Chess Endgame News

Article

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NOTE

CHESS ENGAME NEWS

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This note begins with an apology for a recent error in the Journal and then examines some issues and two new types of EGT associated with the ply-counting rules of play over the board. It also reviews reaction to the published ‘Haworth’s Law’ conjecture and provides evidence to support supplementary conjectures.

The advent of the chess endgame table (EGT) has changed the activity of chess composition. It has become a key tool for creating correct sub-8-man compositions, so much so that the dates of their availability (Haworth, 2014a) should be better known. Extra kudos should go to those who created such studies before helpful EGTs were available. It is unfortunate that the Codex for Chess Composition (WFCC, 2014b) does not encourage or even provide for a description of how the study was composed: effort and achievement are both, separately, worthy of acclaim. In connection with Müller and Haworth (2013), the authors would like to apologise to Noam Elskies for the fact that an incorrect reference to the use of EGTs was not removed from the published text as intended.

Noam’s 1993 study composition (Van der Heijden, 2010) preceded the KRPKQB EGT by a decade.

<table>
<thead>
<tr>
<th>id</th>
<th>m-w-b</th>
<th>Endgame</th>
<th>FEN</th>
<th>Value</th>
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<tr>
<td>m1</td>
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<td>KQKRPQ</td>
<td>K2h3b6/8/0/8/5/3(KQ)KB - b - 0</td>
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<td>1.0 -2 -120 DTM0 =</td>
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<td>K4h2b6/0/8/0/8/5/3(KQ)KB - b - 0</td>
<td>1.0 -2 -144 DTM0 =</td>
<td>1.0 -2 -120 DTM0 =</td>
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<td>1.0 -2 -181 DTM0 =</td>
<td>1.0 -2 -120 DTM0 =</td>
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</tbody>
</table>

Table 1. Cited positions including DTM0 records, DTZ0' examples and precursors of DTM records.

A number of developments suggest a focus on the FIDE k-move rules of play (kmr) involving the ply-count, despite the fact that such rules are mutable and have been changed several times in the past.

First, FIDE (2014) have drawn up Rule 9.6b, effective 1st July 2014, which defines a position with a ply-count of 150 as drawn, at which point the arbiter should intervene in the game. The logistical difficulties of this 75mr will no doubt be discussed (Gijssen, 2014): perhaps chess technology should include a facility to indicate the ply-count. The ICGA will consider the applicability of the 75mr in its Computer Chess tournaments. The World Federation for Chess Composition (WFCC, 2014a), previously the FIDE PCCC, will also need to comment on the relevance of the 75mr to Retrograde Problems, the only type of composition for which the 50mr is relevant. There are many endgames, e.g. KRRPKQ (maxDTZ ≥ 383 ply) and KRNPKRB (519 ply), where both sides would reasonably hope to win over the board even after 150 ply of optimal play.

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Secondly, the International Correspondence Chess Federation (ICCF, 2014a/b) voted at its 2013 congress in Kraków to award the theoretical result of games to anyone making a correct claim based on a 6-man position as evaluated by the Lomonosov 6-man DTM EGTs. The author is assured that this rule, effective 1st January 2014, also applies to positions with less than six men. Epistemologists should note that the s7m EGTs have finally been given the imprimatur of correctness from an international body. They have indeed been checked, position for position, against the more widely used Nalimov EGTs (Bleicher, 2014) which, by implication, have earned the same mark of approval.

The ICCF’s decision implicitly suspends both the 50mr and 75mr for sub-7-man correspondence chess. Convecta (2014) will provide ICCF tournament directors with free access to s7m EGTs. The Lomonosov 7-man DTM EGTs have not been independently and fully verified yet, a task scheduled for this August, but we may look forward to the ICCF adjudicating at the 7-man point.

