Package ‘bigchess’

August 5, 2020

Type Package
Title Read, Write, Manipulate, Explore Chess PGN Files and R API to UCI Chess Engines
Version 1.9.1
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Description Provides functions for reading *.PGN files with more than one game, including large files without copying it into RAM (using 'ff' package or 'RSQLite' package). Handle chess data and chess aggregated data, count figure moves statistics, create player profile, plot winning chances, browse openings. Set of functions of R API to communicate with UCI-protocol based chess engines.
License GPL-3
Imports processx
Suggests ff,ffbase,RSQLite,rjson,magrittr
Encoding UTF-8
LazyData true
RoxygenNote 7.0.0
NeedsCompilation no
Repository CRAN
Date/Publication 2020-08-05 16:10:02 UTC

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analyze_game

Description
Analyze game using UCI engine and R API

Usage
analyze_game(engine, san = NULL, lan = NULL, quiet = FALSE, ...)

Arguments
- **engine**: engine path or engine object from uci_engine()
- **san**: movetext in short algebraic notation, default NULL
- **lan**: movetext in long algebraic notation, default NULL
- **quiet**: boolean, hide system messages? Default FALSE
- **...**: further arguments passed directly to uci_go(), i.e. depth = 10
analyze_position

Value

list containing analyze_position() result (score and bestlines) for each move in the game. Note that if black moves, then score is multiplied by -1.

Examples

# Linux (make sure you have executable permission):
engine_path <- "/stockfish_10_x64"
# Windows
# engine_path <- "/stockfish_10_x64.exe"
g <- "1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4 Nf6 5.O-O Be7"
G <- analyze_game(engine_path,san = g, depth = 20)
G[[1]]$comment # "book"
G[[10]]$curmove_san # "Be7"
G[[10]]$score # 62

analyze_position

Analyze position

Description

Analyze position using UCI engine and R API

Usage

analyze_position(engine, san = NULL, lan = NULL, ...)

Arguments

engine engine path or engine object from uci_engine()
san movetext in short algebraic notation, default NULL
lan movetext in long algebraic notation, default NULL
... further arguments passed directly to uci_go()

Value

list containing bestmove, score and bestlines
Examples

# Linux (make sure you have executable permission):
engine_path <- "./stockfish_10_x64"
# Windows
# engine_path <- "./stockfish_10_x64.exe"
require(magrittr)
ap <- analyze_position(engine_path,san = "1. e4",depth = 20)
ap$bestmove_lan
# "e7e5"
ap$score
# -7
ap$bestmove_san
# "e5"
ap$curpos_lan
# "e2e4"
ap$curpos_san
# "1. e4"ap$bestline_lan
# 10. Nf5 Bxf5 11. exf5 c4 12. Ba4 a6 13. Qe2"
ap$bestline_san
# "e7e5 g1f3 b8c6 d2d4 e5d4 f1c4 g8f6 e1g1 f8e7
# f1e1 d7d6 f3d4 c6e5 c4b3 e8g8 b1c3 c7c5 d4f5
# c8f5 e4f5 c5c4 b3a4 a7a6 d1e2"

browse_eco_opening Browsing ECO opening winning and drawing percentages by table and barplot

Usage

browse_eco_opening(df, topn = 0)

Arguments

df data frame with imported chess games from read.pgn() function.
topn integer, default is 0, passed to tree_eco function (indicating how many top openings should be included).

Value

Data frame from tree_eco function and plot from plot_tree_eco function.
**Examples**

```r
f <- system.file("extdata", "Kasparov.gz", package = "bigchess")
con <- gzfile(f, encoding = "latin1")
df <- read.pgn(con, quiet = TRUE, ignore.other.games = TRUE, stat.moves = FALSE, add.tags = "ECO")
# Analyze 20 best ECO Kasparov openings:
bo <- browse_eco_opening(subset(df, grepl("Kasparov", White)), 20)
```

---

**browse_opening**

Browse opening winning and drawing percentages by table and barplot

**Usage**

```r
browse_opening(df, movetext = "")
```

**Arguments**

- `df`: data frame with imported chess games from `read.pgn()` function.
- `movetext`: movetext string, default is "" means browse first move for White. The standard English values are required: pawn = "P" (often not used), knight = "N", bishop = "B", rook = "R", queen = "Q", and king = "K".

