



# Fact Sheet

- TITLE:** The Ultimate Computer Chess Challenge
- EVENT:** President's Cup Computer vs. Computer
- SPONSOR:** President Kirsan Ilyumzhinov
- PRESENTER:** *Federation Internationale des Echecs (FIDE)*
- SANCTIONED BY:** *Federation Internationale des Echecs (FIDE) President: Kirsan Ilyumzhinov*  
*International Computer Games Association (ICGA) President: David Levy*
- PLAYERS:** Deep Junior vs. Deep Fritz  
The reigning World Computer Champion vs.  
The winner against the world human champion
- VENUE:** Government House, Elista, Republic of Kalmykia.
- DATES:** Tuesday, June 5<sup>h</sup> – Tuesday 12<sup>th</sup> June 2007
- FORMAT:** Rapid Chess 75 min for the game + 5 sec per move
- SCHEDULE:**
- |     |                       |                        |
|-----|-----------------------|------------------------|
| Wed | June 6 <sup>th</sup>  | Game 1                 |
| Thu | June 7 <sup>th</sup>  | Game 2                 |
| Fri | June 8 <sup>th</sup>  | Game 3                 |
| Sat | June 9 <sup>th</sup>  | Game 4                 |
| Sun | June 10 <sup>th</sup> | Game 5                 |
| Mon | June 11 <sup>th</sup> | Game 6                 |
| Tue | June 12 <sup>th</sup> | Tiebreak (if required) |
- STARTING TIME:** 11:30 a.m.
- CEREMONIES:** Tue 5<sup>th</sup> June Press Conference & Opening Ceremony – Elista  
Tue 12<sup>th</sup> June Closing Ceremony & Prize Giving - Elista
- PRIZE FUND:** US \$100,000 (\$60,000 to the winner, \$40,000 to the loser)
- ARBITER:** IM David Levy
- REGULATIONS:** FIDE laws of chess, ICGA official computer chess rules

## CONTACTS

- Honorary FIDE Vice President:** Israel Gelfer Email: [gelfer@fide.com](mailto:gelfer@fide.com)
- FIDE President assistant:** Berik Balgabaev Email: [fide@inbox.ru](mailto:fide@inbox.ru)
- DEEP FRITZ interviews:** Frederic Friedel Email: [info@chessbase.com](mailto:info@chessbase.com)
- DEEP JUNIOR interviews:** Shay Bushinsky Email: [shay@cs.haifa.ac.il](mailto:shay@cs.haifa.ac.il)

## Tal vs Capablanca

The Ultimate Computer Chess Challenge pits two of the world's strongest and most exciting programs in a six-game battle against each other. The event takes place during the final stages of the Candidates Matches for the World Championship (human), which will be held from May 26 to June 14, 2007 in Elista, Kalmykia.

### *Deep Junior*

This chess program, written by Amir Ban and Shay Bushinsky of Israel, is the reigning World Champion in computer chess. Junior won the title during the Chess Olympiad in Turin last year, ahead of the programs Shredder, Rybka and Zappa (which was running on a 512 processor super-computer calculating 100 million nodes per second). It was Junior's fifth world championship title in this millennium.

Deep Junior is a program that is capable of producing very deep computations to outwit the opponent. It is also well known for its unique handling of "compensation". Junior is willing, like no other program, to sacrifice material for initiative, activity or a promising attack. This causes it to come up with highly unexpected, imaginative ideas. Chess players appreciate the "wild" side of Junior's personality and use the program to find new ideas in their chess analysis. Junior is generally regarded as the Mikhail Tal of computer chess.

Junior showed its unique quality of play in 2003 by producing a stunning move in its match against 13<sup>th</sup> World Champion Garry Kasparov. From a quiet opening in a standard-looking position, the program, on move ten, sacrificed a bishop out of a clear blue sky to drag Kasparov's king out into the open. Attacking with only a queen and knight, Junior put the white king under heavy fire. The game as well as the six-game match ended in a draw.

- Click to read about the game Deep Junior-Kasparov game (<http://www.chessbase.com/newsdetail.asp?newsid=777>)
- Click to replay the moves with analysis (<http://www.chessbase.com/games/2003/x3d5.htm>)

### *Deep Fritz*

Deep Fritz, written by Frans Morsch of Holland and Mathias Feist of Germany, dominated the computer rating lists for almost a decade. Just over two years ago the authors decided to rewrite the program. Instead of further optimizing it for speed they started implementing large amounts of chess knowledge, derived from centuries of research by human chess masters. This allows Fritz to find constructive ideas even in situations where there are no tactical motifs to guide the course of the game.

The advantage of this strategy is that the program becomes much better at playing against human beings, and also turns it into an extremely well-balanced analysis partner. This is greatly appreciated by chess professionals who consider Fritz the "voice of reason". Fritz is often compared to the great Cuban world champion Capablanca for its playing style.

In November 2006 Deep Fritz played a six-game match against reigning World Champion Vladimir Kramnik in Bonn, Germany. In the final round Fritz played one of the finest games ever seen by a computer, displaying great strategic understanding and inventiveness, to win the game and take the match 4:2. An earlier match between Kramnik and Deep Fritz, 2002 in Bahrain, had ended in a 4:4 score.

- Click to read about the game Deep Fritz-Vladimir Kramnik game ([http://www.chessbase.com/newsdetail.asp?newsid= 3524](http://www.chessbase.com/newsdetail.asp?newsid=3524))
- Click to replay the moves with analysis ([http://www.chessbase.com/news/2006/games/vkdf\\_06.htm](http://www.chessbase.com/news/2006/games/vkdf_06.htm))

### ***The Clash of Systems***

The Elista match is a chance to see how these two great computer rivals with their different strategies and styles of play fares against each other. Will Fritz's knowledge-based approach detract from its computational speed and allow it to fall prey to Junior's tactical ferocity and imaginative play? Will Junior see compensation where not enough exists and succumb to Fritz's ruthless strategic precision? In any case this will be an exciting experiment.