

# Time and Difficulty

## RIT Colloquium

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<sup>1</sup>With grateful acknowledgment to co-authors Guy Haworth and Tamal Biswas, students in my graduate seminars, and UB's Center for Computational Research (CCR)

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- **Multiple-choice tests:**  $m_i$  are possible answers to a test question,  $u_i = \text{gain/loss}$  for right/wrong answer.

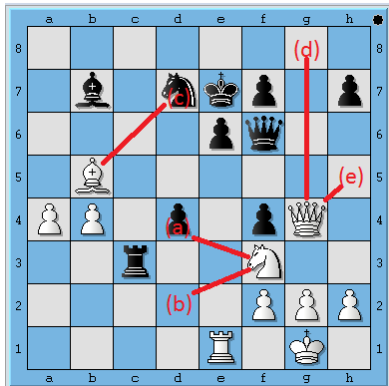
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- (a) vigor . . corroborated
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(source: itunes.apple.com)

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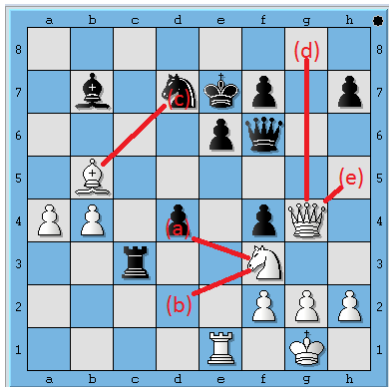
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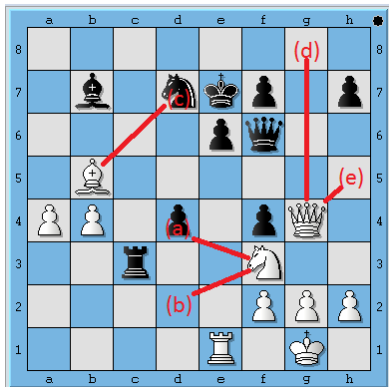
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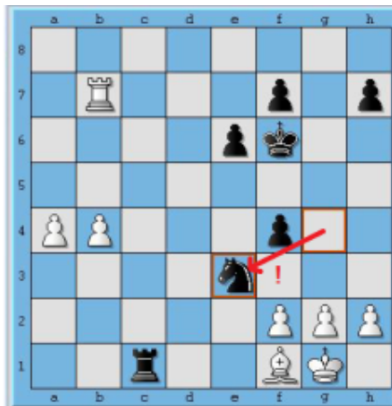
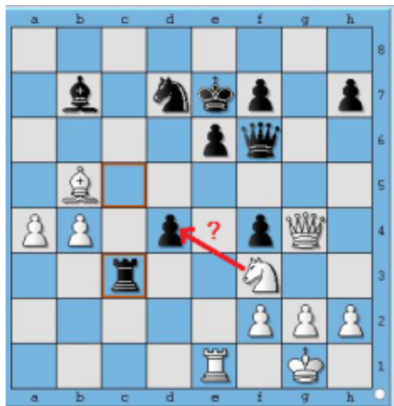
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## Move Utilities Example (Kramnik-Anand, 2008)



Depths...

Values by Stockfish 6

Move	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Nd2	103	093	087	093	027	028	000	000	056	-007	039	028	037	020	014	017	000	006	000
Bxd7	048	034	-033	-033	-013	-042	-039	-050	-025	-010	001	000	-009	-027	-018	000	000	000	000
Qg8	114	114	-037	-037	-014	-014	-022	-068	-008	-056	-042	-004	-032	000	-014	-025	-045	-045	-050
...			...		...				...			...		...				...	
Nxd4	-056	-056	-113	-071	-071	-145	-020	-006	077	052	066	040	050	051	-181	-181	-181	-213	-213

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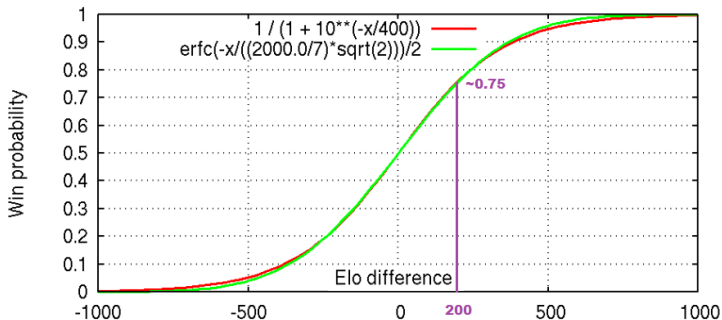