**Value**

Data frame from `tree_move` function and plot from `plot_tree_move` function.

**Examples**

```r
f <- system.file("extdata", "Kasparov.gz", package = "bigchess")
con <- gzfile(f, encoding = "latin1")
df <- read.pgn(con, quiet = TRUE, ignore.other.games = TRUE, stat.moves = FALSE)
# Analyze best Kasparov openings:
bo <- browse_opening(subset(df, grepl("Kasparov", White)))
# Analyze 'best' answer to Kasparov Ruy Lopez:
bo <- browse_opening(subset(df, grepl("Kasparov", White)), "1.e4 e5 2.Nf3 Nc6 3.Bb5")
# Analyze best answer to "1.e4 e5 2.Nf3" in aggregated data
browse_opening(FirstTwoMoves, "1.e4 e5 2.Nf3")
```
extract_moves

eco

Description
A dataset containing 2014 ECO (Encyclopedia of Chess Openings) openings

• ECO
• Opening
• Variation
• Movetext: Standard algebraic notation
• NMoves
• LAN: Movetext converted into long algebraic notation

Usage
data(eco)

Format
A data frame with ECO openings

extract_moves

Description
Extract first N moves from pgn movetext into data frame

Usage
extract_moves(movetext, N = 10, last.move = T)

Arguments

movetext movetext string (or string vector). The standard English values are required: pawn = "P" (often not used), knight = "N", bishop = "B", rook = "R", queen = "Q", and king = "K".

N integer (default 10) determines how many first N moves will be extracted. Default is 10, should be greater than 0.

last.move boolean (default TRUE) indicating whether to calculate the last move
Value

Data frame containing first N moves for white and for black, named as W1, B1, W2 and so on, up to WN and BN (where N is input argument). If N is greater than total moves number then NA’s generated. Column complete.movetext flag is indicating if movetext string begin with "1.'move'".

Examples

```r
eextract_moves("1. e4 e5 2. Nf3 Nf5 3. d5 ", N = 3)
# e4 e5 Nf3 Nf5 d5 NA TRUE
exract_moves("1. e4 e5 2. Nf3 Nf5 3. d5 ", N = 3, last.move = TRUE)
# e4 e5 Nf3 Nf5 d5 NA d5 TRUE
```

---

<table>
<thead>
<tr>
<th>FirstTwoMoves</th>
<th>Example dataset</th>
</tr>
</thead>
</table>

Description

A dataset containing 10,894 results after first two moves in 2,395,869 high-quality chess games played over the board by players with ELO > 2000. Source data OTB-HQ.7z downloaded from: https://sourceforge.net/projects/codekiddy-chess/ and converted to PGN in SCID software.

- Result:
  - W1: White first move
  - B1: Black first move
  - W2: White second move
  - B2: Black second move
- Freq: Number of games played in database

Usage

```r
data(FirstTwoMoves)
```

Format

A data frame with popular positions in classic chess
### lan2san

**Movetext conversion from LAN to SAN**

**Description**

Convert LAN movetext (long algebraic notation used by chess engines) to SAN movetext (standard algebraic notation required by FIDE)

**Usage**

`lan2san(movetext.lan)`

**Arguments**

`movetext.lan` movetext string in long algebraic notation (LAN), but without comments, variants etc.

