

## Table of Contents

[Tournaments](#)

[Screenshot](#)

[Parallel Search](#)

[Automated Learning](#)

[Forum Posts](#)

[External Links](#)

[References](#)

[What links here?](#)

[Home](#) \* [Engines](#) \* **Deep Sjeng**

### Deep Sjeng,

a private and former commercial chess engine by [Gian-Carlo Pascutto](#), which emerged in 2002 from the 12.7 closed source branch of the chess variant and chess playing [open source engine Sjeng](#) <sup>[1]</sup>. Opposed to other commercial engines with the surname "deep" to indicate the version is able to play on multiple processors and sold for almost the double price than their "none deep" counterparts, Deep Sjeng, albeit able to play on multiple cores as well, is the native engine name for single as well as multiple processors.

Deep Sjeng was market since 2003 by [Lex Loep's](#) company [Lokasoft](#) <sup>[2]</sup>. It came with the [ChessPartner graphical interface](#) and supports [UCI](#) and the [Chess Engine Communication Protocol](#). Version 2.X with the [Mayura Chess Board](#) <sup>[3]</sup> and its third incarnation Deep Sjeng 3.x were distributed via Gian-Carlo's own site, but Deep Sjeng is no longer for sale <sup>[4]</sup>.

## Tournaments

Deep Sjeng played many [computer chess tournaments](#). It participated (so far) at six [World Computer Chess Championships](#) <sup>[5]</sup>:

Edition	Tournament	Ranking	Participants	Score	Games
11th	<a href="#">WCCC 2003</a> <a href="#">Graz</a>	11	16	4.5	11

12th	<a href="#">WCCC 2004</a>	<a href="#">Ramat Gan</a>	10	14	5.5	11
13th	<a href="#">WCCC 2005</a>	<a href="#">Reykjavík</a>	3	12	7.5	11
15th	<a href="#">WCCC 2007</a>	<a href="#">Amsterdam</a>	6	11	6	11
16th	<a href="#">WCCC 2008</a>	<a href="#">Beijing</a>	8	10	3.5	9
17th	<a href="#">WCCC 2009</a>	<a href="#">Pamplona</a>	1	9	6.5	9

Deep Sjeng further played various [Dutch Open Computer Chess Championships](#), [International CSVN Tournaments](#), [Livingston Chess960 Computer World Championships](#), dominated [The Chess Programmers Tournament](#) with three wins so far from four editions, and won the Italian [IOCSC 2010](#). Online Deep Sjeng played multiple [CCT Tournaments](#), where Deep Sjeng won the [CCT12](#) in 2010 and [CCT13](#) in 2011. Since 2008, Deep Sjeng participated the [ACCA World Computer Rapid Chess Championship](#) always with top rankings, winning the [WCRCC 2012](#).

## Screenshot

Deep Sjeng 2.5 with [Mayura Chess Board](#)

## Parallel Search

[Gian-Carlo Pascutto](#) in a reply to [Georg von Zimmermann](#) on Deep Sjeng's [parallel search](#) <sup>[8]</sup> :

How is Deep Sjeng going? What did you use to understand the parallel algorithms you are using (which ones) ?

I started out with [ABDADA](#) (described in ICCA journal article and used in [Amy](#)), which got me a speedup of +- 1.2. I went on to try [PVS](#) ([Crafty 15.0](#) and described in several articles about parallel search) which got me a speedup of 1.2-1.3.

1.3 wasn't enough, so I 'bit the bullet' and started looking at [DTS](#) ([Cray Blitz](#)). Unfortunately, DTS is both hideously complicated and requires a [nonrecursive search](#) and a [p2p design](#). I spent some time working on a variant of DTS that can work with a [recursive](#) search function and a [master-slave design](#) and that is what I am using now. It still needs a lot of test work, but current results indicate a speedup of about 1.6.

## Automated Learning

In 2007, Gian-Carlo's experimental program [Stoofvlees](#) aka Deep Sjeng 2.7 <sup>[9]</sup> with a set of feature recognizers coupled to a [neural network](#) <sup>[10]</sup>, had its [evaluation function](#) entirely [automatically learned](#) from "watching" Grandmaster games. The results were incorporated into Deep Sjeng 3.0 <sup>[11]</sup>. The engine has noticeably improved in strength, particularly in the areas where it was less optimal before.