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- Expectation  $e = \frac{1}{1 + \exp(c(R_P - R_O))}$  depends only on difference to opponent's rating  $R_O$ . With  $c = (\ln 10)/400$  the curve is:



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- Other than these, **my model knows nothing about chess.**

# Log-Linear Versus Loglog-Linear Model

The generic **log-linear** model puts

$$\log\left(\frac{1}{p_i}\right) = \alpha + \beta u_i, \quad \text{or equivalently,} \quad \log\left(\frac{1}{p_i}\right) - \log\left(\frac{1}{p_1}\right) = \beta \delta_i,$$

where  $\delta_i = u_1 - u_i$ . Solved by **softmax** giving  $p_i = p_1 \exp(-\beta u_i)$ , so each  $p_i$  is represented as a **multiple** of the best-move probability  $p_1$ .

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In place of  $\beta \delta_i$ , I have  $\left(\frac{\delta_i - h \rho_i}{s}\right)^c$ , where the “heave term”  $\rho_i$  uses the values at lower depths of search. Why  $h$  is tightly clamped.

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- An **Intrinsic Performance Rating (IPR)** for the set of games.

Fit  $s, c, h$  by making **T1, EV, ASD** be **unbiased estimators** on the training sets, which are stratified by Elo ratings.

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# Z-Scores

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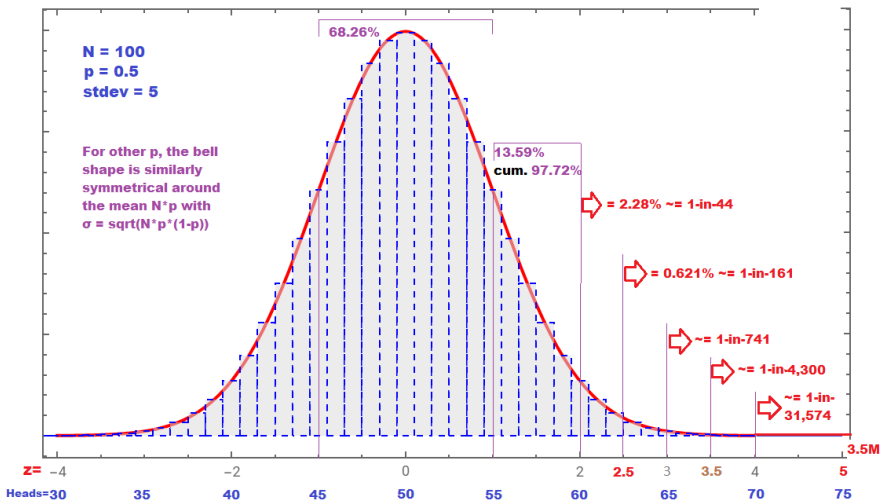
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- $4.5\sigma =$  about 300,000–1;
- $4\sigma =$  about 32,000–1;
- $3\sigma =$  about 750–1 (closest is 740–1);
- $2\sigma \doteq 43-1$  (civil minimum standard, polling “margin of error”).

# Bell Curve and Tails (also Screening Stage)



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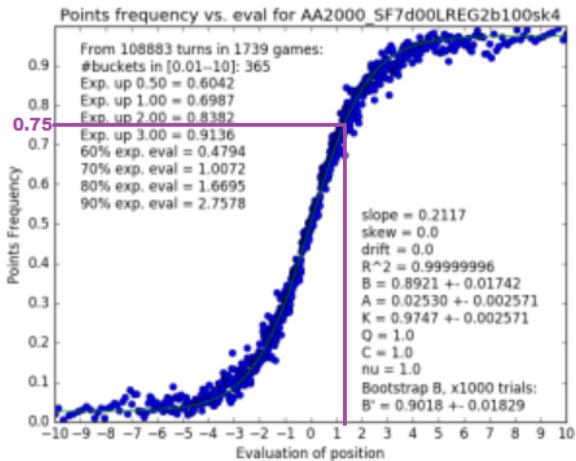
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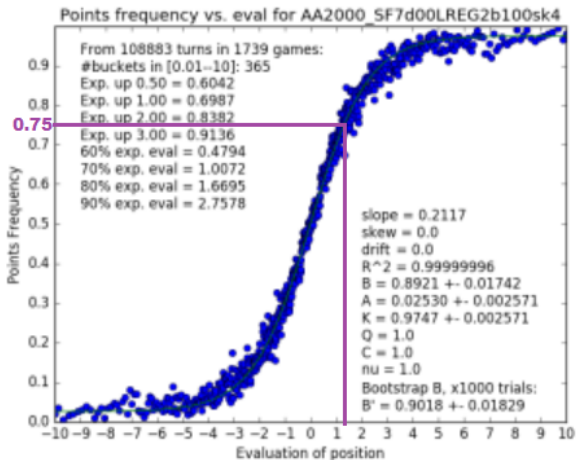
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Are these considerations orthogonal, or do they align?