**Value**

movetext in standard algebraic notation

**Examples**

`lan2san("e2e4 c7c5")`

---

### n_moves

**Compute number of moves**

**Description**

Compute total number of moves given movetext string (or string vector)

**Usage**

`n_moves(movetext)`

**Arguments**

`movetext` movetext string (or string vector)

**Value**

`n` integer (or integer vector)

**Examples**

`n_moves(c("1. e4 e5 2. Nf3 Nf5 3. d5 ","1. d4 d5"))`

# 3 1
**Description**

Computes players' profile from data frame obtained from read.pgn() function into data frame

**Usage**

```
player_profile(df, player)
```

**Arguments**

- `df`: data frame from read.pgn or read.pgn.ff files with stats computed.
- `player`: string used in grepl(player,White) and grepl(player,Black)

**Value**

Data frame with player (column prefix P_) and opponent (column prefix O_) figure move counts. Column Player_Col indicating pieces colour for player (factor White or Black). Example column P_Q_moves means number of player Queen moves count.

**Examples**

```r
f <- system.file("extdata", "Kasparov.gz", package = "bigchess")
con <- gzfile(f, encoding = "latin1")
df <- read.pgn(con, quiet = TRUE, ignore.other.games = TRUE)
nrow(df) # 2109
df_pp <- player_profile(df,"Kasparov, Gary")
nrow(df_pp) # 1563
df_pp <- player_profile(df,"Kasparov,G")
nrow(df_pp) # 543
df_pp <- player_profile(df,"Kasparov, G\.")
nrow(df_pp) # 2
df_pp <- player_profile(df,"Kasparov")
nrow(df_pp) # 2109 - correct
boxplot(P_Q_moves/NMoves~Player_Col,df_pp,
main = "Average Queen Moves\nKasparov as Black (909 games) vs Kasparov as White (1200 games)",
col = c("black","white"),border = c("black","black"),notch = TRUE)
# Magnus Carlsen data example
f <- system.file("extdata", "Carlsen.gz", package = "bigchess")
con <- gzfile(f, encoding = "latin1")
df <- read.pgn(con, quiet = TRUE, ignore.other.games = TRUE)
nrow(df) # 2410
df_pp <- player_profile(df,"Carlsen")
nrow(df_pp) # 2411 - ??
# One game was played by Carlsen,H
df_pp <- player_profile(df,"Carlsen,M")
nrow(df_pp) # 2410 - correct
```
plot_tree_eco

Plot tree for a given tree ECO table

Description
Plot tree (barplot percentages) for a given tree ECO data frame.

Usage
plot_tree_eco(tr, main = "", add.lines = T, add.labels = T)

Arguments
tr
  data frame containing tree ECO
main
  string for main title, default is ""
add.lines
  boolean (default TRUE) add weighted mean lines?
add.labels
  boolean (default TRUE) add labels?

Value
Barplot with white scores, draws percent and black scores.

Examples
f <- system.file("extdata", "Kasparov.gz", package = "bigchess")
con <- gzfile(f, encoding = "latin1")
df <- read.pgn(con, quiet = TRUE, stat.moves = FALSE, add.tags = "ECO")
tr <- tree_eco(subset(df, W1 == "e4"), 20)
plot_tree_eco(tr, "1. e4 ... ?")

plot_tree_move

Plot tree for a given tree move table

Description
Plot tree (barplot percentages) for a given tree move data frame.

Usage
plot_tree_move(tr, main = "", add.lines = T, add.labels = T)

Arguments
tr
  data frame containing tree move
main
  string for main title, default is ""
add.lines
  boolean (default TRUE) add weighted mean lines?
add.labels
  boolean (default TRUE) add labels?
read.pgn

Value

Barplot with white scores, draws percent and black scores.

Examples

f <- system.file("extdata", "Kasparov.gz", package = "bigchess")
con <- gzfile(f, encoding = "latin1")
df <- read.pgn(con, quiet = TRUE, stat.moves = FALSE)
tr <- tree_move(subset(df, W1 == "e4"), "B1")
plot_tree_move(tr, "1. e4 ... ?")
# Plot tree move openings in aggregated data
tr <- tree_move(FirstTwoMoves, "W1")
plot_tree_move(tr, paste0("1. ... ?\n", sum(FirstTwoMoves$Freq), " total games"))

read.pgn

Reads PGN files into data frame

Description

Reads PGN files into data frame

Usage

read.pgn(
  con, 
  add.tags = NULL, 
  n.moves = T, 
  extract.moves = 10, 
  last.move = T, 
  stat.moves = T, 
  big.mode = F, 
  quiet = F, 
  ignore.other.games = F, 
  source.movetext = F
)

