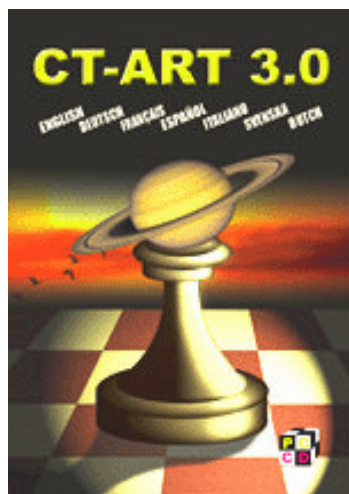




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Dadi Jonsson



## Infinite Analysis with Chess Assistant 9 Part Two

Last [month](#) I discussed using infinite analysis with *Chess Assistant* and this month I will 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. Most players do not utilize the assistance of a coach and for these players in particular, a judicious use of chess engines can deepen their understanding of the game.

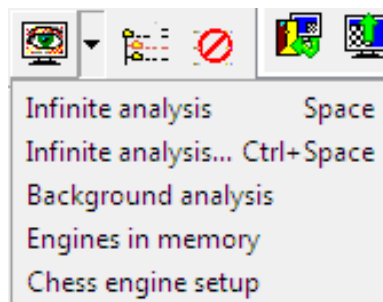
### Multi-Program Analysis

A thorough analysis of a complicated position can be difficult, and selecting reasonable candidate moves requires imagination and understanding of the game. Many improving players will have difficulty with such analysis and that's where a few good chess engines can come to the rescue.

*Chess Assistant* allows you to have several chess engines analyze a position simultaneously. Multi-program analysis is a useful feature and as computers become more powerful this type of analysis becomes more practical. Of course multi-processor/multi-core computers are ideal for multi-program analysis.



To begin, click the arrow to the right of the infinite analysis button and select "Infinite analysis..."

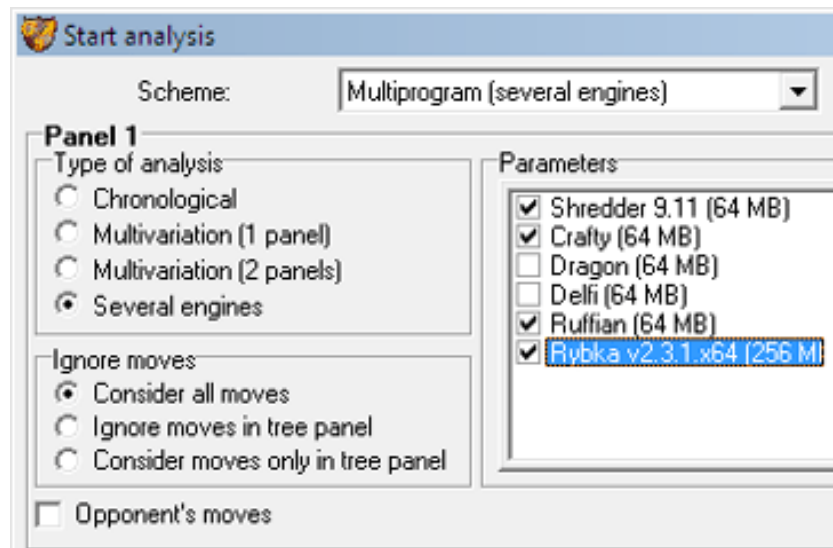


As you can see from the menu, the keyboard shortcut Ctrl+Space can also be used to access this function. Either way, the "Start analysis" dialog box will be displayed (see last month's [article](#)). To access the multi-program analysis, select "Multi program (several engines)" from the "Scheme" drop-down list:

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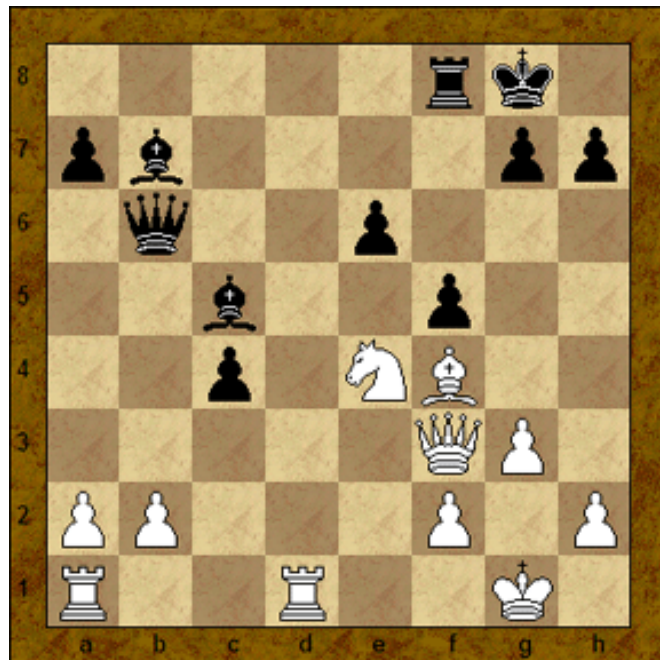
Click here for the [Flash](#) version or here to download and install the [Full](#) version.



