## Terminal Chess

by Mini-Max Search

& Parallelized Alpha-Beta Pruning

0310006

0310015

0310030

0312236

## Content

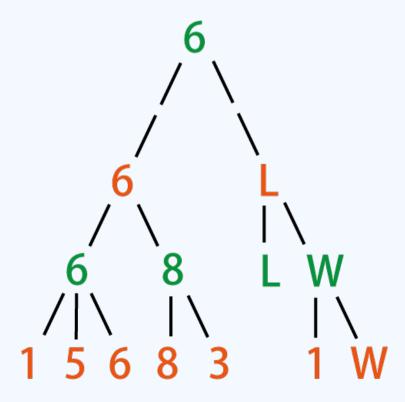
- What is Minmax Search and Alpha-Beta Pruning
- Chess implementation
  - Bit board
  - Evaluation
  - Search
- Paralleling Mini-Max Search
- Result and Conclusion

## Content

- What is Minmax Search and Alpha-Beta Pruning
- Chess implementation
  - Bit board
  - Evaluation
  - Search
- Paralleling Mini-Max Search
- Result and Conclusion

## Mini-Max Search

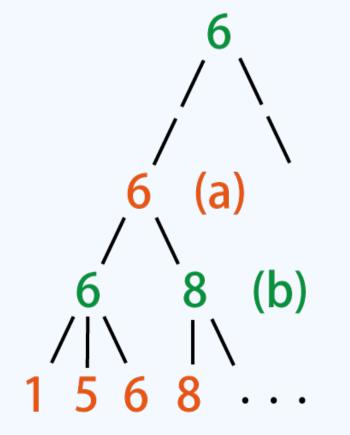
```
(* the minimax value of n, searched to depth d *)
fun minimax(n: node, d: int): int =
if leaf(n) or depth=0
     return evaluate(n)
if n is a max node
     \vee := \bot
     for each child of n
          v' := minimax (child,d-1)
          if v' > v, v := v'
     return v
if n is a min node
     \vee := \vee \vee
     for each child of n
          v' := minimax (child,d-1)
          if v' < v, v := v'
     return v
```



## Alpha-Beta Pruning

```
(* the minimax value of n, searched to depth d.
* If the value is less than min, returns min.
* If greater than max, returns max. *)
fun minimax(n: node, d: int, min: int, max: int): int =
if leaf(n) or depth=0
    return evaluate(n)
if n is a max node
    v := min
    for each child of n
         v' := minimax (child,d-1,v,max)
         if v' > v, v := v'
         if v > max return max
    return v
if n is a min node
    v := max
    for each child of n
         v' := minimax (child,d-1,min,v)
         if v' < v, v := v'
         if v < min return min
    return v
```

#### Alpha-Beta pruning



## Content

- What is Minmax Search and Alpha-Beta Pruning
- Chess implementation
  - Bit board
  - Evaluation
  - Search
- Paralleling Mini-Max Search
- Result and Conclusion

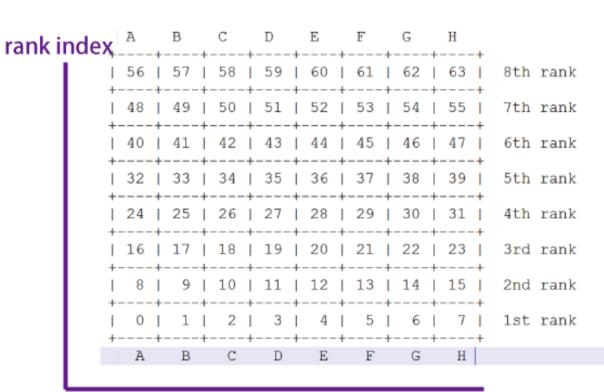
## Bit Board

```
int boardMap[64];
map<int,Piece*> pieceMap;
```

```
squareIndex = 8 * rankIndex + fileIndex
```

