

Statistical Theory Chess Dataset Analysis

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I. INTRODUCTION

The length of a chess match can be influenced by a variety of factors, including player skill level, strategy, and in-game dynamics. This study investigates the relationship between player ratings and the duration of chess matches, seeking to determine whether higher-rated players tend to play shorter or longer games. In addition to player ratings, we explore other game-related variables that might impact match length, such as opening moves and the type of result (win, draw, or loss).

Using a dataset of chess games, we apply statistical methods such as correlation analysis and regression models to analyze the influence of these factors. The study aims to offer insights into how skill level and game dynamics affect the length of a match, contributing to a broader understanding of player performance in chess.