## Data Dictionary for ‘200k\_blitz\_rapid\_classical\_bullet’

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| Feature | Type | Description |
| Index | int64 | A unique identifier for each game. |
| Index.1 | int64 | \*\* Unsure what this column is exactly – possibly unique IDs for each player. |
| Black | string | Username or identifier of the player using the black pieces. |
| BlackElo | int64 | Elo rating of the black player at the time of the game.  Please refer to this link to understand how chess rating (ELO) works: <https://www.chess.com/terms/elo-rating-chess> |
| BlackRatingDiff | float64 | Change in the black player's Elo rating after the game. |
| Date | datetime64 | The date when the game was played. |
| ECO | string | Encyclopedia of Chess Openings code indicating the opening played in the game.  Please refer to this link to view all ECO codes in chess: <https://www.365chess.com/eco.php> |
| Event | string | The type of game (e.g., Rated Blitz, Rated Rapid, Rated Bullet). |
| Opening | string | The opening strategy or defence used in the game. |
| Result | string | The outcome of the game (e.g., ‘1-0’ for White win, ‘0-1’ for Black win, ‘1/2-1/2' for draw). |
| Round | string | \*\* Unsure what this column is – possibly the round number in the tournament or event (all rows are empty/contain ‘-’). |
| Site | string | The URL or identifier for the site where the game was played. |
| Termination | string | How the game ended (e.g., Normal, Time forfeit). |
| TimeControl | string | The time control for the game (e.g., 300+3 for 5 minutes with a 3-second increment). This is a result of the time spent on each player’s separate turns counted by a game clock.  Please refer to this link to understand how time control works: <https://www.chess.com/terms/chess-time-controls> |
| UTCDate | datetime64 | The date in Coordinated Universal Time (UTC) when the game was played. |
| UTCTime | datetime64 | The time in Coordinated Universal Time (UTC) when the game started. |
| White | string | Username or identifier of the player using the white pieces. |
| WhiteElo | int64 | Elo rating of the white player at the time of the game.  Please refer to this link to understand how chess rating (ELO) works: <https://www.chess.com/terms/elo-rating-chess> |
| WhiteRatingDiff | float64 | Change in the white player's Elo rating after the game. |
| BlackTitle | string | Title held by the black player (e.g., GM, IM, FM). |
| WhiteTitle | string | Title held by the white player (e.g., GM, IM, FM). |
| Move\_ply\_1 to Move\_ply\_200 | string | Individual moves in the game, with odd-numbered columns representing White's moves and even-numbered columns representing Black's moves. |
| Eval\_ply\_1 to Eval\_ply\_200 | float64 | Computer evaluation of the position after each move, with odd-numbered columns representing White's evaluation and even-numbered columns representing Black's evaluation.  Please refer to this link to understand how to interpret the numbers: <https://support.chess.com/en/articles/8379354-computer-evaluation-numbers-on-chess-com-like-2-25> |
| Clock\_ply\_1 to Clock\_ply\_200 | datetime64 | Time remaining on the clock for each player after each move, with odd-numbered columns representing White's clock time and even-numbered columns representing Black's clock time. |
| Category | string | The type of chess game played (e.g., Blitz, Rapid, Bullet, Classical).  *\*Explanation of each category is provided below\** |
| Weekday | string | The day of the week on which the game was played (e.g., Monday, Tuesday, etc.). |

1. *Dataset acquired from:* [*https://web.chessdigits.com/data*](https://web.chessdigits.com/data)
2. *Note: The player who moves first is called White and the player who moves second is called Black.*
3. *Our GitHub contains all ECO codes (and move sequences for its respective opening):* [*https://github.com/ALClancy23/UniSA\_ICT\_2024\_SP4\_P3\_*](https://github.com/ALClancy23/UniSA_ICT_2024_SP4_P3_)

**Category**: Type of chess game based on the time control. Values include:

* Blitz: Fast-paced game with each player typically having 3-5 minutes total time.
* Rapid: Moderately paced game with each player having more time than Blitz, typically 10-60 minutes.
* Bullet: Extremely fast-paced game with each player having less than 3 minutes.
  + <https://support.chess.com/en/articles/8705367-why-are-there-different-ratings-in-live-chess>
* Classical: Longer game with each player having more than 60 minutes.
  + <https://www.chess.com/terms/classical-chess>