rankIndex = squareIndex div 8

fileIndex = squareIndex mod 8



file index

### Bit Board

```
enum enumSquare {
a1, b1, c1, d1, e1, f1, g1, h1, // 0... 7
a2, b2, c2, d2, e2, f2, g2, h2, // 8 .. 15
a3, b3, c3, d3, e3, f3, g3, h3, // 16..23
a4, b4, c4, d4, e4, f4, g4, h4, // 24...31
a5, b5, c5, d5, e5, f5, g5, h5, //32...39
a6, b6, c6, d6, e6, f6, g6, h6, // 40 .. 47
a7, b7, c7, d7, e7, f7, g7, h7, // 48...55
                                           noWe
                                                    nort
                                                              noEa
a8, b8, c8, d8, e8, f8, g8, h8 // 56 .. 63
                                                +7 +8 +9
                                                 west -1 - 0 - +1
                                           soWe
```

soEa

sout

## **Evaluation**

Score is based on the position on the chessboard

cnesspoard

```
int score pawn[64]
                    Ο,
                0,
                        Θ,
                             Θ,
                                      Θ,
       Θ,
           50, 50, 50, 50,
                            50,
                                 50,
                                      50,
                            20,
           10, 20, 30, 30,
                                      10,
               10, 25, 25,
                                      5,
                            10,
           0, 0,
                   20,
                        20,
                                      Θ,
          -5, -10, 0, 0, -10,
          10, 10, -20, -20,
                            10,
                0,
                    Θ,
```



```
int ChessBoard::eval(int color){
    // color: white 0 negative, black 1 positive
    int eval=0;
    for(int i = 0 ; i < 64 ; i++){
        eval += myscore.score[boardMap[i]][i];
    }
    return eval;
}</pre>
```

```
0
    0
        0
            0
                0
                    0
                        0
                            0
50
   50
        50
            50
                50
                    50
                        50
                            50
10
   10
       20
           30 | 30
                    20
                       10
                            10
            25 | 25
                            5
    5
       10
                    10
                        5
            20
                20
O
    0
        0
                    0
                        O
                            0
5
    5
            0
                    10
                            5
       10
                0
                        5
   10
                            5
        10
                        10
           -20 -20
                    10
        0
            0
                0
                    0
                        0
                            0
0
    0
```

## Mini-Max Search

```
29 static ChessBoard* MinMaxMove(ChessBoard* board, int dept_limit, int dept, enum FindAction action) {
       vector<ChessBoard*> moves:
30
31
       ChessBoard* best move = NULL;
32
       int best_real_move = 0;
33
       ChessBoard* move = NULL;
35
       if (dept >= dept_limit) {//if depth limit is reached
36
           return board;
37
38
       moves = board->listAllMove(action);
       for (int i = 0; i < moves.size(); i++) {</pre>
           move = MinMaxMove( moves[i], dept limit, dept+1, child(action));
           if (best_move == NULL || cmp_move(action, move, best_move)) {
               best move = move;
42
43
44
45
46
               best_real move = i;
       ChessBoard* res = new ChessBoard;
48
       *res = *moves[best_real_move];
49
       for (int i = 0; i < moves.size(); i++) {</pre>
           delete moves[i];
51
       return res;
```

## Alpha-Beta Search

```
12 ChessBoard* ABMinMaxMove(ChessBoard* board, int dept_limit, int dept, enum FindAction action, int alpha, int beta)
13 {
14
       if (dept >= dept limit) {//if depth limit is reached
15
           return board;
16
17
       vector<ChessBoard*> moves = board->listAllMove(action);
18
       ChessBoard* best move = NULL;
19
       int best real move = 0;
20
21
       for (int i = 0; i < moves.size(); i++) {</pre>
22
           ChessBoard* move = ABMinMaxMove( moves[i], dept limit, dept+1, child(action), alpha, beta);
23
           if (best_move == NULL || cmp_move(action, move, best_move)) {
24
               best move = move;
25
               best real move = i;
26
               if ( child(action) == FIND MAX ) {
27
                   beta = move->eval(BLACK); // upper bound
28
               } else {
29
                   alpha = move->eval(WHITE); // lower bound
30
31
32
           if (alpha > beta){
33
               break;
34
35
       ChessBoard* res = new ChessBoard:
36
37
       *res = *moves[best real move];
38
       for (int i = 0; i < moves.size(); i++) {</pre>
           delete moves[i];
39
40
41
       return res;
42 }
```

```
spencerwu@spencerarch:~/Documents/PP_project/src
  įвįqį
             6
     į įPįPįPį
|P|P|P|
įRįKįBį įCį įKįRį
abcdefah
Black's turn
time: 0.029305
|r|b|q|c|b| |r|
|p|p|p|p|p|p|p|p|
             3
  |В|Q| | |
| | |Р| |
             5
             6
|P|P|P| | |P|P|P|
įrikibi ici ikiri
abcdefgh
White's turn
b c5 f2
|r|b|q|c|b| |r|
|p|p|p|p|p|B|p|p|
             2
             4
    iqi
6
|R|K|B| |C| |K|R|
abcdefgh
Black's turn
time: 0.041667
|b|q|c|b| |r|
|p|p|p|p|B|p|p|
             4
    įQį
6
įRįKįBį įCį įKįRį
abcdefgh
White's turn
```

