

Thomas Ströhlein's Endgame Tables: a 50th Anniversary

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CEN: Thomas Ströhlein's Endgame Tables, a 50th Anniversary

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We should not let February 2020 recede too far into the distance without celebrating the 50th anniversary of Thomas Ströhlein's (1970) Ph.D. thesis, *Research on Combinatorial Games*, see Fig. 1. Previously, Bellman (1965) had indicated that Dynamic Programming could be applied to endgames. Ingo Althöfer (2019) relates that the topic was proposed by F. L. Bauer after the backwards analysis of games and puzzles had been mentioned to him in the Netherlands by two Dutch colleagues, Max Euwe and Wim van der Poel (van den Herik, 2020).

The thesis considered perfect-information, win-loss games using the concepts and results of graph theory and boolean matrices. The properties of winning and optimal strategies were then described. After defining Graph Kernels, Ströhlein brought chess into scope and described the first realisation of a retrograde algorithm to create endgame tables. In the last of nine chapters, results including correct maximal depth figures² were presented for the five pawnless endgames KRk, KQk, KRkb, KRkn and KQkr. While Bellman's Dynamic Programming (1965) noted that optimal endgame play could be defined, Ströhlein's computational graph-theory discovered, illustrated and analysed it.³

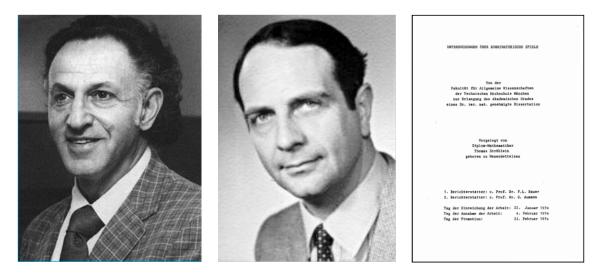


Fig. 1. Richard Bellman, Thomas Ströhlein (CPW, 2020b) and the title page of Research on Combinatorial Games.

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² TS' figures in today's depth-to-conversion notation 'DTC': KRk (maxDTC = 16 winner's moves), KQk (10 moves), KRkb (18m), KRkn (27m) and KQkr (31m). Computers can quickly prove that Kk, KBk and KNk feature no wins.

³ Bellman (1965) notes that two positions may be regarded as equivalent, $P_1 \sim P_2$ in the sense that one can move from either to the other. However, the equivalence classes so defined do not quite correspond to all the positions of an endgame force. There is, for example, no KNNk position that precedes or succeeds 8/8/8/8/1NN5/2K5/k7 b.

The actual computations were carried out in the period 1967-9 (Schmidt and Ströhlein, 1989, 1993). These were the first years of a West German National Research Programme. They were also the last years of the AEG-Telefunken TR4 computer at the 'LRZ' Leibniz Rechenzentrum, see Fig. 2 (Bauer, 2007; Bitsavers, 2007; CPW, 2020a/b; Sapper, 2020). Lest we forget, this computer's 0.25MB of core memory, 50 MB of disc, and speeds of 4.5/30µs for fixed-point add/multiply represented leading edge performance in Europe when it was installed for \$2.5m in 1964.⁴

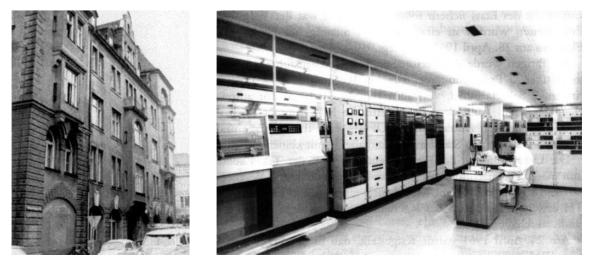


Fig. 2. 1964: The LRZ, Richard-Wagner-Strasse 18, and the AEG TR4 (Bauer, 2007)

#	Endgame	md = maxDTC	~ comp. time t	t/md secs.	p > no. pos.	t/(md*p) msec.
1	KRk	16	9m	33.8	65,536	516
2	KQk	10	6.5m	39	65,536	595
3	KRkb	18	6h 30m	1,296	4,194,304	309
4	KRkn	27	14h 16m	1,902	4,194,304	454
5	KQkr	31	29h 9m	3,384	4,194,304	808

Table 1. The thesis' table on p62 – plus column six.

Ströhlein's computer model of chess simplified the code for practical reasons. The king was not mated but captured after being surrounded like Richard III. This capture could also notionally be done by the opposing king but that would have been captured first! 'Capture depths' on some print-outs were therefore one more than *dtc* depths in today's 'DTC' Depth to Conversion metric. With no pawns and with castling considered unavailable as now, the squares a1, a8, h8 and h1 were rightly considered equivalent. However, for simplicity of programming and of reading the output, the sides a1-a8 and a1-h1 were not, so Ströhlein's raw count of maxDTC positions is only slightly less than double the number of distinct positions. White is the stronger side and the focus is on wins for White, mainly White to move. The table on p62 of the thesis gives the correct maxDTC figures as in Table 1 here. Clearly, the step up from 3-man to 4-man endgames was a major one and a considerable feat worth pondering.

