

der Giessen, Heleen de Greef, Herman Grooten, Jessica Harmsen, Lex Jongsma, Bert Kieboom, Henk de Kleijnen, Tim Krabbé, Nico Kuijf, Gert Ligterink, Gunther Loewenthal, Hennie Maliangkay, Max Pam, Hebert Perez Garcia, Dieter Steinwender, Klaas Steyn, Ed Voortmeijer, Martin Voorn, Peewee van Voorthuisen, Sylvia de Vries and Wim Wolthuis.

The list of computers reads: Hiarc, The King AEGON, Chess Genius 2, NIMZO-Guernica, Hitech, Gideon 2.0, Pandix, Quest, Saitek Sparc, Fritz2, Kallisto, M_Chess Pro, Bobby II, Mirage, Chessmaster 4000, Socrates exp., Milobarus, Ecume, Now, R30, Mephisto Genius, R40, Dappet, Mephisto Risc wk., Zarkov3, Mephisto Berlin, Saitek Risc 2500, Saitek Brute Force, Cumulus, L-Chess, Complete Chess System X, Gandalf, Nightmare, Check Check, Ananse, Schach 3.0 and Goldbar.

On all tournament days (April 27-29, May 2-4) playing times will be from 7:30 to 11:30 p.m., local time at the AEGON Headquarters, Mariahoeveplein 50, The Hague, The Netherlands. For details, please contact me, by snail mail at Valkenboskade 607, 2563 JE The Hague, by telephone at +31-70-4643729.

THE ACM'S 24th INTERNATIONAL COMPUTER-CHESS CHAMPIONSHIP

A Special Event at the 6th Symposium on Parallel Algorithms and Architecture

Grand Hotel
Cape May, New Jersey
June 25-27, 1994

Monty Newborn

The ACM's 24th International Computer-Chess Championship will be held as a special event at the 6th Symposium on Parallel Algorithms and Architecture, June 25-27, 1994 in Cape May, New Jersey. The five-round Swiss-style event will be played at a rate of 40 moves in the first two hours and 20 moves every hour thereafter. Two rounds are scheduled on Saturday, two on Sunday, and the final round will take place on Monday. The field will be limited to twelve teams. With the level of play of the top programs at the grandmaster level, the event promises to be one more important milestone in the history of the rapid progress of chess programming. Several of the participants are expected to use large multiprocessing systems, while others will use high-speed personal computers. So far, the following programs have entered the tournament: Deep Blue, Zarkov, Startech (on Connection Machine) M_Chess, Socrates (or equivalent), Cray Blitz and Now. For more information or to enter, contact Professor Monty Newborn, School of Computer Science, McGill University, 3480 University Street, Montreal, Quebec, Canada H3A 2A7. (Tel. +1-514-398-7079 and email address: newborn@cs.mcgill.ca). Entries close on June 2, 1994.

THE QMW'S UNIFORM-PLATFORM COMPUTER-CHESS TOURNAMENT

QMW, London
August 1-8, 1994

Don Beal

QMW will be running the *uniform-platform* tournament for the third time in 1994. The *uniform-platform* concept gives every program an identical computer to run on, and provides a forum in which programs can compete to be champion *program*, with hardware resources equalised.

In addition, the tournament is run with automatic play. Programs do not require human operators. This means programmers need not be present, thus saving time and money. Participants and spectators, of course, are still welcome.

The organisers provide the computers. The minimum configuration will be 486DX40 PCs with 8MB RAM running DOS 6. If available, faster machines may be used (e.g., Pentiums).

As in previous years, there will be two divisions:

- (1) for IBM-PC compatible programs (*.exe files) running under DOS 6
- (2) for machine-independent programs written in C

In both divisions all machines will be identical and dedicated to their chess program throughout the game. No other user programs will be running in the machine. The same C compiler (Gnu C) will be used for all programs in the C division.

The tournament is scheduled for August 1-8, 1994. A trial program disc must be sent to QMW by 1 July for testing of software compatibility. Final discs must be received by 27 July. The entry fee is 40 UK pounds. Entry fees received before 15 May will be accepted at the reduced rate of 30 UK pounds. For 1994 there is no distinction between amateur and professional entries.

This year, the software interfacing will become accessible to PC programmers who were previously unable to incorporate QMW's object modules. Such programmers can use another version of the interface that uses standard file read/write commands only, and can be supplied in source form for compilation by the programmer. If you are interested in participating, please contact: Don Beal, Department of Computer Science, Queen Mary and Westfield College, Mile End Road, London, E1 4NS, UK, email: don@dcs.qmw.ac.uk.

Chess rules

Time limits will be 40 moves in the first 2 hours; 20 moves per hour thereafter. 3-fold repetition will be declared a draw. Programs that would, under rules for human play, have to announce a claim for draw, simply make the move creating the 3-fold repetition. Games will be declared a draw if the end of the game has not occurred by 240 moves, regardless of the board position and lines of play identified by the programs. The 50-move rule applies. There is no mechanism provided for offering and accepting/declining draw offers.

Programming rules

The requirements on programmers have been kept as simple as possible. There are essentially two requirements to be eligible to participate.

- (1) Programs must incorporate a specified communication module to send and receive moves. This module provides 3 routines which the chess program calls (one for startup; one for sending moves and one for receiving moves).

The module interface (i.e., the set of routines and the values passed to and from) is specified by "auto2.h" (available from Don Beal). The module interface also specifies that the chess program must supply 2 routines for use by the module. The module exists in two versions. One is a "dummy" version that can be used by programmers for testing in their development environment. The other is the "real" module, supplied by QMW, which uses the QMW network to communicate with another program.

- (2) The other requirement is that the program can be run without *any* operator or console actions. That is, the program must start, call the "startup" routine in the communication module, and subsequently call the "make-move" and "receive-move" routine, without asking console questions, or requiring operator actions such as mouse clicks or pressing a key. It must be possible to run the program as a command for automatic execution (e.g., *.bat file, or shell script).

The chess program is free to display all its usual information on the console screen. In fact, programmers are requested to display interesting information, for the benefit of spectators, on the console screen if possible, such as the current position, recent moves, and the program's evaluation of the position.

Software specifications

There are two versions of the communication module interface, a "dummy" version that programmers can use for testing, and a "real" version. Both will be sent on request to anyone intending to participate. Both are in C language; in principle, provisions are available for programmers using several other languages, for which please contact Don Beal.