



DeepBrutePOS - An experimental chess program

What is it?

It's an experimental chess program. It is somewhat less experimental than [Pos](#). DeepBrutePos is a brute-force, multithreaded chess engine. The experimental part is the evaluation-routine. Based on the work of [Claude Shannon](#) with some of my ideas bolted on.

'Pos'?

Pos is more or less short for [Poseidon](#), the Greek god of horses (and a few other things).

How to run it?

With commandline parameter '--depth x' you can set its search-depth. Default is 5.

With '--random', you enable randomization in case multiple moves evaluate to the same evaluation score.

Using '--logfile myfile.txt' the program generates a logfile of what it does and what happened.

The '--pgnfile mypgnfile.pgn' outputs the game to a .pgn-file which can be processed in most chessboard software.

In a terminal

When using the [SUN Java 6.0 runtime environment](#), start it with "java -jar DeepBrutePos.jar --io-mode console".

UCI compatible board

DeepBrutePos as been verified to run with xboard (yes) using the [Polyglot](#) UCI-to-Xboard adapter. Start it with: "java -jar DeepBrutePos.jar --io-mode uci".

Xboard/WinBoard

The program should fully support [xboard/winboard](#). Start it with commandline "java -Xmx384M -jar DeepBrutePos.jar --io-mode xboard".

Strength

The more processors/cores your computer has, the better: the speed-up is linear upto about 20 cpu units.

It would be interesting for me if you would like to send me the speed of the program as it runs on your computer! Run the program with '--logfile mylog.txt' added to the command-line and [mail it to me](mailto:folkert@vanheusden.com) together with the specifications of your computer (cpu type, speed, etc.). Thanks in advance!

Download

Please report all bugs/traps/etc. to folkert@vanheusden.com. If possible, include a screendump and/or the logfile (start with '--logfile filename.log').

Download link:

[DeepBrutePos-1.3.jar](#)

[DeepBrutePos-1.1.jar](#)

[DeepBrutePos-1.0.jar](#)

Miscellaneous

I think it was around 1986 when I got intrigued by the game of chess and in particular chess on a computer. One of my best friends at that time (who unfortunately passed away) showed me a chess program on his [MSX](#) home-computer. I was amazed. I had such a computer too and one day I brought it with me and we let the two computers play against each other. It took hours (3.5MHz!) and, if memory serves me well, black won. I'm not entirely sure (my memory of that time is a little fuzzy) but I think it was [Ultra chess](#) by Aackosoft which got it all started.

Update: the brother of my chess-friend confirmed that it was indeed Ultra chess.

Three other engines I wrote (also very much experimental and not bug-free):

♣ [bullucks](#)

♣ [cpp1](#)

♣ [pos](#)

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July 3, 2012

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