Arguments

con connection argument passed directly to readLines() function. String - the name
of the file which the data are to be read from or connection object or URL.

add.tags string vector containing additional tags to be parsed. According to Seven Tag
Roster rule: http://www.saremba.de/chessgml/standards/pgn/pgn-complete.htm#c8.1.1
The STR tag pairs appear before any other tag pairs: "Event", "Site", "Date",
"Round", "White", "Black" and "Result". Using this argument you can spec-
ify supplemental tag names, such as: Player related information, Event re-
lated information, Opening information (locale specific), Opening information
(third party vendors), Time and date related information, Time control, Alternative starting positions, Game conclusion and Miscellaneous. Most popular: "WhiteElo", "BlackElo", "ECO", "SetUp" or "FEN". Case sensitive.

n.moves  boolean (default TRUE), compute number of moves?
extract.moves  integer (default 10) passed to extract_moves function. Additionally value -1 will extract all moves from movetext (not recommended for big files). Value 0 means that moves will not be extracted.
last.move  boolean (default TRUE) passed to extract_moves, ignored when extract.moves = 0
stat.moves  boolean (default TRUE), compute moves count statistics? Could take a long time for big file.
big.mode  boolean (default FALSE) used in read.pgn.ff function
quiet  boolean (default FALSE), indicating if messages should appear.
ignore.other.games  boolean (default FALSE) if TRUE result is subset of original dataset without games with result marked as "*", i.e. ongoing games
source.movetext  boolean (default FALSE, experimental!) if TRUE column with original movetext will be added

Value

Data frame containing STR, additional tags (conditionally), Movetext, NMoves (conditionally), extracted moves (conditionally) with complete.movetext flag, figure moves count statistics (conditionally).

Examples

f <- system.file("extdata", "2016_Candidates.pgn", package = "bigchess")
df <- read.pgn(f)
# ...successfully imported 56 games...

# Example downloaded from https://www.pgnmentor.com/files.html#players and gzipped:
f <- system.file("extdata", "Carlsen.gz", package = "bigchess")
con <- gzfile(f,encoding = "latin1")
df <- read.pgn(con,quiet = TRUE)
# Fastest mode:
con <- gzfile(f,encoding = "latin1")
df <- read.pgn(con,quiet = TRUE,n.moves = FALSE,extract.moves = FALSE,
stat.moves = FALSE,ignore.other.games = FALSE)
# Parse additional tags and extract all moves:
con <- gzfile(f,encoding = "latin1")
df <- read.pgn(con,add.tags = c("WhiteElo", "BlackElo", "ECO"),extract.moves = -1)
# Example of direct downloading data from chess.com using API:
df <- read.pgn("https://api.chess.com/pub/player/fabianocaruana/games/2013/03/pgn")
# Warning of incomplete line could appear

# Example of scraping all of games given user:
user <- "fabianocaruana"
library("rjson")
json_file <- paste0("https://api.chess.com/pub/player","user","/games/archives")
json_data <- fromJSON(paste(readLines(json_file), collapse=""))
result <- data.frame()
for(i in json_data$archives)
  result <- rbind(result,read.pgn(paste0(i,"/pgn")))
# Linux/Mac OS X ('r' opening mode for loop over readLines):
con <- gzfile(system.file("extdata", "Carlsen.gz", package = "bigchess"), "r", encoding = "latin1")
# con <- file("path_to_big_chess_file.pgn", "r", encoding = "latin1")
read.pgn.db(con, conn = conn)

