3	3016
17	Hiarcs 13.2	3013
18	Junior 12.5	3007
19	Komodo 1.2	2999
20	Gull 1.0a	2998
21	Fritz 12	2988
22	Protector 1.4.0	2981
23	Hiarcs 13/13.1	2980
24	Rybka 1.2f	2977
25	Spark 1.0	2969
26	Komodo 1.0	2964
27	Naum 3/3.1	2963
28	Junior 12	2959
29	Fritz 11	2959
30	Thinker 5.4d inert	2958
31	Booot 5.1.0	2951
32	Doch 1.3.4	2948
33	Shredder 11	2935
34	Junior 11.1a	2933
35	Cyclone xTreme	2931
36	Toga II 1.4.1 se	2929
37	Grapefruit 1.0	2929
38	Sjeng WC2008	2927
39	Spark 0.4	2923
40	Hiarcs 12/12.1	2920
41	Sjeng 3.0	2917
42	Zappa Mexico 2	2913
43	Toga II 1.4 beta5c	2908

DEDICATED *CHESS COMPUTER* RATINGS

Tasc R30-1995	2331	Novag EmldClassic+Zircon2	1951	SciSys Turbostar 432	1762
Mephisto London 68030	2301	Mephsto Montreal+Roma68000	1951	Mephisto MM2	1757
Tasc R30-1993	2298	Mephisto Milano	1950	Fidelity Excellence/3+Des2000	1754
Mephisto Genius2 68030	2292	Mephisto Amsterdam	1946	Novag Jade1+Zircon1	1744
Mephisto London Pro 68020	2268	Mephisto Academy/5	1944	Kasparov A/4 module	1740
Mephisto Lyon 68030	2265	Mephisto Mega4/5	1931	Conchess/4	1734
Mephisto Portorose 68030	2258	Fidelity 68000 Mach2B	1930	Kasparov Renaissance basic	1729
Mephisto RISC2	2248	Kasparov Barracuda+Centurion	1928	Kasparov Prisma+Blitz	1729
Mephisto Vancouver 68030	2245	Novag SuperForte+Expert B/6	1923	Novag Super Constellation	1728
Meph Lyon+Vanc 68020/20	2237	Kasparov Maestro D/10 module	1921	Mephisto Blitz module	1716
Mephisto Berlin Pro 68020	2235	Fidelity 68000 Mach2C	1916	Novag Super Nova	1701
Kasparov RISC 2500-512	2231	Kasparov GK2000+Executive	1912	Fidelity Prestige+Elite A	1688
Meph RISC1	2220	Kasparov Explorer+TAdvTrainer	1912	Novag Supremo+SuperVIP	1684
Mephisto Montreux	2210	Kasparov AdvTravel+Bravo	1912	Fidelity Sensory 12	1681
Kasparov SPARC/20	2208	Mephisto MM4	1904	SciSys Superstar 36K	1667
Mephisto Atlanta+Magellan	2207	Kasparov Talk Chess Academy	1900	Mephisto Exclusive S/12	1665
Kasparov RISC 2500-128	2191	Mephisto Modena	1899	Meph Chess School+Europa	1664
Mephisto London 68020/12	2179	Kasparov Maestro C/8 module	1891	Conchess/2	1658
Novag Star Diamond/Sapphire	2175	Meph Supermondial2+College	1888	Novag Quattro	1650
Fidelity Elite 68040v10	2164	Mephisto Monte Carlo4	1888	Novag Constellation/3.6	1646
Mephisto Vancouver 68020/12	2156	Novag Super Forte+Expert A/6	1883	Fidelity Elite B	1637
Mephisto Lyon 68020/12	2150	Fidelity Travelmaster+Tiger	1882	Novag Primo+VIP	1631
Mephisto Portorose 68020	2136	Fidelity 68000 Mach2A	1882	Mephisto Mondial2	1610
Mephisto London 68000	2130	Novag Ruby+Emerald	1879	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2120	Kasparov Travel Champion	1867	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2113	CXG Sphinx Galaxy	1866	Novag Constellation/2	1591
Mephisto Vancouver 68000	2108	Conchess Plymate Victoria/5.5	1865	CXG Super Enterprise	1589
Mephisto Lyon 68000	2107	Mephisto Monte Carlo	1860	CXG Advanced Star Chess	1589
Mephisto Berlin 68000	2106	Kasparov TurboKing2	1855	Novag AgatePlus+OpalPlus	1575
Meph Master+Senator+MilPro	2104	Novag Expert/6	1854	Kasparov Maestro+Cosmic	1550
Mephisto Almeria 68020	2102	Kasparov AdvTrainer+Capella	1848	Excalibur New York touch	1530
Novag Sapphire1+Diamond1	2082	Conchess Plymate Roma/6	1844	Fidelity Sensory9	1528
Mephisto MM4/Turbo18	2080	Fidelity Par Excellence/8	1843	Kasparov Astral+Conquistador	1520
Mephisto Portorose 68000	2077	Fidelity 68000 Club B	1843	Kasparov Cavalier	1520
Fid Mach4+Des2325+68020v7	2070	Novag Expert/5	1840	Chess 2001	1500
Fidelity Elite 2x68000v5	2051	Novag Super Forte+Expert A/5	1830	Novag Mentor16+Amigo	1494
Mephisto Mega4/Turbo18	2042	Fidelity Par Excellence	1829	GGM+Steinitz module	1490
Mephisto Polgar/10	2036	Fidelity Elite+Designer 2100	1829	Excalibur Touch Screen	1485
Mephisto Dallas 68020	2034	Fidelity Chesster	1829	Mephisto 3	1479
Mephisto Roma 68020	2028	Novag Forte B	1829	Kasparov Turbo 24K	1476
Mephisto MM6+ExplorerPro	2027	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Kasparov Brute Force	2023	Mephisto Rebell	1825	GGM+Morphy module	1472
Kasparov GK2100+Cougar	2022	Kasp Stratos+Corona+B/6mod	1824	Kasparov Turbo 16K+Express	1470
Kasparov Cosmos+Expert	2022	Novag Forte A	1819	Mephisto 2	1470
Mephisto Almeria 68000	2018	Fidelity 68000 Club A	1816	SciSys C/C Mark6	1428
Novag Citrine	2017	Excalibur Grandmaster	1814	Conchess A0	1426
Novag Scorpio+Diablo	2002	Kasparov Maestro A/6 module	1810	SciSys C/C Mark5	1419
Kasp Challenger+President	1994	Kasparov TurboKing1	1804	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1981	Conchess/6	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1979	Mephisto Supermondial1	1801	Sargon Auto Response Board	1320
Meph Dallas 68000	1976	Conchess Plymate/5.5	1794	Novag Solo	1270
Mephisto Nigel Short	1969	SciSys Turbo Kasparov/4	1791	CXG Enterprise+Star Chess	1260
Mephisto MM5	1963	Novag Expert/4	1790	Fidelity Chess Challenger Voice	1260
Mephisto Polgar/5	1963	Kasparov Simultano	1790	ChessKing Master	1200
Mephisto Mondial 68000XL	1961	Fidelity Excellence/4	1783	Fidelity Chess Challenger 10	1175
Novag Obsidian	1960	Conchess Plymate/4	1778	Boris Diplomat	1150
Nov SuperForte+Expert C/6	1957	Fidelity Elite C	1777	Novag Savant	1100
Novag Star Ruby+Amber+Jade2	1952	Fidelity Elegance	1765	Boris2.5	1060