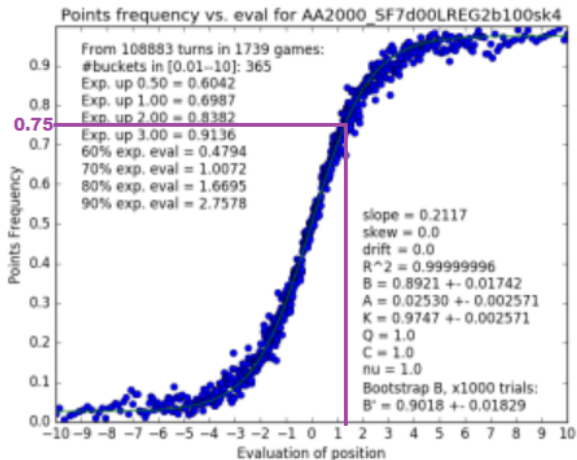
If you're “marked” by a previous incident, these recede.

If there is on-site evidence,  $z = 2.50$  is enough (FIDE).

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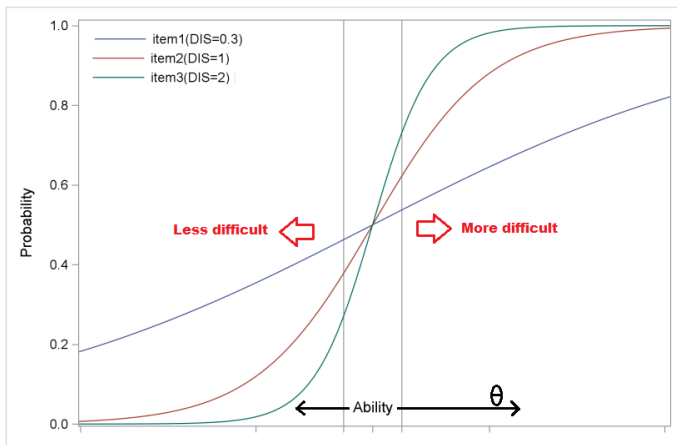
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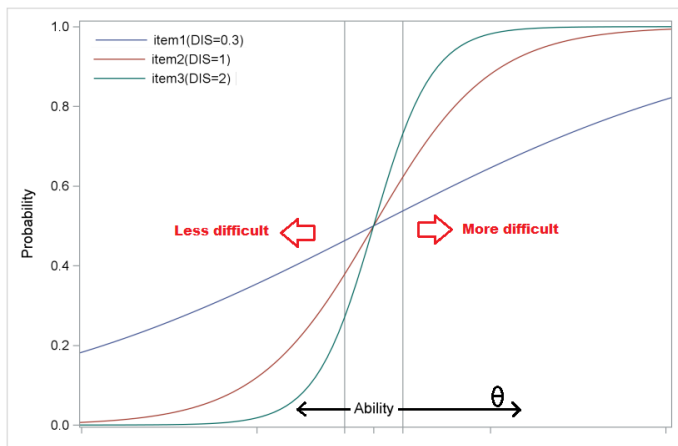
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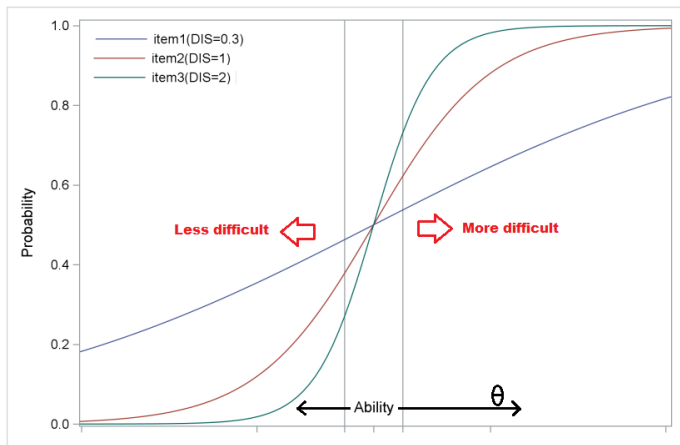
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- Slope at  $y = 0.5$  *correctness rate* is the **discrimination factor**.

