THE QMW "UNIFORM PLATFORM" /
"SOFTWARE INTELLIGENCE" COMPUTER-CHESS TOURNAMENT

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This August 1992, Queen Mary and Westfield College (QMW) will hold the first of a new style of annual computer-chess tournaments, called "uniform platform" or "software intelligence" tournaments. Programs will run on identical machines, one machine to each program, running at the same clock speed, and with the same operating system underlying the chess program.

There will be two divisions: (1) the "PC" division for programs running under MS-DOS on IBM-PC compatibles, and (2) the "C"-language division, for programs written in C that can run under UNIX.

The tournament will also innovate in another way. Previous computer-chess tournaments have been operated by having two humans sit across a chess-board, each entering and receiving moves into the computer beside them. The computers supplied for the QMW tournament are all connected to the same local network, giving the potential for direct communication. All chess programs entered are required to incorporate a small communications interface that sends/receives moves to another program automatically. The organisers supply the computers and communications software.

Existing programs need modification for automatic play. The modification is designed to be very simple for a chess programmer to make. Details of how to modify existing programs will be supplied to anyone interested in participating.

It may be possible for some programmers to make late entries in July, after receipt of this issue of the *ICCA Journal* (dependent on printing and distribution dates), although program discs must arrive at QMW in time for the automated-play operation to be adequately tested prior to the start of the tournament. Programmers with access to electronic mail could possibly send their program that way, rather than on a physical disc (enquiries to: don@dcs.qmw.ac.uk).

The automation of actual play means that attendance at the event is optional, thus potentially saving considerable time and money, and creating more flexibility for those who do attend. All program submissions will be handled as confidential unless the programmer indicates that confidentiality is not important. Original discs will be returned, no copies will be made, and C compilations will be performed on a stand-alone machine with no human inspection of C code or copies made.

The tournaments will be Swiss system, with one round for every 2 entrants. It is expected that 2 (possibly 3) rounds will be played each day. The tournament will take place 3-7 August 1992. If the number of entrants, or the length of the games, prevent completion within that time, the tournament period may be extended.

Three titles will be awarded in each divison: Overall Champion; Commercial Champion; and Amateur Champion.

To cover costs, there will be an entry fee for amateur programs of 40 pounds, and an entry fee for commercial entrants of 200 pounds. If you might be interested in participating, send email or write for more details to:

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