# Windows (example of zipped file handling)
unzf <- unzip("zipped_pgn_file.zip")
read.pgn.db(con, conn = conn)

---

read.pgn.ff

*Reads PGN files into ff data frame*

**Description**

Reads PGN files into ff data frame

**Usage**

```r
read.pgn.ff(con, batch.size = 10^6, ignore.other.games = F, ...)
```

**Arguments**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>con</code></td>
<td>connection argument passed directly to readLines() function. String - the name of the file which the data are to be read from or connection object or URL.</td>
</tr>
<tr>
<td><code>batch.size</code></td>
<td>number of lines to read in one batch, default is 10^6.</td>
</tr>
<tr>
<td><code>ignore.other.games</code></td>
<td>boolean (default FALSE) if TRUE result is subset of original dataset without games with result marked as &quot;*&quot;, i.e. ongoing games. The only one argument which is not passed directly to read.pgn function.</td>
</tr>
<tr>
<td><code>...</code></td>
<td>further arguments passed directly to read.pgn() function (besides ignore.other.games and big.mode)</td>
</tr>
</tbody>
</table>

**Value**

ff data frame like from read.pgn() function. Since character values are not supported in ffdf object, "Movetext" column is omitted.

**Examples**

```r
require(ff)
require(ffbase)
f <- system.file("extdata", "Carlsen.gz", package = "bigchess")
con <- gzfile(f, "rb", encoding = "latin1")
# options("fftempdir"="/path/"...) # if necessarily
```
san2lan

Movetext conversion from SAN to LAN

Description

Convert SAN movetext (FIDE) to LAN movetext (used by chess engines)

Usage

san2lan(movetext.san)

Arguments

movetext.san movetext string in standard algebraic notation (SAN) required by FIDE, but without comments, variants etc.

Value

movetext in long algebraic notation

Examples

san2lan("1. e4 e5 2. Nf3 Nf5 3. d5 ")
stat_moves  
**Extract statistics of moves**

**Description**

Extract statistics of moves (counts figure moves) from movetext vector into data frame

**Usage**

```
stat_moves(movetext, sides = "both")
```

**Arguments**

- **movetext**: movetext string (or string vector). The standard English values are required: pawn = "P" (often not used), knight = "N", bishop = "B", rook = "R", queen = "Q", and king = "K".
- **sides**: "both" (default),"white" or "black"

**Value**

Data frame containing moves count statistics for white and for black and total.

**Examples**

```
stat_moves("1. e4 e5 2. Nf3 Nf5 3. d5 ")
```

tree_eco  
**Compute ECO tree**

**Description**

Compute ECO tree (frequencies and winning percent)

**Usage**

```
tree_eco(df, topn = 0)
```

**Arguments**

- **df**: data frame containing ECO and Result columns
- **topn**: integer, default 0, indicating how many top openings should be included, 0 means show all openings
Value

Data frame containing White_score (White winning percent), Draws_percent, Black_score and N (number of games). Sorted by power of ECO (White_score * N which describes popularity and score of move) descending.

Examples

```r
f <- system.file("extdata", "Kasparov.gz", package = "bigchess")
con <- gzfile(f, encoding = "latin1")
df <- read.pgn(con, quiet = TRUE, stat.moves = FALSE, add.tags = "ECO")
```

---

**tree_move**

*Compute tree for a given move*

Description

Compute tree for a given move (frequencies and winning percent)

Usage

```r
tree_move(df, move)
```

Arguments

- **df**: data frame containing move and Result column from pgn function or data frame containing aggregated data from such df (containing columns: Result, W1, B1, W2, ..., WN, BN, Freq)
- **move**: character indicating which move should be browsed, example "W1"

Value

Data frame containing White_score (White winning percent), Draws_percent, Black_score and N (number of games). Sorted by power of move (White_score times N which describes popularity and score of move) descending.