![Diagram of chess positions](image)

**Figure 1.** maxDTM50 records in KQKR, KQKR, KBNK, KPPK and KBBKNN.

Thirdly, there have been two excellent initiatives in the creation of EGTs which recognise the 50-move rule. Huntington (2013) has created DTM50 EGTs which give the Depth to Mate value in the context of the 50-move rule and the ply-count pc. De Man has created his ‘syzygy’ WDL’ and DTZ50′ EGTs (CPW, 2013a/b; de Man, 2013a/b/c) which give, respectively, a 5-way indication of ‘value’ and a depth to the zeroing of the ply-count, again in the context of the 50-move rule.

As pc increases and less ply are available, the winning side becomes more constrained in the current phase of the game. DTM50 may therefore increase as the number of available ply decreases, usually to the point where the win slips away to a draw. Thus DTM50, for a given position and side-to-move, has a number of values, each corresponding to some range of pc values. The main Huntington innovation is that these are all stored in his DTM50 EGTs. Thus, the following questions may be answered for a specific endgame:

- Is maxDTM50 greater, equal to or less than maxDTM?
- What is maxDTM50 for pc = 0, for pc = n, or taken across all values of pc?
- What positions have the most different values of dtm50 across all values of pc?
- What positions carry the largest 50mr-penalty, dtm50−dtm2

Extreme DTM50 values, positions and lines (Haworth, 2014a/b) for 5-man n-m 1-0 wins, P-less and P-ful, are to be found in Table 1’s m1-m6, Figure 1 and the appendix. The Huntington EGTs also answer long-standing questions about the maximal 50mr-mates in, e.g., KNNKP (Dekker, van den Herik and Herschberg, 1989), KQPK (Tamplin and Haworth, 2004) and KBBKNN (Huntington, 2013), q.v., Table 1’s m7-m12.

Some DTM50 lines show the loser playing moves which are not DTZ-optimal, most notably, ending a phase by Pawn-push and/or capture. The winner also departs from DTZ-optimality as in Table 1 z1. Both may depart from DTZ50 or DTM-optimality, either ignoring or being constrained by pc. Clearly the SM(E) and SZM(E) strategies, successively filtering moves on one metric then the other, are not identical to the SM50 strategy.

Huntington is notable as only the second EGT author to use a functional programming language, in this case, HASKELL. Hurd previously used HOL to generate chess EGTs in order to show that functional languages could manage large volumes of data (Hard and Haworth, 2010).

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2 '2' = 50mr-win, '1' = other wins, '0' = draw, '-1' = loss but not 50mr-loss and '-2' = 50mr-loss.
3 8/p7/3N1K8/8/8N1k3/8 w has 26 DTM50, pc-dependent values (61-112m), the most for KNNKP.
4 k7/p4K2/4N3/8/2N5/8/8/8 w has DTM50 = 9m (pc = 0-90) but 104m (pc = 91-92) with pc-cost 95m.
Turning now to de Man’s ‘syzygy’ DTZ\(_{50}\) EGTs, it should first be explained that the notation DTZ\(_{50}\) is the author’s rather than de Man’s. It is intended to emphasise the fact that the metric of the syzygy EGTs, unlike the DTZ\(_{50}\) metric, also ascribes depths to type-1 decisive positions. After identifying the 50mr-wins and losses, de Man has a DTZ\(_{50}\) EGT: remaining positions are unconditional draws or type-1 wins drawn under the 50mr.

The type-1 wins include two subsets of positions, one being the immediate precursors of type-2 wins of depth 100 ply, the other being immediate precursors of type-1 positions in the next phase. De Man continues his retrograde analysis by ‘unmoves’ from positions in these two subsets which are given a nominal DTZ\(_{50}\) depth of 101 ply, even when they convert in one ply to the next phase. This idea clearly differentiates the type-1 and type-2 wins in the statistics but creates an ambiguity in that ‘even when they convert in one ply to the next phase. This idea clearly differentiates the type

