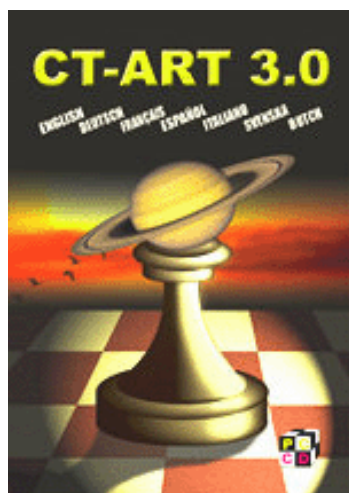




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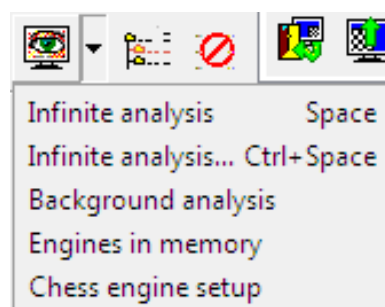
Infinite Analysis with Chess Assistant 9 Part One

Chess Assistant 9 is a fast and powerful chess database that is equipped with an array of tools to assist active and improving players. This month I'll look at some of the methods offered by *Chess Assistant* for infinite analysis and examine two of them in detail. Many readers probably think of infinite analysis as pushing a button and watching a chess engine search for the best line of play, but as you will see *Chess Assistant* has taken this simple concept and turned it into a powerful tool for analyzing and understanding a position.



Infinite Analysis

As noted last [month](#), infinite analysis means that the chess engine will analyze the current position until you direct it to stop; however, this definition barely touches the surface of the available options in [Chess Assistant 9](#). To access these options, click on the arrow to the right of the infinite analysis button:

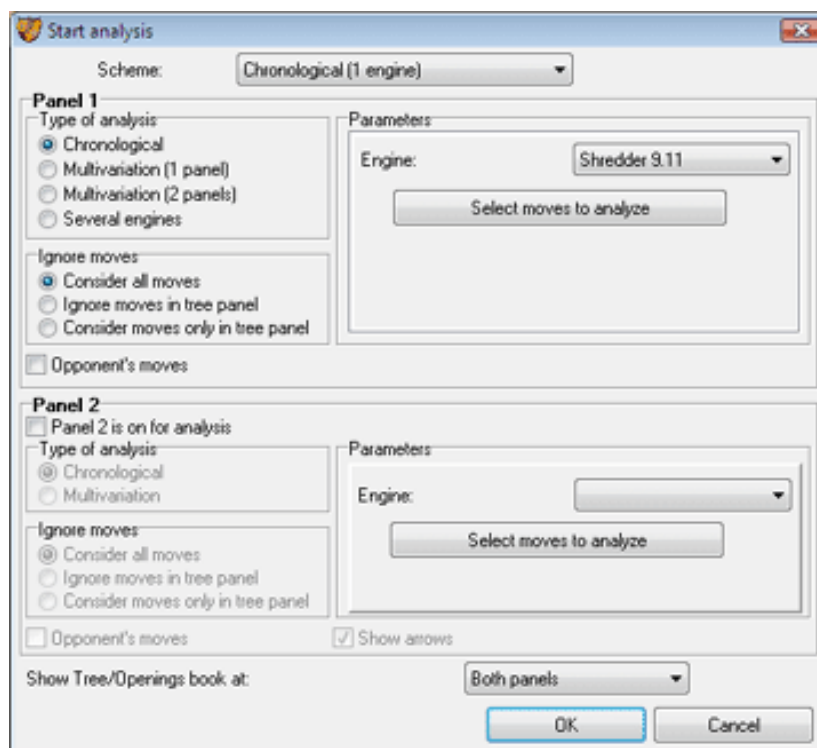


Some of these same options were discussed last [month](#); here we'll take a closer look at the "Infinite analysis..." option. It displays the "Start analysis" dialog box:

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As you can see, even for this most basic type of analysis, there is an amazing choice of options. If you just press the OK button without changing any of the parameters, you will get the usual kind of infinite analysis, where a single engine analyzes all the legal moves available. I will not describe every parameter displayed on this screen, but hopefully enough to get you started to experiment on your own.

The drop-down list at the top (“Scheme”) is a shortcut for selecting the most common analysis options. This is a good way to experiment with the different types of analysis. Of course, you can also change the options manually and try out your own ideas.

The options are divided into two panels, “Panel 1” at the top and “Panel 2” at the bottom. The second panel is used for advanced analysis with more than one chess engine analyzing the position. It can be turned on manually by selecting “Panel 2 is on for analysis.”

The “Type of analysis” radio buttons in “Panel 1” offer normal infinite analysis (“Chronological”), two types of multi-variation analysis (“Multivariation (1 panel)” and “Multivariation (2 panels)”) and finally allows analysis using any number of chess engines simultaneously (“Several engines”). Note that this allows you to analyze with more than two engines at the same time.

The “Ignore moves” radio buttons allows you to let the chess engine examine all possible moves (“Consider all moves”) or select moves based on their existence in an opening database or “tree” (“Ignore moves in tree panel” and “Consider moves only in tree panel”). This can be useful, for instance, when you are analyzing a well-known opening, but you want to analyze unexplored moves for a novelty to spring on your opponent.

The “Engine” parameter in the “Parameter” box allows you to select one of the installed chess engines for analysis. Note that *Chess Assistant* supports many types of chess engines (UCI, WinBoard etc.), so there are literally hundreds of chess engines to choose from. Of course, [Rybka](#) can be used, but it must be purchased separately. Here, I have selected *Shredder 9.11*, an excellent engine that is included with *Chess Assistant 9*.