## Content

- What is Minmax Search and Alpha-Beta Pruning
- Chess implementation
  - Bit board
  - Evaluation
  - Search
- Paralleling Mini-Max Search
- Result and Conclusion

## Parallelizing Alpha-beta

### PVSplit:

 easier to implement, less scalability, poor load balan cing

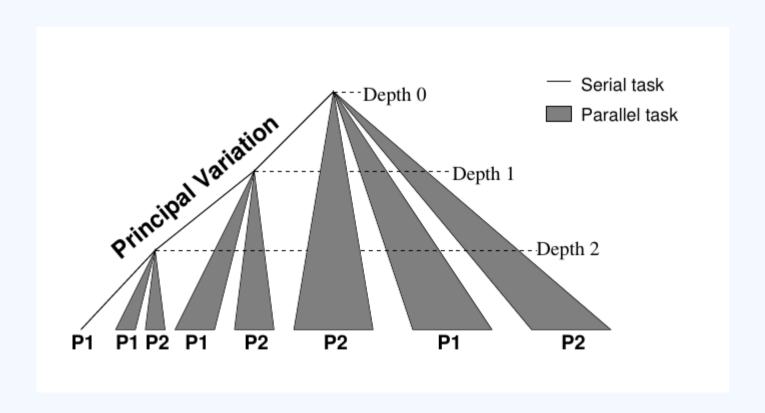
#### • YBWC:

- little bit better scalability
- Dynamic Tree Splitting (DTS)
  - good scalability, good load balancing
  - most of chess engines use this
  - hard to implement

## **PVSplit**

Principal Variation

(http://iacoma.cs.uiuc.edu/~greskamp/pdfs/412.pdf)



## Implementation

- pthread → glib thread pool
- use g\_thread\_mutex to protect saved best solution and alpha-beta values.

## Why worse than normal A-B?

- too many threads
  - in the beginning, we try to invoke N threads at once to avoid this.
- bad load balance
  - wait other threads to complete
- solution make this a little bit better: thread pool

## Why worse than normal A-B?

- too many threads
  - in the beginning, we try to invoke N threads at once to avoid this.
- bad load balance
  - wait other threads to complete
- solution make this a little bit better: thread pool

