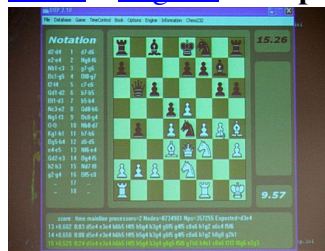


[Home](#) * [Engines](#) * **Diep**

Diep GUI ^[4]

Diep,

a [private chess program](#) written by [Vincent Diepeveen](#) in [C](#). The development started in 1994, and so far stopped in December 2012 [\[1\]](#). Since 1999 Diep performed a [parallel search](#) on [SMP](#), and later on [NUMA](#) multi core systems, and occasionally on Super Computers but unfortunately without too much support for testing. Diep's most successful year was 2004, when Diep won the [Dutch Open Computer Chess Championship in 2004](#) [\[2\]](#), and won the Bronze Medal at the [WCCC in Ramat Gan](#) [\[3\]](#).

Diep spawns [processes](#) for its parallel search. Due to its enormous chess [knowledge](#) implemented in its [evaluation](#), Diep was not a fast but knowledge based searcher.

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Deep Trouble

In 1997, [Vincent Diepeveen's](#) early claim caused some trouble and antagonism ^{[5] [6] [7]} :
Diep is without doubt the strongest chess analysis program in the world at infinite level (few hours a move). The longer you allow it to analyse the better the move it will produce, something which is uncommon for most other chessprograms, caused by the enormous chessknowledge in Diep, which is at the time still considerably growing every month (and decreasing the Diep searchspeed).

Tournaments

Diep was one of the most active programs in official [tournaments](#). It played three [World Microcomputer Chess Championships](#), the [WMCCC 1997](#) ^[8] , [WMCCC 2000](#) and [WMCCC 2001](#), seven [World Computer Chess Championships](#), [WCCC 1999](#), [WCCC 2002](#), [WCCC 2003](#) ^[9] , [WCCC 2004](#), [WCCC 2005](#), [WCCC 2006](#) and the [WCCC 2007](#), various [Dutch Open Computer Chess Championships](#), [ICTs](#) , [IPCCCs](#), the [IOPCCC 2007](#), [CPTs](#) and [CCT Tournaments](#).

Book Authors

Diep, while playing tournaments, had various book authors over the time, [Carlos Pesce](#) at the [WMCCC 2001](#), [Eros Riccio](#) at the [WCCC 2006](#), and [Arturo Ochoa](#) at most other tournaments.

Descriptions

given from the [ICGA](#) tournament site ^[10]

1997

Diep is a classical chess playing program with this exception that I try to incorporate as much chess knowledge as possible. This is hard work, but in the end I hope it will give Diep a lot.

1999

Started winter 1994 with DIEP. But now i'm busy with this experimental parallel program, it's called DIEP. Still using the same huge evaluation, from which as far as i know it's the most extensive chess [evaluation](#) that any chessprogram contains (although mainly [middlegame](#) / [opening](#) heuristics).

The search of DIEP is however very very [selective](#) currently. I plan to join [Paderborn](#) with a complete new search. Not only parallel, but it's closer to [best first search](#) than the depth limited [alfabeta search](#), although it's still using the [iteration](#) to expand nodes.

Features

- [Double Null Move](#) ^[11]
- [Diep's Table-driven Move Generation](#) ^{[12] [13] [14]}

Selected Games

[WCCC 2004](#), round 10, [Fritz](#) - [Diep](#) ^{[15] [16]}

[Event "WCCC 2004"]
[Site "Ramat Gan, Israel"]
[Date "2004.07.12"]
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[White "Fritz"]
[Black "Diep"]
[Result "0-1"]

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Be3 e5 7. Nb3 B
e6
8. f3 Nbd7 9. g4 b5 10. g5 b4 11. Ne2 Nh5 12. Qd2 a5 13. Ng3 Nxg3 14.
hxc3
a4 15. Nc1 Qa5 16. f4 Nc5 17. Bg2 a3 18. b3 Rc8 19. f5 Bd7 20. Nd3 Nxd
3+
21. cxd3 Qb5 22. d4 Be7 23. d5 Bd8 24. Bf1 Qb7 25. Bc4 Rb8 26. O-O-
O Bb6
27. Kbl Qa7 28. Bxb6 Qxb6 29. Rc1 Kf8 30. Rc2 Qd4 31. Qe2 Rc8 32. g6 h
5
33. g4 h4 34. Qf3 f6 35. Rd1 Qb6 36. Rh2 Ke7 37. g5 fxg5 38. Re2 Rh6
39. Qg4 Kf6 40. Qg2 Bb5 41. Rg1 Rh5 42. Bxb5 h3 43. Qg4 Qxb5 44. Rd2 Q
c5
45. Rgd1 Rh4 46. Qg3 Qc3 47. Qh2 Qe3 48. Re2 Qf3 0-1

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- [Eric van Reem](#) (2004). *Drei Gewinner in Leiden - Die Geschichte von Diep*. [Computerschach und Spiele](#), 6/2004 (German) » [DOCCC 2004](#)

Forum Posts

1996 ...

- [Diep homepage](#) by [Vincent Diepeveen](#), [rgcc](#), November 19, 1996
- [Endgame Study Solving Competition](#) by [Harold van der Heijden](#), [rgcc](#), December 13, 1996
- [Unsubstantiated claim in the Diep homepage](#) by [Bruce Moreland](#), [rgcc](#), January 17, 1997
- [The Diep Home page \(more correction needed\)](#) by [Ed Schröder](#), [rgcc](#), January 21, 1997
- [The Diep Advanced Intelligence chess program](#) by Jan-Frode Myklebust, [CCC](#), April 20, 1998
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- [Re: Diep 2.0](#) by [Vincent Diepeveen](#), [CCC](#), January 26, 2018

External Links

Chess Program

- [Diep's ICGA Tournaments](#)
- [The chess games of Diep](#) from [chessgames.com](#)
- [Diep](#) from [Internet Chess Club](#)
- [Vincent Diepeveen en het schaakprogramma Diep](#) from [Schaakclub Oud Zuylen Utrecht](#) (Dutch)
- [Diep lachende derde in het NK en Kramnik versus de witte-boorden-maffia](#) by [Vincent Diepeveen](#), [Schaakclub Oud Zuylen Utrecht](#) (Dutch)
- [Super Diep](#) by [Vincent Diepeveen](#), [Schaakclub Oud Zuylen Utrecht](#) (Dutch)
- [Permission to use code](#) from [Random thoughts](#) by [Mridul Muralidharan](#), June 09, 2004 » [Diep's Table-driven Move Generation](#)

Misc

- [Hollands Diep](#) from [Wikipedia](#)

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