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- How well does hazard—normalized over aptitude—work as a measure of difficulty?

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## Model and Metrics

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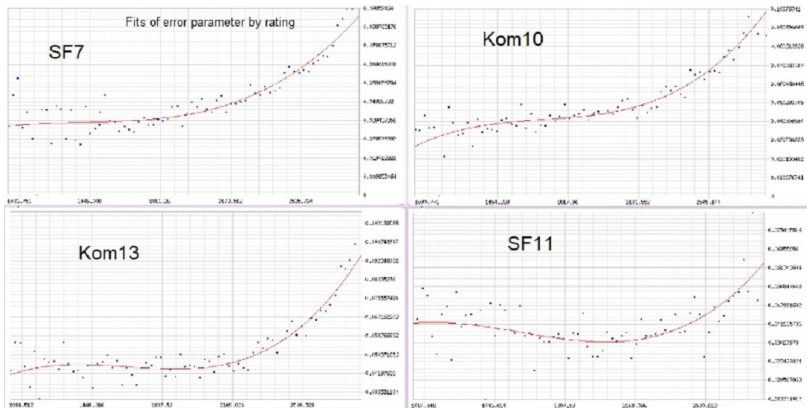
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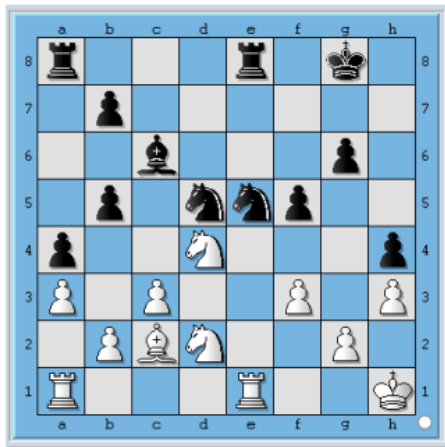
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- Low-hazard positions either have an obvious best move or many good moves.

## Example: Niemann-Shankland, USA Ch. 2023



Depth	1	2	3	...	18	19	20	21	22	23
Rad1	+041	+035	+029	...	-067	-068	-070	-070	-071	-071
Rab1	+016	+009	+021	...	-061	-067	-070	-070	-071	-071
Ne2	-048	-091	-040	...	-070	-070	-070	-071	-071	-071
Reb1	-030	-052	-010	...	-068	-070	-070	-071	-071	-071
Ra2	-003	-029	-010	...	-068	-070	-070	-071	-071	-071
Rf1	-029	-080	-010	...	-067	-070	-070	-071	-071	-071
Red1	-006	-057	-010	...	-067	-069	-070	-071	-071	-071
Nf1	+017	-029	-062	...	-080	-069	-070	-071	-071	-071
Rac1	+018	+012	+021	...	-067	-070	-070	-071	-071	-071
Rec1	-029	-052	-010	...	-067	-070	-071	-071	-071	-071
Rg1	-030	-044	-008	...	-067	-070	-071	-071	-071	-071
Re2	+008	+022	+035	...	-067	-069	-071	-071	-071	-071
Kg1	+021	+022	+028	...	-067	-069	-071	-071	-071	-071
Kh2	+022	+022	+013	...	-066	-069	-071	-071	-071	-071
Nxc6	-044	-044	-030	...	-088	-094	-086	-095	-089	-097
b3	-076	-076	-062	...	-101	-132	-120	-104	-118	-113

Low-hazard because crisis is far off, but difficult in real chess terms.  
 Low  $E_L$ , high entropy  $H$ . (Niemann lost.)

