

CSVN similarity test -- instructions for participating authors

English

The CSVN similarity test comprises of 10,000 test positions that are selected in such way that no deep tactics are expected and that in every position several good moves are present. The participating programmers are requested to let their program calculate the best move for each of these positions and to submit these to Richard Pijl. This test helps the tournament organization to ensure that the field remains sufficiently fair and diverse.

The test positions are available as EPD file:

- simcsvn1.dos.epd (Windows)
- simcsvn1.unix.epd (Linux/Mac)

The conditions for carrying out the test are as follows:

1. The test must be performed with the same program and with the same settings as used during the tournament, except where an exception is made below:
2. The "contempt" factor, if present, is disabled
3. The internal book, if present, is disabled
4. One (1.0) second thinking time per position on hardware that is used during the tournament, or the equivalent thereof.
5. Parallel searching, if present, is disabled
6. The hash table can be reduced for the purpose of accelerating the test on multiple cores(*), but must remain large enough so that an analysis of one second is not be influenced.

(*)This means: running multiple instances of the program simultaneously, each handling another slice of the test. For example, four programs on a quad core computer, every program using a singlethreaded search.

Submit the results as an EPD file using the "bm" opcode for the program's move. The move notation may be either long algebraic (e.g. UCI format) or short algebraic (SAN) and will be normalized by the tournament organization prior to making comparisons.

If changes to the program and/or settings during the tournament are made then the arbiter shall be informed accordingly. The arbiter may decide (by rule 5) that the test or a part of it must be repeated.