

Fig 2.1 Scatter Plot: Moves in Opening Sequence vs Total Turns

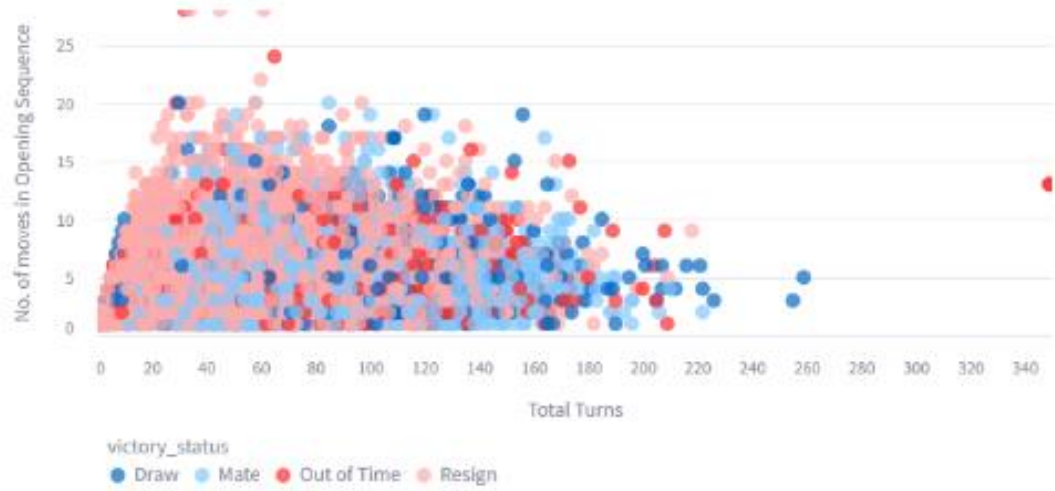
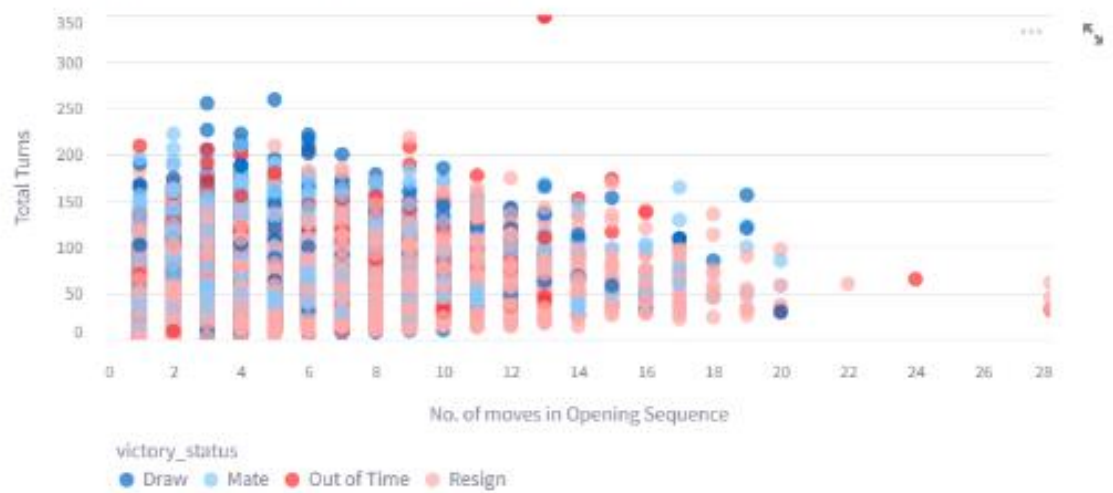