⁴ Similarly, Cambridge University's \sim \$5m 1965 TITAN ATLAS by 1968 sported 0.75MB core-store, 40MB disc and fixed-point add/multiply times of 1.6/5.0µs. \$2.5m in 1964 \approx \$21m in 2020, 'top ten' petaflop money.

In addition to consulting the relevant KQk and KRk positions, the number of positions involved exceeded the number of bits in memory so data had to be managed to and from disc. Thomas credits his computer scientist wife, Ingeborg, with the finer points of the computing including the fast bit manipulation in machine code. Some remarkably long computer runs were involved: the TR4 was notably more reliable than its successor, the TR440 (Bauer, 2007, p102). KQkr later became the icon of non-trivial endgames thanks in part to Thompson (Kopec, 1990) and Jansen (1992).



Fig. 3. The KRkn and KQkr results, 'TUM-INFO' (1978) and Relations and Graphs (1989, 1993).

Consideration of the computer results continued after 1970 in association with Gunther Schmidt, acknowledged in the thesis. The outputs for KRk and KRkb were photocopied and bound, see Fig. 3, and further analysed in Ströhlein and Zagler (1978) which included, see Figs. 4 and 5:

- 1) pp 003-088: all KRk positions with an optimal move; '!' indicates uniqueness,
- 2) pp 089-100: a list of KRk positions with $dtc \ge 4$ and a unique optimal winning line,
- 3) pp 101: a list of the maxDTC positions, i.e., with dtc = 16 moves,⁵
- 4) pp 105-202: a lexicographic list of all winning KRkb positions with $dtc \ge 4$.
 - A winning move is given: '*' \equiv 'only winning move' and '!' \equiv 'uniquely optimal'.

Other work on relations, graphs and games (Schmidt, G. and Ströhlein, T., 1985; Ströhlein, T., 1976; Ströhlein, T. and Zagler, L., 1977) contributed to their definitive books on the subject (Schmidt and Ströhlein, 1989, 1993). These include the broader applications of games, one of which – program verification – is also relevant in the world of models and games.

⁵ 229 positions with dtc = 31 ply: 121 distinct, being 108 pairs 'mirrored' in a1-h8 plus 13 exclusively on a1-h8.

Thomas Ströhlein's thesis and subsequent work has been an inspiration to later workers. We have since enjoyed Ken Thompson's sub-6-man 'EGT' endgame tables on CD (Tamplin, J.T. and Haworth, G.M., 2001) and the Nalimov (2000) 6-man EGTs online (Bleicher, 2010). We now benefit from sub-8-man results (de Man et al, 2018; Lomonosov, 2012) and look forward to 8-man EGTs. However, this pioneering work and thesis is where it all started and they deserve to be better known. Thomas himself celebrated his '50th' with his family and longtime friend and colleague Gunther Schmidt on Feb. 23rd, 2020, see Fig. 6.

Thomas Ströhlein (2020) has made a generous contribution of original and immaculately conserved material to the author's EGT archive: this will afford further study. I also thank him for reviewing this note. I welcome any offers of help for my halting and inadequate attempts to do justice to his thesis in translation.

The e-version of this note (Haworth, 2020) provides supporting files including an archive on the TR4, the thesis, some extracts from references cited in the thesis, various pgn and data files, and the 40th anniversary celebration of LRZ in 2007.