The notation DTZ\(_{50}\) also recognises the fact that there are other ways to supplement a ‘5mr’ EGT: these could be indicated by DTZ\(_{50}\)- etc. One could for example simply enter DTZ or DTR (Haworth, 2000, 2001) values for the type-1 wins/losses. It is timely here to acknowledge that de Man was the first to point out that the proposed DTR EGTs would not necessarily indicate the optimal move over the board if the DTR-optimal move required, as indicated by the DTZ\(_{50}\) metric, more ply than were available. This is analogous to the lowest nominal DTM\(_{50}\) not being achievable if too few ply are available, as is evidenced by Huntington’s DTM\(_{50}\) EGTs. The required on-demand, runtime solution to the ‘DTR problem’ is to search forward in the EGT and/or recompute a DTR EGT, performing ‘unmoves’ for only n cycles if there are only n ply available in the phase. This could be made more efficient by using prior knowledge of position values and DTZ depths, given that dtr ≥ dtz.

De Man’s implementation approach included the following innovations, several being original to him:

- 5-way position-evaluation: ±2’ = 50mr-wins/losses, ±1’ = ‘win/loss’ 50mr-draws, ‘0’ = draw,
- Separate EGTs for ‘value’ and ‘depth’: easier depth notation, improved EGT compression,
- Retaining only the smaller of the ‘wtm’ and ‘btm’ sides of the EGT,
- Depths computed and quoted in ply rather than in moves.
- Using compression-optimising values for ‘broken’ positions, and positions at dtz\(_{50}\) = 1.

DTZ\(_{50}\) data is available, to some extent, via Houdini 4, the ‘SYZVGY’ STOCKFISH engine and the DEEPFRITZ14 GUI, this last used by the author. Currently, the DEEPFRITZ14 GUI does not report the 5-way value of the position. It also incorrectly decrements DTZ\(_{50}\) by ‘1’ per 4 plies for DTZ\(_{50}\) > 100 ply. This means that moves that appear to be DTZ\(_{50}\)-equi-optimal may not be: examples have been encountered of the winner ‘covertly’ stalling by one move and the loser conceding one move. Chessbase are however fixing this bug.

\(^{5}\) Type-1 wins/losses are those which are decisive in the absence of the 50mr but drawn under the 50mr.

\(^{6}\) An alternative way to differentiate the depths of type-1 and type-2 positions is to add 100 to all type-1 depths.

\(^{7}\) For Table 1’s z4, SZ\(_{50}\)/SZ\(_{50}\)-: 1. Qh4+ ‘Kd2’ and ‘priority’ is forcing the 50mr draw rather than delaying conversion.

\(^{8}\) e.g., a DTZ\(_{50}\) line from Table 1’s z5 ends with 1R\(\,6\)/8/8/7/4q3/1R\(\,6\)/K1P5/8 w and 194. Ra8+ ‘Qxa8’ 1-0.

\(^{9}\) e.g., 8/8/5q2/2k5/3R4/1K5P5/2R5 w: the DEEPFRITZ14 GUI reports 1. Ka2\(\,6\) Qa6 2. Kb2 ‘Qf6’ {position 1w’}
These 6-man DTZ\(_{50}\) and the Lomonosov team’s 7-man DTZ\(_{50}\) EGTs indicate that the computation and publication of 6-man DTZ EGTs need not be far away.

Still on the subject of the rules of chess, Magnus Carlsen has joined Nigel Short in suggesting that if a player is stalemated, they should be considered to have lost rather than drawn as was determined in the 19\(^{th}\) century. This would of course change the nature of the game and invalidate the content of almost all EGTs. An alternative is that the stalemated side is deemed to play a null move: double stalemate would presumably remain a draw!

Victor Zakharov provides first information about the team who computed the 7-man DTM EGTs. Victor himself provided ideas, management and promotion while Vladimir Makhnychev (now with Google) was the main author of the generator code. Vladislav Schukin coded many utilities, a new EGT-compressor and a DTZ generator. Alongside these three leaders, Artem Mostyaev created the first WDL ternary tables, and worked on compression and AQUARIUM. Peter Luferenko (now with Microsoft) created the first version of the online probe server, and Vladimir Ivanov and Kirill Smorodin worked on the Chessok 7m-server site. Ekaterina Kortunova is working to interface mobile devices with the Lomonosov EGTs. Truly, this is a team effort to be congratulated.