Examples

```r
f <- system.file("extdata", "Kasparov.gz", package = "bigchess")
con <- gzfile(f, encoding = "latin1")
df <- read.pgn(con, quiet = TRUE, stat.moves = FALSE)
# Analyze best answers to 1. e4 in Kasparov games (both white and black)
tree_move(subset(df, W1 == "e4"), move = "B1")
# Analyze openings in aggregated data
tree_move(FirstTwoMoves, "W1")
```
uci_cmd

Sending command to chess engine

Description

Sending command to chess engine

Usage

uci_cmd(engine, command = "")

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>engine</td>
<td>engine object</td>
</tr>
<tr>
<td>command</td>
<td>string command</td>
</tr>
</tbody>
</table>

Value

engine object

Examples

# Linux (make sure you have executable permission):
engine_path <- "/stockfish_10_x64"

# Windows
# engine_path <- "/stockfish_10_x64.exe"
e <- uci_engine(engine_path)
e <- uci_command(e, "go depth 10")
uci_quit(e)

# Using pipe '|>' from magrittr:
require(magrittr)
uci_engine(engine_path) %>% uci_command("go depth 10") %>% uci_quit()

uci_debug

Sending command debug for chess engine

Description


switch the debug mode of the engine on and off. In debug mode the engine should sent additional infos to the GUI, e.g. with the "info string" command, to help debugging, e.g. the commands that the engine has received etc. This mode should be switched off by default and this command can be sent any time, also when the engine is thinking.
**Usage**

```r
gui_debug(engine, on = TRUE)
```

**Arguments**

- `engine` : engine object
- `on` : boolean default TRUE

**Value**

engine object

---

**uci_engine**

*Create an engine handler in R*

**Description**

Create an engine handler in R and send command `isready`

**Usage**

```r
gui_engine(path)
```

**Arguments**

- `path` : path to engine file. Make sure you have executable permission on this file.

**Value**

engine object (list of two: pipe to engine and temp as a result from stdout engine)

**Examples**

```r
# Linux (make sure you have executable permission):
engine_path <- "./stockfish_10_x64"
# Windows
# engine_path <- "./stockfish_10_x64.exe"
e <- uci_engine(engine_path)
uci_quit(e)

# Using pipe '\%\>' from magrittr:
require(magrittr)
uci_engine(engine_path) %>% uci_quit()
```
uci_go

Description

Sending command go for chess engine. Info about go command from http://wbec-ridderkerk.nl/html/UCIProtocol.html start calculating on the current position set up with the "position" command. There are a number of commands that can follow this command, all will be sent in the same string. If one command is not send its value should be interpreted as it would not influence the search.

Usage

uci_go(
  engine,
  depth = NULL,
  infinite = FALSE,
  stoptime = 1,
  wtime = NULL,
  btime = NULL,
  winc = NULL,
  binc = NULL
)

Arguments

  engine  engine object
  depth   integer depth (search x plies only)
  infinite boolean default FALSE. If TRUE, stoptime (next argument) should be defined
  stoptime integer default 1. Used in Sys.sleep after go infinite in engine. After this, uci_stop() is executed
  wtime   integer default NULL (white has x msec left on the clock)
  btime   integer default NULL (black has x msec left on the clock)
  winc    integer default NULL (white increment per move in msecends if x > 0)
  binc    integer default NULL (black increment per move in msecends if x > 0)

Value

  engine object

Examples

# Linux (make sure you have executable permission):
engine_path <- "./stockfish_10_x64"

# Windows
# engine_path <- "./stockfish_10_x64.exe"
uci_isready

Checking if chess engine is ready

Description

Checking if chess engine is ready - sending command isready and parsing GUI until readyok is obtained. Info about isready command from http://wbec-ridderkerk.nl/html/UCIProtocol.html This is used to synchronize the engine with the GUI. When the GUI has sent a command or multiple commands that can take some time to complete, this command can be used to wait for the engine to be ready again or to ping the engine to find out if it is still alive. E.g. this should be sent after setting the path to the tablebases as this can take some time. This command is also required once before the engine is asked to do any search to wait for the engine to finish initializing. This command must always be answered with "readyok" and can be sent also when the engine is calculating in which case the engine should also immediately answer with "readyok" without stopping the search.