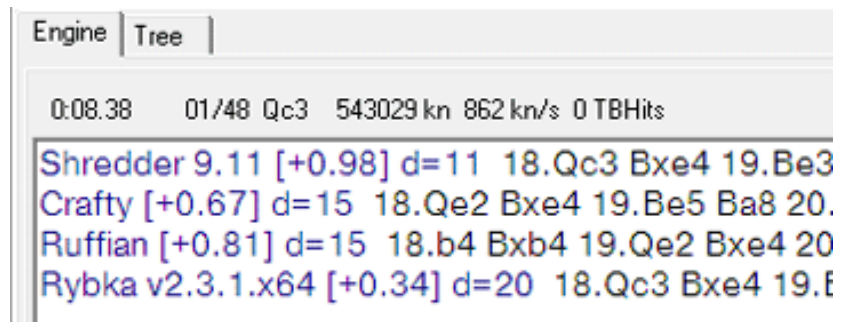
Since only “Panel 1” is used for multi-program analysis, just the relevant part of the dialog box is shown in the image. The “Type of analysis” is automatically set to “Several engines” and the usage of “Ignore moves” and “Opponent’s moves” was described last [month](#).

What is different here is the list of installed chess engines displayed in the “Parameters” box. *Shredder 9.11*, *Crafty*, *Dragon*, *Delfi* and *Ruffian* all come preinstalled with *Chess Assistant 9*. In addition, I have installed *Rybka v2.3.1*, which is not included with *Chess Assistant*.

As shown by the checkmarks to the left of the engine list, I have selected *Shredder*, *Crafty*, *Ruffian* and *Rybka* to analyze the position. Given that these are four very different engines, they are likely to vary in their choice of moves, which is exactly what we want. When you are ready, click the OK button and the analysis will begin. Here I chose a position from Mark Dvoretsky’s February *Instructor* [column](#):



The analysis pane will show the best line found by each of the four engines and after a few minutes of analysis, this is how it looked:



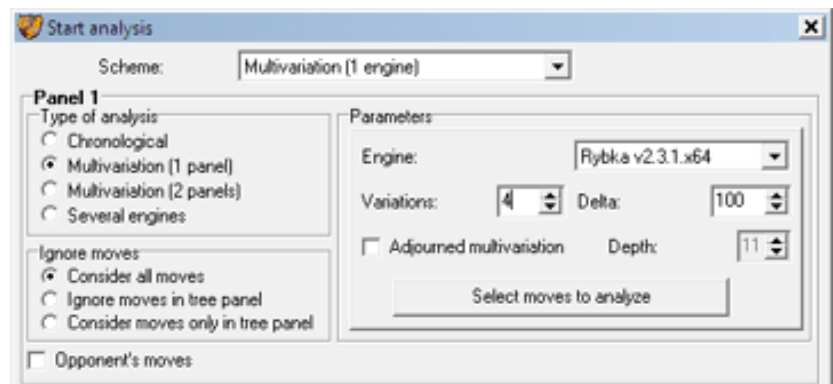
*Shredder* and *Rybka* prefer 18 Qc3, while *Crafty* recommends 18 Qe2, and *Ruffian* likes 18 b4. All four engines evaluate the position as favorable for White, although their evaluation varies from +0.34 (*Rybka*) to +0.98 (*Shredder*). However, the exact evaluations are not important at this point. The key result is that by using multi-program analysis, we succeeded in finding three different moves that warrant a closer look. For the record, White actually played 18 b4!?, a move that Dvoretzky called “an outstanding counterstroke.” The other two engine moves are not analyzed by Dvoretzky, but this is a complicated position and analyzing these alternatives would be an instructive task for improving players.

The quickest way to stop the analysis is to hit the ESC button on the keyboard.