## Forum Posts

- [Deep Sjeng testers wanted](#) by [Gian-Carlo Pascutto](#), [CCC](#), August 28, 2002
- [Deep Sjeng 1.0 released](#) by [Lex](#), [rgcc](#), March 3, 2003
- [Deep Sjeng Opteron Performance Results](#) by [Gian-Carlo Pascutto](#), [CCC](#), August 06, 2003
- [Positions from the WCCC2005: Deep Sjeng - Zappa](#) by [Gian-Carlo Pascutto](#), [CCC](#), August 26, 2005
- [Deep Sjeng 2.5 has arrived!](#) by [Eelco de Groot](#), April 24, 2007
- [Deep Sjeng 2.7 released](#) by [Jens](#), [CCC](#), September 03, 2007
- [Incredibly crazy game from Leiden: Deep Sjeng - The King](#) by [Gian-Carlo Pascutto](#), [CCC](#), October 18, 2009
- [Deep Sjeng @ 29th Dutch Open](#) by [Gian-Carlo Pascutto](#), [CCC](#), October 19, 2009
- [Re: Chess program with Artificial Neural Networks \(ANN\)?](#) by [Gian-Carlo Pascutto](#), [CCC](#), January 08, 2010
- [Deep Sjeng 50-move rule bug](#) by [Gabor Szots](#), [CCC](#), March 14, 2010
- [Deep Sjeng @ ICT 2010](#) by [Gian-Carlo Pascutto](#), [CCC](#), June 02, 2010

## External Links

- [Sjeng's ICGA Tournaments](#) (mostly Deep Sjeng)
- [Sjeng \(Chess\) from Wikipedia](#)

## References

1. ^ [Sjeng 12.7 and 11.2 released](#) by [Gian-Carlo Pascutto](#), [rgcc](#), January 2, 2002
2. ^ [Deep Sjeng 1.0 released](#) by [Lex](#), [rgcc](#), March 3, 2003
3. ^ [SJENG.ORG - Deep Sjeng 2.x](#)
4. ^ [SJENG.ORG - Deep Sjeng 3.x](#)
5. ^ [Sjeng's ICGA Tournaments](#) (mostly Deep Sjeng)
6. ^ Deep Sjeng played the [WCCC 2008](#) under the name Sjeng, not to confused with the "old" Sjeng
7. ^ After the [disqualification](#) of [Rybka](#) in June 2011, shared Champion with [Shredder](#) and [Junior](#)
8. ^ [Re: Deep Sjeng testers wanted](#) by [Gian-Carlo Pascutto](#), [CCC](#), August 29, 2002
9. ^ [Deep Sjeng 2.7 released](#) by Jens, [CCC](#), September 03, 2007
10. ^ [Re: Chess program with Artificial Neural Networks \(ANN\)?](#) by [Gian-Carlo Pascutto](#), [CCC](#), January 07, 2010
11. ^ [Re: Chess program with Artificial Neural Networks \(ANN\)?](#) by [Gian-Carlo Pascutto](#), [CCC](#), January 08, 2010

## What links here?

Page	Date Edited
<a href="#">14th Computer Olympiad</a>	Jul 23, 2017
<a href="#">ACCA World Computer Rapid Chess Championship</a>	Jun 27, 2017
<a href="#">Alaric</a>	Mar 4, 2014
<a href="#">Alon Greenfeld</a>	Feb 24, 2017
<a href="#">Carlos Pesce</a>	Sep 7, 2012
<a href="#">CCT Tournaments</a>	Jan 29, 2017
<a href="#">CCT11</a>	Feb 17, 2015
<a href="#">CCT12</a>	Jan 28, 2018
<a href="#">CCT13</a>	Dec 6, 2013
<a href="#">CCT15</a>	Oct 21, 2014
<a href="#">Chess960CWC 2005</a>	Jan 1, 2016
<a href="#">Chess960CWC 2006</a>	Sep 25, 2014
<a href="#">Chess960CWC 2008</a>	Aug 21, 2012
<a href="#">Chess960CWC 2009</a>	Aug 21, 2012
<a href="#">CPT 2008</a>	Nov 6, 2014
<a href="#">CPT 2010</a>	Jan 17, 2013
<a href="#">CPT 2011</a>	Dec 1, 2013
<a href="#">Deep Sjeng</a>	Jan 7, 2016
<a href="#">DOCCC 2002</a>	Nov 24, 2017