There has been some response to the publication of the ‘Haworth’s Law’ conjecture which suggests that the observed linear trend in log(maxDTM(\(k\))) will continue for some time (Haworth, 2013). Online discussion, at times passionately flawed, even considered the longest ‘50m’ game and whether the original position is decisive! The relevant notation here and some supplementary conjectures are:

\[
E = WB, \text{ an endgame with White force } W \text{ and Black force } B,
\]
\[
Em = WmBm, \text{ endgame } E \text{ with man } m \text{ added to both sides,}
\]
\[
\text{maxDTM}(E) = \text{ the maximum DTM in plies of the White wins in } E (’0’ \text{ if there are no wins), and}
\]
\[
\text{maxDTM}(k) = \max\{\text{maxDTM}(E) | E \text{ is a } k\text{-man endgame} \}
\]

C1) if \(k \geq 2\), \(\text{maxDTM}(k+1) > \text{maxDTM}(k)\),

C2) if \(k \geq 2\), a maxDTM \(k\)-man position \(p_k\) may be modified to a DTM-deeper, prior position \(pr_{k+1}\):

- the side which does not have the move may often be imagined to have just captured a man,

C3) if \(k \geq 2\), there is a \(k\)-man endgame \(E\) and man \(m\) such that \(\text{maxDTM}(Em) \geq \text{maxDTM}(E)\),

C1 is most likely to be true and C1/2 are certainly true\(^{10}\) for \(k = 2\)-6, see Table 1’s pr1-pr6. C3 has been verified for \(k = 2\)-5 for all endgames \(E\), not just ‘at least one’. It soon becomes clear that C3 is not true if the metric DTM is replaced by DT(C/Z) with \(k > 9\): \(\text{maxDTC/Z(KQK)} = 10m\) while \(\text{maxDTC} = 8m\) (KQBKB), 9m (KQKNK) and 6m (KQPKP), q.v., Table 1’s c1-c4 (Tamplin, 2014).

It is certainly difficult to imagine the linear trend in log(maxDTM(\(k\))) continuing all the way to 32-man chess. If it did, there would be, without kmr drawing rules, 32-man wins in 298 billion moves and 32-man phases of 161 billion moves. How would a crowded 64-square board accommodate so many moves? Ken Regan suggests that we are seeing the start of an asymptote-seeking ogive, a curve seen shedding load in 13\(^{th}\) century Gothic arches or minimising resistance in the noses of 21\(^{st}\) century projectiles. A more extreme suggestion is:

C4) for some \(k\), \(\text{maxDTM}(k+2) – \text{maxDTM}(k+1) < \text{maxDTM}(k+1) – \text{maxDTM}(k)\).

Again, if this were not so, there would be 32-man wins in 7,724 moves, but these may exist anyway if the predicted linear trend persists to 11-man chess.

The author is grateful for the private correspondence with Galen Huntington, Ronald de Man, John Nunn, Peter Schreiner at Chessbase, Emil Vlasák and Victor Zakharov who informed this note, and to Eiko Bleicher, Convecta and John Tamplin for continued provision of their EGT-based position-evaluation services.

References


\(^{10}\) Here, with no decisive KK positions but KBKB losses in 0, null is considered to be ‘less than’ zero.
One of four ‘any pc’ maxDTZ$_{50}$ sub-6-man (KPPK) losses and wins, 8/8/8/1p3K2/3P4/3P4/7k8 b - 0 - 0 1:

{SV$^{3M}_{0S}$/SV$^{3M}_{0S}$; moves are also DTZ$_{50}$/optimal if possible.}

dt/m/0c/0z/0a/b/c = -4/-4/141/-1/-1/1m1)