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Zeta Logo

Zeta, (Zeta OpenCL Chess) an experimental [open source chess engine](#) written in [OpenCL](#) by [Srdja Matovic](#). The engine has been in development since 2010 and was first released July 13, 2011 under the [GNU GPL](#). Zeta supports only some basic commands of the [Chess Engine Communication Protocol](#) ([Winboard](#)/[Xboard](#)). Main features are the use of [Quad-Bitboards](#), and its ability to run on a [GPU](#).

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Details

Zeta is written in [C](#) (host) and [OpenCL](#) (device). The host handles the IO, but all chess related computations are done in OpenCL on the device.

Zeta v097 and v098 were designed to run thousands of independent [threads](#) on a [GPU](#), therefore they store the expanded search tree via an randomized [Best-First](#)-MiniMax search in [memory](#) .

NPS and Playing Strength

- Zeta 098c on Nvidia GeForce GTX 480, ca. 5 Mnps, est. 2000 Elo
- Zeta 097x on Nvidia GeForce GTX 480, ca. 5 Mnps, est. 1800 Elo

- Zeta 098c on AMD Radeon R9 290, ca. 3.2 Mnps
- Zeta 097x on AMD Radeon HD 7750, ca. 800 Knps

See also

- [Zeta Dva](#)

Forum Posts

- [Zeta, a chess engine in OpenCL](#) by [Srdja Matovic](#), [CCC](#), March 17, 2010
- [Zeta plays chess on a gpu](#) by [Srdja Matovic](#), [CCC](#), June 23, 2011
- [ZetaOpenCL 098ew64 running on Windows OS](#) by [Norbert Raimund Leisner](#), [CCC](#), November 27, 2016
- [Zeta v099a. gpu chess update](#) by [Srdja Matovic](#), [CCC](#), April 11, 2017

External Links

- [GitHub - smatovic/Zeta: Experimental chess engine written in OpenCL](#)
- [Archived Zeta Chess blog](#), [Wayback Machine](#)

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Srdja Matovic	Apr 14, 2018
Zeta Dva	Apr 11, 2017

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