Usage

uci_isready(engine)

Arguments

description

e engine object

Value

description

e engine object

Examples

# Linux (make sure you have executable permission):
engine_path <- "./stockfish_10_x64"
# Windows
# engine_path <- "./stockfish_10_x64.exe"
e <- uci_engine(engine_path)
e <- uci_isready(e)
uci_quit(e)
# Using pipe "%>%" from magrittr:
require(magrittr)
uci_engine(engine_path) %>% uci_isready() %>% uci_quit()

---

uci_parse Parse GUI commands from chess engine

Description

Parse GUI commands from chess engine.

Usage

uci_parse(ucilog, filter = "bestmove")

Arguments

- ucilog: strings from uci_quit() or uci_read()$temp
- filter: string, one of 'bestmove' (default), 'score' or 'bestline'

Value

strings with parsed information from engine

Examples

# Linux (make sure you have executable permission):
engine_path <- "./stockfish_10_x64"
# Windows
# engine_path <- "./stockfish_10_x64.exe"
require(processx)
e <- uci_engine(engine_path)
e <- uci_go(depth = 10)
rlst <- uci_quit(e)
uci_parse(rlst)
# Using pipe "%>%" from magrittr:
require(magrittr)
uci_engine(engine_path) %>% uci_go(depth = 10) %>% uci_quit() %>% uci_parse()
uci_ponderhit  Sending command ponderhit for chess engine

Description
Sending command ponderhit for chess engine. Info about ponderhit command from http://wbec-ridderkerk.nl/html/UCIProtocol.html the user has played the expected move. This will be sent if the engine was told to ponder on the same move the user has played. The engine should continue searching but switch from pondering to normal search.

Usage
uci_ponderhit(engine)

Arguments
  engine  engine object

Value
  engine object

uci_position  Sending command position for chess engine

Description
Sending command position for chess engine. Info about position command from http://wbec-ridderkerk.nl/html/UCIProtocol.html set up the position described in fenstring on the internal board and play the moves on the internal chess board. if the game was played from the start position the string "startpos" will be sent Note: no "new" command is needed. However, if this position is from a different game than the last position sent to the engine, the GUI should have sent a "ucinewgame" inbetween.

Usage
uci_position(engine, moves = NULL, startpos = TRUE, fen = NULL)

Arguments
  engine  engine object
  moves   string in long algebraic notation
  startpos  boolean default TRUE
  fen  string
Value

engine object

Examples

# Linux (make sure you have executable permission):
engine_path <- "./stockfish_10_x64"
# Windows
# engine_path <- "./stockfish_10_x64.exe"

e <- uci_engine(engine_path)

# Using pipe '%%' from magrittr:
require(magrittr)
uci_engine(engine_path) %>%
uci_position(moves = "e2e4") %>%
uci_go(depth = 10) %>%
uci_quit() %>%
uci_parse()

uci_quit

Sending quit command to chess engine

Description

Sending quit command to chess engine and cleaning temps from R

Usage

uci_quit(engine)

Arguments

engine engine object

Value

strings from uci chess engine GUI

Examples

# Linux (make sure you have executable permission):
engine_path <- "./stockfish_10_x64"
# Windows
# engine_path <- "./stockfish_10_x64.exe"

uci_engine(engine_path)

uci_quit()
uci_read

Read current stdout from chess engine

Description
Read current stdout from chess engine

Usage
uci_read(engine)

Arguments
engine     engine object

Value
engine object

Examples

# Linux (make sure you have executable permission):
engine_path <- "./stockfish_10_x64"
# Windows
# engine_path <- "./stockfish_10_x64.exe"
e <- uci_engine(engine_path)
e <- uci_read(e)
e$temp
uci_quit(e)

uci_register

Sending command register for chess engine

Description
Sending command register for chess engine. Info about register command from http://wbec-ridderkerk.nl/html/UCIProtocol.html, this is the command to try to register an engine or to tell the engine that registration will be done later. This command should always be sent if the engine has send "registration error" at program startup.