## **Bad Scalability**

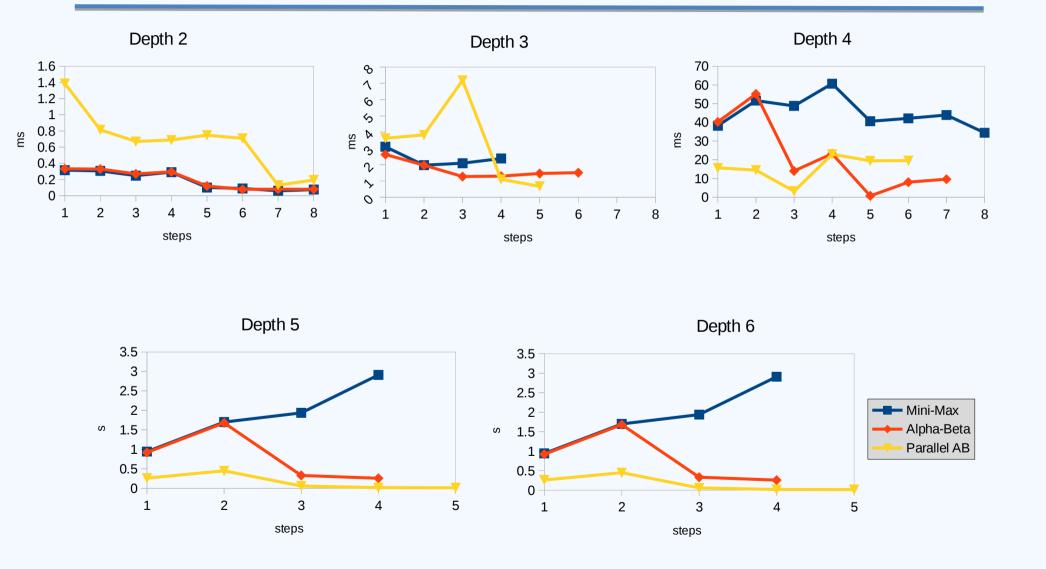
- idle cores
- possible solution: enhanced PVSplit (EPVS).
  - idle cores can help other cores to handle som e subtrees.
  - -we haven't implemented this.
- in 16 cores, speedup is at most 6x with EPVS.
  - -from the original research