Fig 2.2 Scatter Plot: Total Turns vs Moves in Opening Sequence



2.3 In a bid to further investigate the observations determined above, box plots detailing the distributions

5. Game Timing

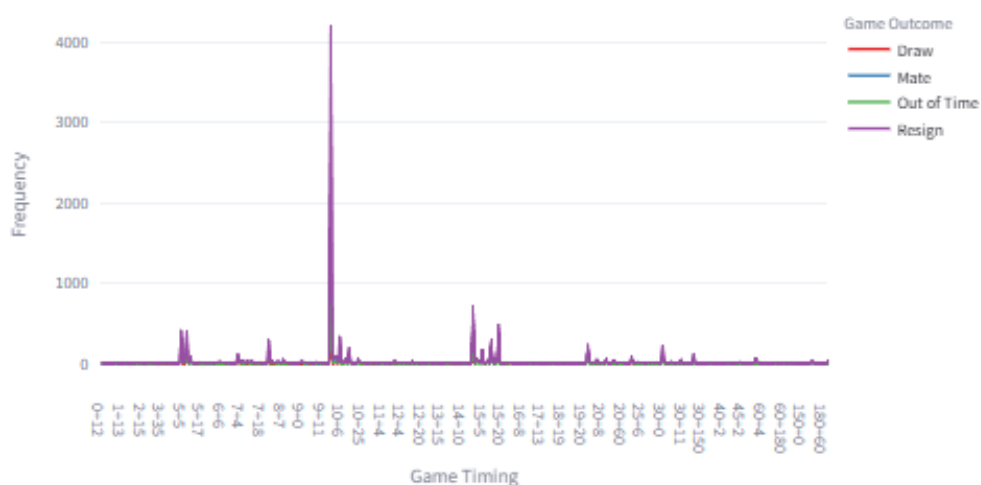
5.1 There is a wide range of time controls with the shortest observed as '0+12' to much longer games with '180+180'. The most applied time control is the '10+0' which appears to result in resignation game outcomes. Note that these timings (denoted in the form 'x+y') are defined by the starting time ('x') in seconds and time increments ('y') which is time added after each successive move.

Select Game Outcome

All



Game Outcome vs Time Increment



6. Opening Sequence

6.1 In the dataset analysed, a total of 128 different opening sequences (or moves) and their different variants were made. From the chart below, we are unable to identify a particular opening move or sequence which could be attributed to a particular game outcome. The exception to this are opening sequences that were employed in few games.

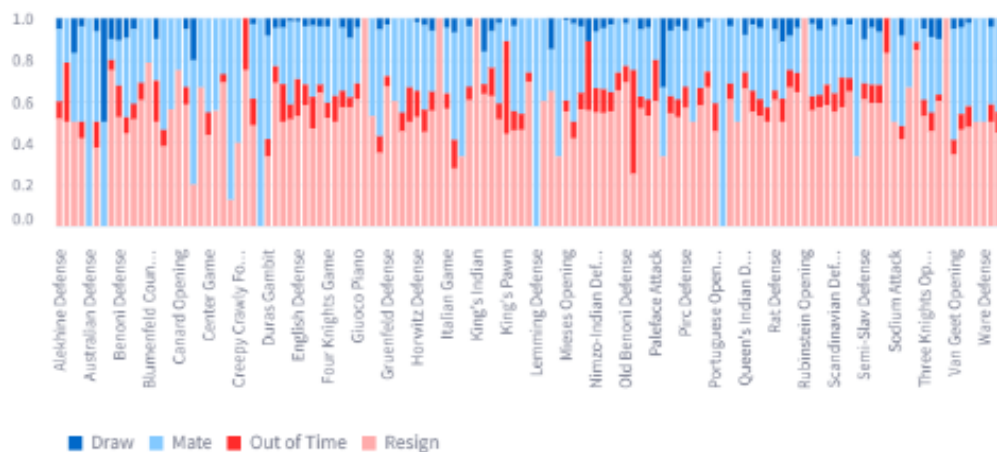
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Select Game Outcome

- ☒ All
☐ Draw
☐ Mate
☐ Out of Time
☐ Resign

Fig 6.1 Component Chart showing Opening Sequences and their proportion of use in games



7. Player Stats

7.1 The dataset comprised of game data for more than 15,000 players. Using an average of each player's rankings (ie white and black rankings), an overall ranking has been established in the table below. The top 10 ranked players from the dataset are shown below.

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Table 1 Chess Data Player Rankings - Top 10 Players

	player_id	games_played	checkmates	resignations	timeouts	most_played_time_i
0	justicebot	2	0	1	1	30+30
1	blitzbullet	1	0	1	0	5+5
2	lance5500	44	7	27	10	10+25
3	avill050	1	0	0	1	15+0
4	shahoviy_komentator	1	0	1	0	10+60
5	teatime007	4	0	3	1	5+8
6	le_truand	4	1	2	0	10+2
7	tree33	1	0	1	0	10+10
8	marantz3	2	0	0	0	15+3
9	king-bullet	2	0	0	2	10+0
10	sparklehorse	5	0	3	1	30+30