Page	Date Edited
<a href="#">DOCCC 2003</a>	Aug 17, 2016
<a href="#">DOCCC 2004</a>	Nov 19, 2016
<a href="#">DOCCC 2005</a>	Aug 15, 2015
<a href="#">DOCCC 2006</a>	Aug 27, 2016
<a href="#">DOCCC 2008</a>	Aug 15, 2015
<a href="#">DOCCC 2009</a>	Aug 15, 2015
<a href="#">DOCCC 2010</a>	Aug 15, 2015
<a href="#">Eigenmann Endgame Test</a>	Jun 1, 2017
<a href="#">Elke van Vlierberghe</a>	Jun 16, 2013
<a href="#">Engines</a>	Mar 10, 2018
<a href="#">Erdogan Günes</a>	Jul 7, 2017
<a href="#">Gabor Szots</a>	Oct 1, 2014
<a href="#">Gian-Carlo Pascutto</a>	Jan 16, 2018
<a href="#">GUI</a>	Mar 16, 2018
<a href="#">ICT 2003</a>	Aug 18, 2016
<a href="#">ICT 2004</a>	Aug 17, 2016
<a href="#">ICT 2005</a>	Oct 14, 2015
<a href="#">ICT 2006</a>	Oct 14, 2015
<a href="#">ICT 2007</a>	Sep 14, 2015
<a href="#">ICT 2008</a>	Sep 14, 2015
<a href="#">ICT 2010</a>	Sep 14, 2015
<a href="#">IOCSC 2010</a>	Jul 13, 2013
<a href="#">Italian Computer Chess Championship</a>	Sep 24, 2017
<a href="#">Lokasoft</a>	Jul 14, 2012
<a href="#">Micro-Max</a>	Aug 7, 2017
<a href="#">Mobile Chess</a>	Dec 27, 2016
<a href="#">Parallel Search</a>	Dec 30, 2017
<a href="#">Revelation</a>	Jul 15, 2016
<a href="#">Rybka Controversy</a>	Jan 18, 2018
<a href="#">Sjeng</a>	Aug 17, 2017
<a href="#">Stoofvlees</a>	Dec 7, 2017
<a href="#">Tao</a>	Jan 8, 2016
<a href="#">TCEC Season 5</a>	Jun 2, 2014
<a href="#">The Chess Programmers Tournament</a>	Nov 8, 2011
<a href="#">Timo Haupt</a>	Jan 8, 2016
<a href="#">WCCC 2002</a>	Nov 24, 2017
<a href="#">WCCC 2003</a>	Apr 2, 2017
<a href="#">WCCC 2004</a>	Jan 28, 2018
<a href="#">WCCC 2005</a>	Dec 27, 2016
<a href="#">WCCC 2007</a>	Jan 2, 2017
<a href="#">WCCC 2008</a>	Jan 3, 2017
<a href="#">WCCC 2009</a>	Apr 2, 2017
<a href="#">WCRCC 2008</a>	Nov 21, 2016
<a href="#">WCRCC 2009</a>	Jul 14, 2014
<a href="#">WCRCC 2010</a>	Jul 14, 2014

Page	Date Edited
<a href="#">WCRCC 2011</a>	Oct 21, 2014
<a href="#">WCRCC 2012</a>	Jul 14, 2014
<a href="#">WCRCC 2013</a>	Jul 14, 2014
<a href="#">Windows</a>	Nov 2, 2017
<a href="#">World Computer Chess Championship</a>	Mar 6, 2018

[Up one Level](#)