Only Analyze Interesting Moves

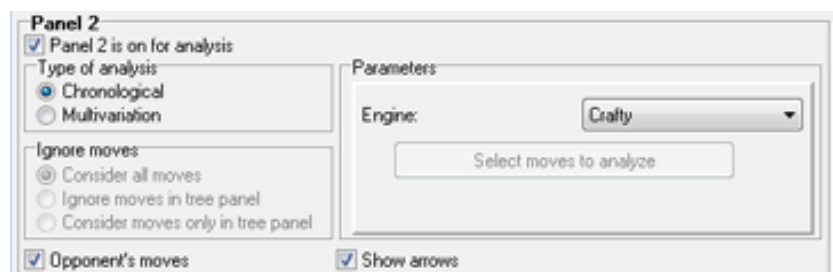
Many times you may only be interested in analyzing particular moves rather than all the legal moves in a position. In that case *Chess Assistant* allows you to click on the “Select moves to be analyzed” button in the “Parameter” box to bring up the following screen:



It is White’s move, as indicated by the white triangle below the diagram, and the 53 legal moves in this position are listed to the right of the diagram. However, I’m only interested in two of them: either the straightforward Bxf8 or the more daring Rxh7. The ability to analyze just two moves, instead of all 53, will clearly save plenty of time. In order to select the two moves I wish to analyze, I first clicked “Exclude all moves” and then I clicked the two moves in the list. The analysis starts when the OK button is pressed.

Understanding Threats

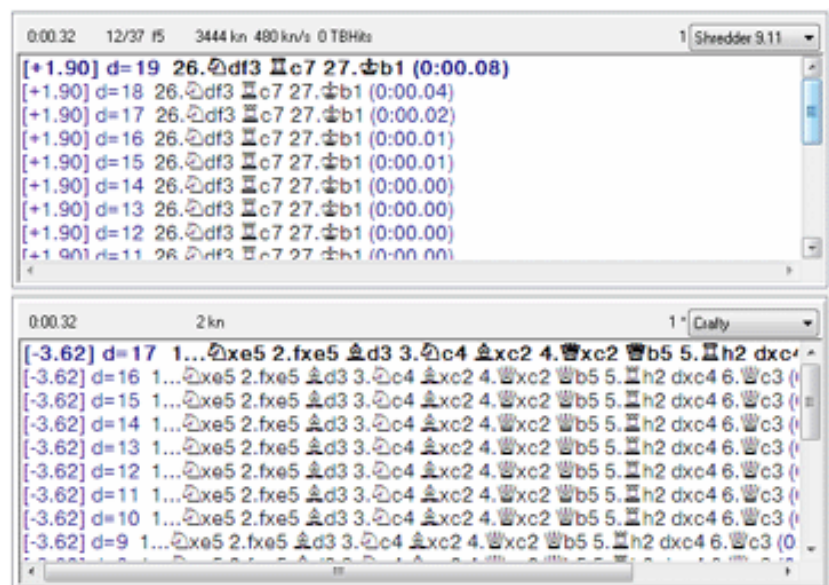
Next let’s look at an analysis scheme that can show what is happening beneath the surface in a game and take the mystery out of moves that would otherwise be difficult to understand. From the drop-down list (“Scheme”) at the top of the “Start analysis” dialog box, select “Invert side (2 engines).” When you choose a scheme the options for “Panel 1” and “Panel 2” are set automatically. In this case Panel 1 would not change from what you see above, but the options on Panel 2 are automatically set as follows:



I have selected *Crafty* as the second engine and it will analyze in single variation mode (“Chronological”). The most interesting setting in this panel is “Opponent’s moves.” With this setting selected, *Crafty* will analyze the moves of the side that is *not* to move. This is best explained with a simple example:



It is White’s move. Black has just moved his knight from f6 to d7. Analyzing this position in a normal way with infinite analysis would show you a variation that may not be of much help in understanding the position. Let’s start the analysis and see what the scheme, “Invert side (2 engines),” tells us about the position.



Here we see the two analysis panels that were defined on the “Start analysis” screen. The upper panel contains analysis by *Shredder 9.11* (in “Chronological” mode) and the lower panel shows *Crafty*’s analysis of Black’s threats. Last [month](#) we had a close look at how to read the analysis output.

Shredder is analyzing the position in “normal” infinite mode and it evaluates the position as much better for White (+1.90). The second panel with *Crafty*’s analysis gives a deeper insight into what is happening, because it is analyzing the position as if it were Black’s move. It shows us that if Black was allowed to move again, he could easily achieve a winning position (-3.62) by capturing the white knight on e5. In other words: With its last move, Nf6-d7, you could say that Black set a trap for White and threatened to win the game. Let’s take a closer look at Black’s threat. The variation given by *Crafty* leads to this position after 1...Nxe5 2. fxe5 Bd3:



The elimination of the knight on e5 left the d3-square wide open for the black bishop and White can’t defend the bishop on c2. It is pinned by the black rook on c8 and Black will win a piece.

This mode is especially helpful when watching games on the Internet or when studying a new opening. Next month, I plan to discuss multi-variation mode and multi-program analysis (two or more chess engines analyzing the position at the same time). I will also show how you can insert this analysis into a game.

All the Chess Assistant software described by Dadi in this column, as well as many more Chess Assistant programs, are available in the [USCFSales Online Catalog](#).

Dadi wants your questions!! Send it along and perhaps it will be answered in an upcoming column. Please include your name and country of residence. [Yes, I have a question for Dadi!](#)

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