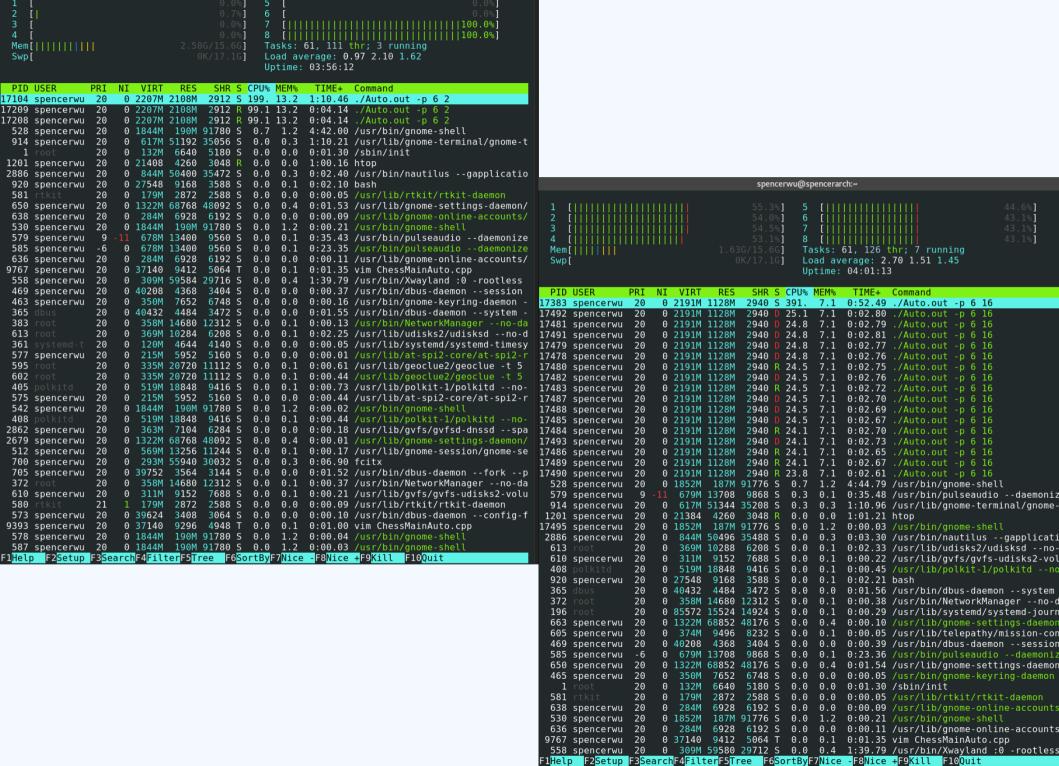
### Content

- What is Minmax Search and Alpha-Beta Pruning
- Chess implementation
  - Bit board
  - Evaluation
  - Search
- Paralleling Mini-Max Search
- Result and Conclusion

```
spencerwu@spencerarch:~/Documents/PP_project/src
  įвįqį
             6
     į įPįPįPį
|P|P|P|
įRįKįBį įCį įKįRį
abcdefah
Black's turn
time: 0.029305
|r|b|q|c|b| |r|
|p|p|p|p|p|p|p|p|
             3
  |В|Q| | |
| | |Р| |
             5
             6
|P|P|P| | |P|P|P|
įrikibi ici ikiri
abcdefgh
White's turn
b c5 f2
|r|b|q|c|b| |r|
|p|p|p|p|p|B|p|p|
             2
             4
    iqi
6
|R|K|B| |C| |K|R|
abcdefgh
Black's turn
time: 0.041667
|b|q|c|b| |r|
|p|p|p|p|B|p|p|
             4
    įQį
6
įRįKįBį įCį įKįRį
abcdefgh
White's turn
```

