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

PuppetMaster,

an experimental chess playing entity by [Folkert van Heusden](#) which implements a multiple-brain concept using an [UDOO](#) computer running Folkert's engine [DeepBrutePos](#) in a so called "puppet master" mode, requesting best moves from external [UCI](#) or [XBoard](#) engines each running on one of seven [Raspberry Pi](#) nodes connected via [TCP sockets](#) ^[1]. The most chosen move is played, while DeepBrutePos keeps track how often a move of each engine was selected. In case of a tie, moves of engines with higher selection rate are preferred ^[2].

Photos



PuppetMaster in action at [PT 46](#) ^[3]

Tournament Play

PuppetMaster had its official tournament debut at the [CSVN 1st Open Internet Tournament](#) in May 2014, and further played the [PT 46](#) over the board a week later, becoming 5th of 8 with a 50% score. At PT 46 the seven PI engines were ^[4]:

1. [BikJump](#)
2. [GNU Chess](#)
3. [Fruit](#)
4. [Toga II](#)
5. [Stockfish](#)
6. [MinkoChess](#)
7. [Arasan](#) ^[5].

Photos & Games



[CSVN PT 46](#), round 4, [The King](#) - [PuppetMaster](#) ^[6], [Johan de Koning](#) and [Folkert van Heusden](#) - [Harm Geert Muller](#) and [Marcel van Kervinck](#) in the background ^[7]

```
[Event "CSVN PT 46"]
[Site "Leiden"]
[Date "2014.05.18"]
[Round "4"]
[White "The King"]
[Black "DBP/PuppetMaster"]
[Result "0-1"]
```

```
1.e4 d5 2.exd5 Nf6 3.d4 Nxd5 4.Nf3 e6 5.c4 Bb4+ 6.Bd2 Bxd2+ 7.Qxd2 Nf6
8.Nc3 Nc6
9.Rd1 h6 10.Be2 O-O 11.O-
O b6 12.Ne5 Bb7 13.Qf4 Nxe5 14.dxe5 Nd7 15.Rd3 Qe7
16.Rfd1 Nc5 17.Rg3 Kh8 18.b4 Nd7 19.Rgd3 Qxb4 20.Rxd7 Qxc3 21.Rxc7 Qc2
22.Rd2
Qc1+ 23.Bf1 Be4 24.Qe3 Kg8 25.a3 Bg6 26.c5 bxc5 27.Rxc5 Qa1 28.Rd6 Rfc
8 29.Rxc8+
Rxc8 30.Qxa7 Rc1 31.Qa6 Qxe5 32.Rd2 Kh7 33.h3 Qe1 34.Rd8 Be4 35.Rd4 f5
36.Rd8
Bd5 37.Rxd5 exd5 38.a4 Qd2 39.a5 Rc2 40.f3 Qf2+ 41.Kh2 Qxf3 42.Qd3 Rxc
2+ 43.Kh1
Qxd3 44.Bxd3 Ra2 45.Bxf5+ g6 46.Bd3 Rxa5 0-1
```

See also

- [Clever & Smart](#)
- [Comics](#)
- [DeepBrutePos](#)
- [Fiction](#)
- [Masters](#)
- [Raspberry Pi](#)
- [UDOO](#)

Forum Posts

- [rasberry pi cluster versus fairymax](#) by [Folkert van Heusden](#), [CCC](#), October 31, 2013
- [Re: CSVN 1st Open Internet Tournament: Results and games](#) by [Folkert van Heusden](#), [CCC](#), May 12, 2014
- [Re: CSVN Programmers' Tournaments May 2014](#) by [Folkert van Heusden](#), [CCC](#), May 20, 2014
- [Re: CSVN Programmers' Tournaments May 2014](#) by [Folkert van Heusden](#), [CCC](#), May 20, 2014

External Links

Chess Entity

- [DeepBrutePOS - An experimental chess program](#)
- [PT46: Round 1](#)

Misc

- [Puppet Master \(disambiguation\) from Wikipedia](#)
- [Puppet Master \(comics\) from Wikipedia](#)
- [The Puppet Masters - Wikipedia](#) - a 1951 [science fiction novel](#) by [Robert A. Heinlein](#)
- [Puppet Master \(film\) - Wikipedia](#)
- [Metallica - Master of Puppets](#), [Rock am Ring](#) 2008, [YouTube](#) Video

References

1. [^ raspberry pi cluster versus fairymax](#) by [Folkert van Heusden](#), [CCC](#), October 31, 2013
2. [^ Re: CSVN Programmers' Tournaments May 2014](#) by [Folkert van Heusden](#), [CCC](#), May 20, 2014
3. [^ Photo by Jan Krabbenbos](#), [PT46: Round 1](#)
4. [^ Re: CSVN Programmers' Tournaments May 2014](#) by [Folkert van Heusden](#), [CCC](#), May 20, 2014
5. [^ Cruel fate that Arasan](#), which became runner-up at [PT 46](#) behind the [The Baron](#), lost from PuppetMaster due to an operator glitch unexperienced with [Arena](#), [Re: The Baron is the winner](#) by [Richard Pijl](#), [CCC](#), May 18, 2014
6. [^ CSVN PT 46 PGN download](#)
7. [^ Photo by Jan Krabbenbos](#), [PT46: Round 4](#)

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1st CSVN OIT	May 18, 2014
DeepBrutePos	May 20, 2014
Engines	Mar 10, 2018
Folkert van Heusden	Nov 24, 2017
PT 46	Dec 9, 2014
PT 48	Oct 15, 2015
PuppetMaster	Sep 17, 2015
Raspberry Pi	Jun 7, 2017
UDOO	Oct 27, 2017

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