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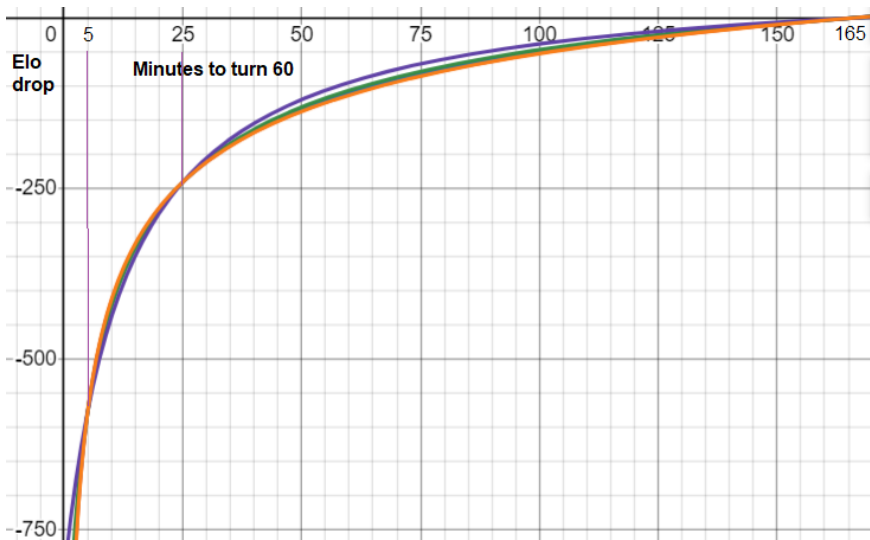
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## Time-Quality Curves (whole graph)



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# Discussion and Q & A

[And Thanks]

[Possible extra slides for Q & A follow...optional, of course...]



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- 5 ...reproducibility is doubtful and arduous.

The *chess angle* is to trade 1 against wealth of 2,3,4,5: lots of players and games, real competition, clear goals and metrics (Elo ratings), and not only reproducible but conducive to abundant falsifiable predictions.

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- How can we distinguish *uncovering genuine cognitive phenomena* from *artifacts of the model*?

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- Higher stringency cuts against timely public service.

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- **Now suppose the factual positivity rate is 20%**. Can we do this in our heads?

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- *Sensitivity and soundness generally remain separate criteria.*
- This is relevant insofar as I often get a lot of 3.00–4.00 range results.

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- Does not account for the *difficulty* of games. That is the job of the full model.

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- Would have been more “normal” if comprehensive studies of the career arcs (measured by Elo rating) of young players were to hand.

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- Lack of such studies exposed by the controversy over Hans Niemann's rise from 2465 Elo to 2700.

## Rating Lag—Natural Versus Systematic

- **The #1 scientific role I've played during the pandemic has been estimating the true skill growth of young players while their official ratings have been frozen.**
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- Show **this GLL article** including example of Ms. Velpula Sarayu.

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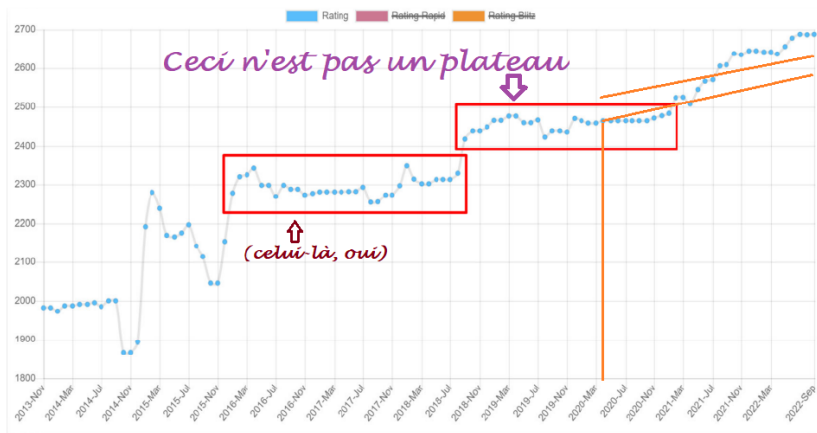
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- I will now discuss some other applications that these solid foundations enable.

# Hans Niemann: Platform or Plateau?



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- Picture emerging from recent youth events...?