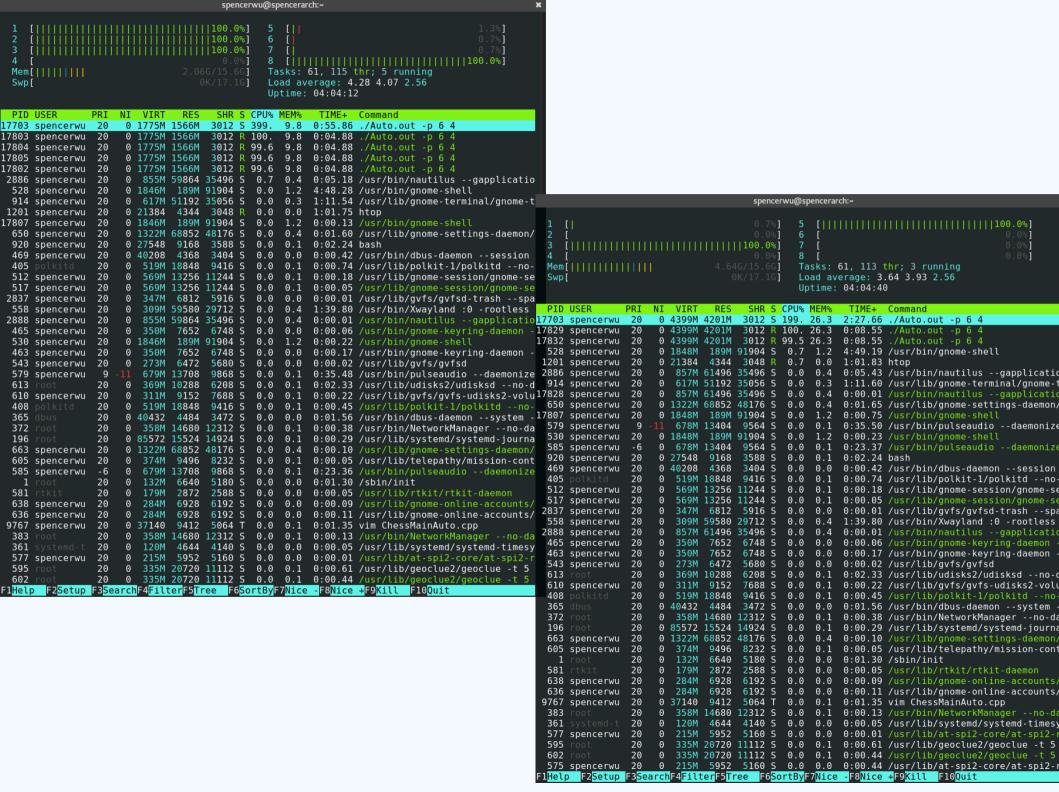
## Result





spencerwu@spencerarch:~

```
spencerwu@spencerarch:~
                                                                                          ×
 2
                        ||||||||||||100.0%|
           199.3%
    [|||||||||100.0%]
                                               [||||||||100.0%]
 Mem[||||||||
                              2.90G/15.6GT
                                             Tasks: 61, 116 thr; 9 running
 ] qw2
                                 0K/17.1G
                                             Load average: 2.88 3.53 2.55
                                             Uptime: 04:06:24
 PID USER
               PRI
                   NI VIRT
                              RES
                                    SHR S CPU% MEM%
                                                     TIME+ Command
17983 spencerwu
                20
                    0 2767M 2423M
                                   2924 S 796. 15.1
                                                   1:56.41 ./Auto.out -p 6 8
18090 spencerwu
               20
                    0 2767M 2423M
                                   2924 R 100. 15.1 0:02.60 ./Auto.out -p 6 8
18092 spencerwu 20
                    0 2767M 2423M
                                   2924 R 100. 15.1 0:02.60 ./Auto.out -p 6 8
18093 spencerwu
               20
                    0 2767M 2423M
                                  2924 R 100. 15.1 0:02.60 ./Auto.out -p 6 8
                20
                    0 2767M 2423M
                                   2924 R 99.5 15.1 0:02.59 ./Auto.out -p 6 8
18086 spencerwu
18087 spencerwu
                    0 2767M 2423M
                                  2924 R 99.5 15.1 0:02.59 ./Auto.out -p 6 8
18088 spencerwu
                20
                    0 2767M 2423M
                                  2924 R 99.5 15.1 0:02.59 ./Auto.out -p 6 8
                    0 2767M 2423M 2924 R 99.5 15.1 0:02.59 ./Auto.out -p 6 8
18089 spencerwu
18091 spencerwu
               20
                    0 2767M 2423M 2924 R 99.5 15.1 0:02.59 ./Auto.out -p 6 8
 914 spencerwu
                20
                    0 617M 51344 35208 S 0.7 0.3 1:12.07 /usr/lib/gnome-terminal/gnome-t
 528 spencerwu
                            <u> 191M 91904 S</u> 0.0 1.2 4:50.77 /usr/bin/gnome-shell
                    0 1848M
 1201 spencerwu
                20
                    0 21384
                             4344
                                   3048 R
                                          0.0
                                               0.0 1:02.16 htop
 920 spencerwu
                20
                    0 27548
                             9168
                                   3588 S
                                           0.0
                                               0.1
                                                    0:02.29 bash
 638 spencerwu
                    0 284M
                            6928 6192 S
                                          0.0 0.0 0:00.10 /usr/lib/gnome-online-accounts/
                20
 2886 spencerwu
                20
                    0
                       857M 62032 35496 S
                                          0.0
                                               0.4 0:05.97 /usr/bin/nautilus --gapplicatio
 365 dbus
                20
                    0 40432
                             4484
                                  3472 S
                                          0.0
                                               0.0 0:01.57 /usr/bin/dbus-daemon --system -
 1072 spencerwu
                20
                    0 190M
                             5904
                                  4984 S
                                          0.0 0.0 0:00.01 /usr/lib/gvfs/gvfsd-metadata
 650 spencerwu
                20
                    0 1322M 68836 48160 S 0.0
                                              0.4 0:01.66 /usr/lib/gnome-settings-daemon/
 469 spencerwu
                20
                    0 40208
                             4368
                                   3404 S
                                          0.0
                                              0.0 0:00.43 /usr/bin/dbus-daemon --session
 597 spencerwu
               20
                    0
                       180M
                             4636
                                  4048 S 0.0 0.0 0:00.02 /usr/lib/dconf/dconf-service
 463 spencerwu
                20
                    0
                      350M
                            7652 6748 S
                                          0.0 0.0 0:00.18 /usr/bin/gnome-keyring-daemon -
                    0 1322M 68836 48160 S 0.0 0.4 0:00.02 /usr/lib/gnome-settings-daemon/
 2679 spencerwu
               20
                       678M 13404 9564 S 0.0 0.1 0:35.51 /usr/bin/pulseaudio --daemonize
 579 spencerwu
 530 spencerwu
                20
                    0 1848M
                            191M 91904 S