a) p03	2 T STROE	HLEIN A LE	RZ HUENCHEN	30.11.67	5	1.1							1.0 Tel 1
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	1	44 1744 145 1745 146 1746	1745 1746 17	A4 1TA4 == 1TA5 A6 ====	1744 1745 1746	1 TA5	8KA2: 9T82 8KA2:	8KA21 9781 8KA21	8×821 8×42	9TB1 1 8KA2 9	161 948 145 918 163: 114	9781 97831	9KA2 SKA4 9TB1 SKA5 9TB3 SKA6
	1	147 1747	1747 17	A7 1TA7		5 7 4 7	9182	9181	BKB51	BKA2 9	181 918	1 1747	4781 SKA7
b) p89	Stellur	ngen mit	eindeut	iger Ha	uptva	ariant	e						
	ZUEGEZAHL	4							1				
	1445421TB5	A4C287:K	85 A4C367	K85 A4C48	21TH8 21KB4	A4C487	K85 440	2471KA5 5821KR4	14C5B7	KB5 44	6821KB4	A405A7:8A5 A40782:884	A486A71K85 A4C8821K84
	44E4121184 44F7481K85				21787 21785	A406A21		8 ₄ 217p8 7421787			5421T85 58421T85	A414A21186	44F7421187
c) p101	36 T STR	DEHLEIN A	LAZ HUENCHE	N 12-12.	67	4							
c) p101	MAXIMALZUE	GER	17										
	A196E4 A1 A103D5 A1	82D4 A1820 86E5 A1870 C3D6 A1C30 C7D3 A1C70	C6 A18705	A187E4 A A1C3E6 A	183C4 187E5 1C3F4	A18304 A18805 A1C3F5	A183D5 A188E4 A1C3F6	A183E4 A188E5 A1C405	A1C2D3 A1C6D3	A184C5 A1C2D4 A1C0D4	A1C2D5 A1C6D5	A1C2E4 A10 A1C6E4 A10	604 A18605 2E5 A1C304 6E5 A1C6F4
	A1C6E5 A1 A1F2E5 A1	C8E6 A1D2 F3C4 A1F3 F6E4 A1F6	E3 A1D3E4 D4 A1F3D5	A1D4E5 A A1F3D6 A	106E4 1F3E4	A10705 A10605 A10305 A10570A	A107E6 A1D6F4 A1F3E6	A1C7F4 A1D6F5 A1F4D5	A1D7E6	A1C7F6 A1E2D3 A1F4E5	A1F2D4 A1F4E6	A1F2D5 A14 A1F0C5 A14	263 A1F2E4 604 A1F605
	A1F8E6 A1 A103F6 A1	F8E7 A1G2	05 A102E4	A192E5 A	162F3	A103C4 A106E5	A1F7E3 A1G3D4 A1G6F3	A1F7E4 A1G3D5 A1G6F4	A103D6 A106F5	A1F 7E6 A1G3E4 A167D4	A163E5 A167D5	A163E6 A10 A167D6 A10	864 A1F865 3F4 A103F5 3F4 A10765
	#143E4 A1	G7F4 A1G78 H3E5 A1H38 H8D5 A1H88	F5 A1H3G4	A1H6C5 A	168E4 1H6D5 2R3D4	A1G8F5 A1H6F4 A20305	A108E6 A1H6E5 A286C5	A1G8F6 A1H6F5 A286D4	A1G8F7 A1H6G5 A2B6D5	A1+205 A1+705 A2C604	A1H7E4	A1H7E5 A1	43C4 A1H305 7F5 A1H7F6 6E5 A2C7D6
	A293F4 A2 B196E5 81	F3C4 A2F30 G4F5 A2G60 D6F5 B1170	5 A2G7F6. E6 81F2C4	A2F3E4 A	2F3E5 1C2D3 1F2E4	A2F405 B1C2D4 81F3D4	A2F4E5 B1C2E4 B1F3D5	12F4E6 81C6D3 81F3E4	A2F6C5 B1C6D4 B1F3E5	A21 604 81605 811 604	A2F6D5 81C6E4	A2F6E4 A2F 81C6E5 81	615 A2F7E6 7D6 B1D6E4 6E4 B1F6E5
	814760 81	63F4 8166	F5 81G7+6										
d) p107		aL	aL	aL	sL		aL	sL	sL		sL	aL	aL
	a3 d6 a1 b1	b2: 4Kb31 a5: 6Td51 f4:10Te61	a7:10Tc61 g3:10Tc61	b2: 5Kb3 g5:10Te6			ol: 4Kb3# h2:10Tc61			: 9Tc61 :10Tc6	e3:10Tc61	e5:10Tc6	1 f2:10Te61
	d7 a1 b1	b2: 4Kb3! a5: 5Ka4! f6:10Te7*	b2: 5Kb3* g5:10Te71	b6: 67b7 h4:10To7			51: 4Kb3* h8:10Tc7	e31 4	Kb3* e5	: 4Kb3*	e3:10To7	f2:107o7	• f4:11744*

Fig. 4. Extracts from pages of Ströhlein and Zagler (1978) including the exemplar positions of Fig. 5:
(a) p03, the first results, wtm KRk positions, wK on a1, the bK (later captured) on a1...a7, the R on a1...b8;
(b) p89, wtm 'positions with a clear main variant': first move and others uniquely optimal, correct depths;
(c) p101, the correct list of KRk max-depth positions, the last move capturing the Black king as suggested by the '17';
(d) p107, KRkb wtm wins with *dtc* ≥ 4



Fig. 5. White to move positions taken from the extracts of Fig. 4, annotated wKwR/bK(bB), T = Turm = Rook:
(a) p03 row 3 col. 9, a1b1/a3, '9TB2!' = 1.Rb2 is uniquely optimal and *dtc* = 8 white moves;
(b) p89 r1 c1, a4a5/a2, 'TB5' = uniquely optimal 1.Rb5!, Ka1° 2.Kb3! Kb1° 3.Rc5! Ka1° 4.Rc1#!, *dtc* indeed is 4m;
(c) p89 last position, d4h2/c1, 'KD3' = uniquely optimal 1.Kd3!, Kb1! 2.Kc3! Ka1! 3.Kb3! Kb1° 4.Rc1#!, *dtc* = 4m;
(d) p101 last position, b1g7/f7, '17' (counting the capture of the king), i.e., *dtc* = maxDTC = 16m;
(e) p107 r5 last position, a3d7/b1f4, '11Td4*' = '*dtc* = 11m, 1.Rd4!! is the only winning move'.

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Fig. 6. From left to right: Thomas Ströhlein, his wife Ingeborg and longtime friend and colleague Gunther Schmidt at the family '50th' celebration on 23rd February, 2020 of his 1970 doctorate.