Usage
uci_register(engine, later = TRUE, name = NULL, code = NULL)
uci_setoption

Arguments

- **engine**: engine object
- **later**: boolean default TRUE
- **name**: string
- **code**: string

Value

- engine object

Description

Sending command setoption for chess engine. Info about setoption command from http://wbec-riddersk.nl/html/UCIProtocol.html this is sent to the engine when the user wants to change the internal parameters of the engine. For the "button" type no value is needed. One string will be sent for each parameter and this will only be sent when the engine is waiting. The name of the option in should not be case sensitive and can inludes spaces like also the value. The substrings "value" and "name" should be avoided in and to allow unambiguous parsing, for example do not use = "draw value".

Usage

uci_setoption(engine, name = NULL, value = NULL)

Arguments

- **engine**: engine object
- **name**: string option name
- **value**: string option value

Value

- engine object
**uci_stop**

Sending command **stop** for chess engine.

**Description**


Stop calculating as soon as possible, don’t forget the "bestmove" and possibly the "ponder" token when finishing the search.

**Usage**

```r
uci_stop(engine)
```

**Arguments**

- **engine**: engine object

**Value**

- **engine object**

**Examples**

# Linux (make sure you have executable permission):
```r
echo_path = "./stockfish_10_x64"
echo_path <- "./stockfish_10_x64.exe"
e <- uci_engine(echo_path)
e <- uci_go(depth = 100)
Sys.sleep(1)
e <- uci_stop(e)
equit(e)
```

---

**uciuci**

Sending command **uci** for chess engine.

**Description**


tell engine to use the uci (universal chess interface), this will be send once as a first command after program boot to tell the engine to switch to uci mode. After receiving the uci command the engine must identify itself with the "id" command and sent the "option" commands to tell the GUI which engine settings the engine supports if any. After that the engine should sent "uciok" to acknowledge the uci mode. If no uciok is sent within a certain time period, the engine task will be killed by the GUI.
Usage

uci_ucinewgame(engine)

Arguments

description of arguments here

Value

description of value here

Description

Sending command ucinewgame for chess engine. Info about ucinewgame command from http://wbec-ridderkerk.nl/html/UCIProtocol.html this is sent to the engine when the next search (started with "position" and "go") will be from a different game. This can be a new game the engine should play or a new game it should analyse but also the next position from a testsuite with positions only. If the GUI hasn’t sent a "ucinewgame" before the first "position" command, the engine shouldn’t expect any further ucinewgame commands as the GUI is probably not supporting the ucinewgame command. So the engine should not rely on this command even though all new GUIs should support it. As the engine’s reaction to "ucinewgame" can take some time the GUI should always send "isready" after "ucinewgame" to wait for the engine to finish its operation.

Usage

uci_ucinewgame(engine)

Arguments

description of arguments here

Value

description of value here
write.pgn

Write PGN data.frames into file

Description
Write PGN data.frames into file

Usage
write.pgn(df, file, add.tags = NULL, append = FALSE)

Arguments
df  data.frame from read.pgn()
file  string path to destination file
add.tags  string vector containing additional tags to be parsed. According to Seven Tag
          Roster rule: http://www.saremba.de/chessgml/standards/pgn/pgn-complete.htm#c8.1.1
          The STR tag pairs appear before any other tag pairs: "Event", "Site", "Date",
          "Round", "White", "Black" and "Result". Using this argument you can specify
          supplemental tag names, such as: Player related information, Event related
          information, Opening information (locale specific), Opening information
          (third party vendors), Time and date related information, Time control, Alternative
          starting positions, Game conclusion and Miscellaneous. Most popular:
          "WhiteElo", "BlackElo","ECO","SetUp" or "FEN". Case sensitive.
append  boolean (default FALSE), should games be appended to current file?

Examples
f <- system.file("extdata", "2016_Candidates.pgn", package = "bigchess")
df <- read.pgn(f)
write.pgn(df, file = "my_file.pgn")
df2 <- read.pgn("my_file.pgn")
all.equal(df,df2) # TRUE
unlink("my_file.pgn") # clean up
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