                                          0.0 1.2 0:00.23 /usr/bin/gnome-shell
                       678M 13404 9564 S 0.0 0.1 0:23.37 /usr/bin/pulseaudio --daemonize
  585 spencerwu
                - 6
                    0
                20
                    0
                       519M 18848 9416 S 0.0
 405
                                              0.1 0:00.74 /usr/lib/polkit-1/polkitd --no-
 512 spencerwu
                20
                    0
                       569M 13256 11244 S
                                          0.0
                                               0.1 0:00.18 /usr/lib/gnome-session/gnome-se
 517 spencerwu
                20
                    0
                       569M 13256 11244 S 0.0 0.1 0:00.05 /usr/lib/gnome-session/gnome-se
 2837 spencerwu
                20
                    0
                       347M
                             6812 5916 S 0.0
                                               0.0 0:00.01 /usr/lib/gvfs/gvfsd-trash --spa
 558 spencerwu
                20
                    0
                       309M 59580 29712 S
                                          0.0
                                               0.4
                                                   1:39.80 /usr/bin/Xwayland :0 -rootless
 2888 spencerwu
                20
                    0
                       857M 62032 35496 S
                                          0.0 0.4 0:00.01 /usr/bin/nautilus --gapplicatio
 465 spencerwu
                20
                    0
                       350M
                             7652
                                  6748 S 0.0
                                               0.0 0:00.06 /usr/bin/gnome-keyring-daemon -
 543 spencerwu
                20
                    0
                       273M
                             6472
                                   5680 S
                                          0.0
                                               0.0 0:00.02 /usr/lib/qvfs/qvfsd
 613 root
                20
                    0
                       369M 10288
                                   6208 S
                                          0.0
                                              0.1 0:02.33 /usr/lib/udisks2/udisksd --no-d
                       311M 9152
                                  7688 S
 610 spencerwu
                20
                    0
                                          0.0
                                               0.1 0:00.22 /usr/lib/gvfs/gvfs-udisks2-volu
                20
 408 polkitd
                    0
                       519M 18848
                                  9416 S
                                          0.0
                                              0.1 0:00.45 /usr/lib/polkit-1/polkitd --no-
 372 root
                20
                    0
                       358M 14680 12312 S 0.0 0.1 0:00.38 /usr/bin/NetworkManager --no-da
 196
                20
                    0 85572 15524 14924 S
                                          0.0
                                              0.1 0:00.29 /usr/lib/systemd/systemd-journa
 663 spencerwu
                20
                    0 1322M 68836 48160 S 0.0 0.4 0:00.10 /usr/lib/gnome-settings-daemon/
 605 spencerwu
                20
                    0
                       374M
                             9496
                                  8232 S 0.0 0.1 0:00.05 /usr/lib/telepathy/mission-cont
   1 root
                20
                    0
                       132M
                             6640
                                   5180 S
                                              0.0 0:01.30 /sbin/init
                                          0.0
                       179M
 581 rtkit
                20
                    0
                             2872 2588 S 0.0 0.0 0:00.05 /usr/lib/rtkit/rtkit-daemon
                             6928 6192 S 0.0 0.0 0:00.11 /usr/lib/gnome-online-accounts/
 636 spencerwu 20
                    0
                       284M
F1Help F2Setup F3SearchF4FilterF5Tree F6SortByF7Nice -F8Nice +F9Kill F10Quit
```



## Scalability

	2	4	8	16
Depth 5	0.764	0.572	0.357	1.103
Depth 6	21.784	12.240	10.207	18.643

## Conclusion

- In our Chess Evaluation, we may have a different result by paralleling alpha-beta Search.
- 2. If the search cut off too early, we may not have speed up when paralleling

### **Future Works**

- Implementing the Dynamic Tree Splitting.
- Using GPU algorithm.
- Better evaluation.

## Reference

- Chess Programming Wiki
  - https://chessprogramming.wikispaces.com/
- Parallel Alpha-Beta Search on Shared Memory Multiprocessors
  - http://www.top-5000.nl/ps/Parallel%20Alpha-Beta%20Search%20on%20Shared%20Mem ory%20Multiprocessors.pdf

### Reference

- Parallelizing a Simple Chess Program
  - http://iacoma.cs.uiuc.edu/~greskamp/pdfs/412.pdf
- Parallel Game Tree Search
  - http://www.iis.sinica.edu.tw/~tshsu/tcg/2013/s lides/slide11.pdf

# Q&A