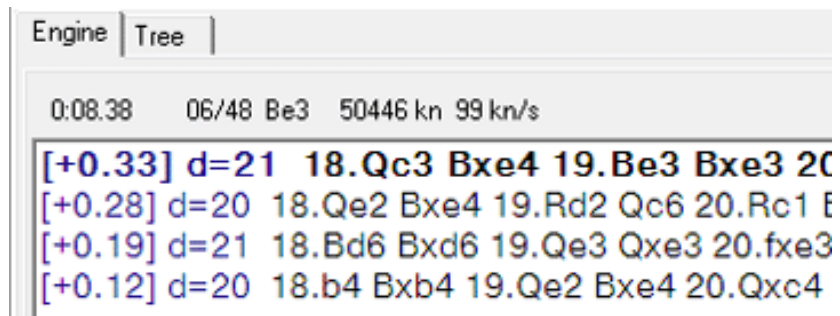
Each engine has its own strengths and weaknesses and no single engine is best for analyzing every position. Therefore, multi-program analysis can be very useful as a first step in analyzing an important position, so long as you remember that there is little benefit to letting the engines do all the analysis if you want to improve. You must first analyze the position and make your own list of candidate moves and variations. Then compare your variations with those of the chess engines and analyze the differences.

### Multi-Variation Analysis

Now let’s look at multi-variation analysis. As before, we start by clicking the arrow to the right of the infinite analysis button (or Ctrl+Space) and select “Infinite analysis...” This time we select “Multivariation (1 engine)” from the “Scheme” drop-down list:



Here I have selected *Rybka* as the analysis engine and I set “Variations” to four in the “Parameters” pane. The advantage of multi-variation analysis over multi-program analysis is that we are guaranteed to get four different move suggestions. *Rybka* will show us the move it considers best, second best and so on, up to the number specified in “Variations.” After setting the parameters, click the OK button to start the analysis. After analyzing for the same length of time as in our multi-program analysis above, *Rybka* displays the following results:



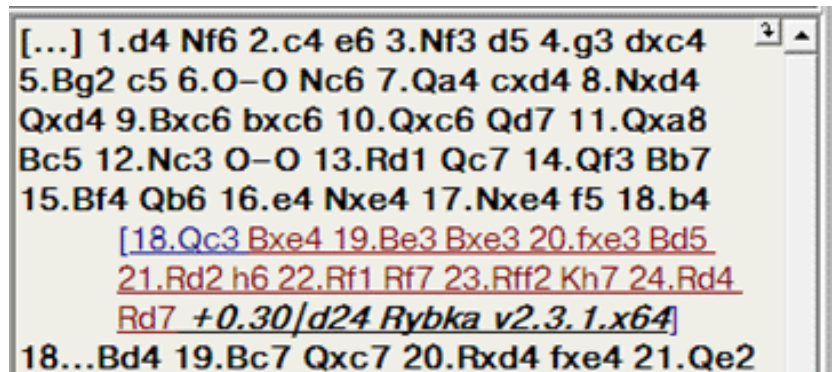
All the moves that were suggested in our multi-program analysis are among *Rybka*'s top four choices, with the addition of 18 Bd6.

As always, hitting the ESC key stops the analysis engine. If you want to save the analysis as a variation in the game, use the "Insert analysis in game" toolbar button on the "Engines" toolbar tab shown here:



The leftmost button on the "Engines" toolbar serves the same function as the ESC key on the keyboard. The second button (with the green arrow pointing up) saves the analysis in the game and stops the analysis. The third button is a quick way to switch to multi-variation mode and the fourth one ("Freeze analysis") instructs *Chess Assistant* to continue analyzing the current position even though you move to a different position in the game. You can even start viewing a different game from another database and the chess engine will continue its analysis of the original position.

When you save the analysis it is inserted as a variation:



The above image shows that the variation suggested by the chess engine is formatted differently from the actual game score. The engine evaluates White's position as preferable (+0.30), it analyzed to a depth of 24 plies (d24), and it was analyzed by *Rybka* 2.3.1, the 64 bit version.

### Advanced Example of Infinite Analysis

These two columns on infinite analysis have covered some of the most common analysis schemes, but there are many other possibilities. A good example of advanced application of infinite analysis can be found in Robert Pawlak's article "[Comparative Analysis](#)." It discusses a very interesting method for comparing the strength of the moves played in a game and the moves suggested by the analysis engines.

### Summary

*Chess Assistant* offers more methods for analyzing chess games and positions than any other software. In these two columns we have limited our discussion to infinite analysis, but in the future we will discuss full game analysis and other options that are available in *Chess Assistant*.

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

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***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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