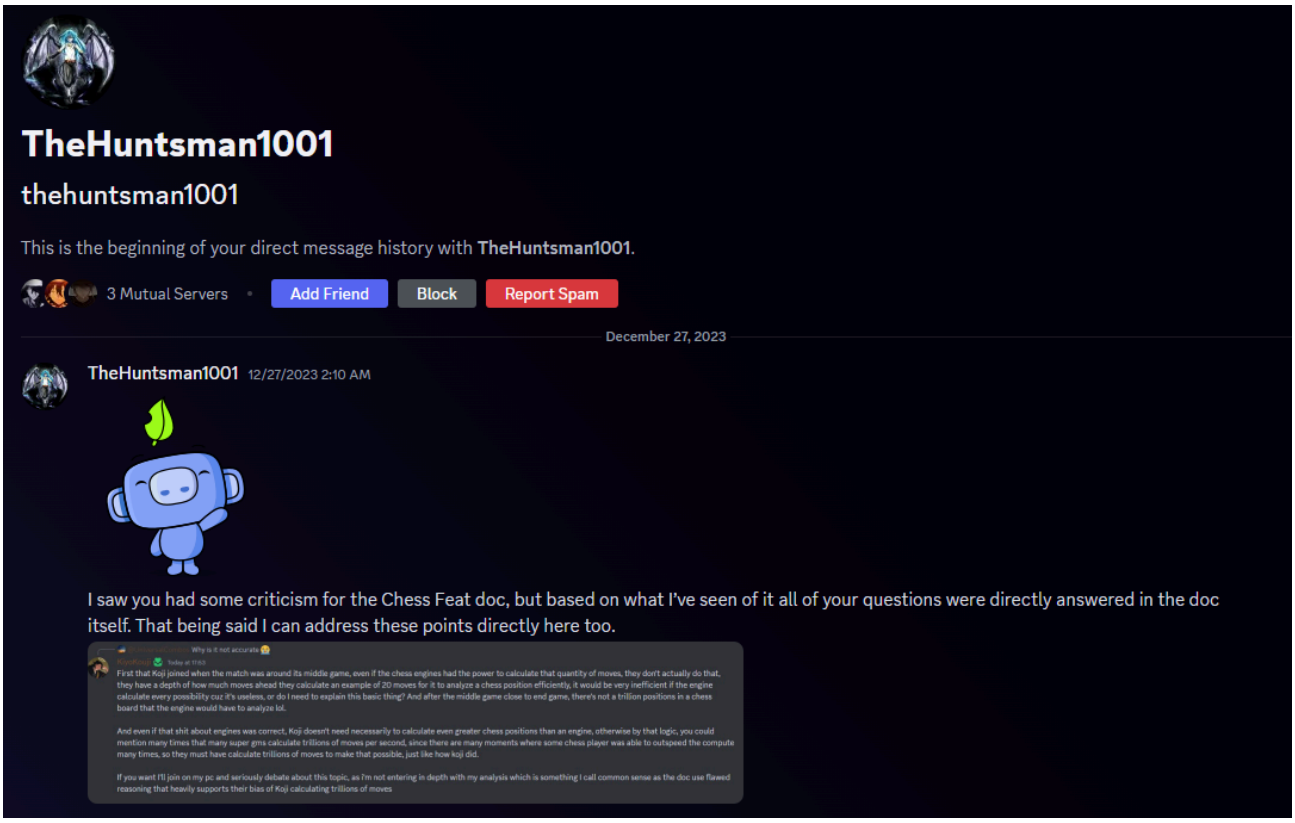
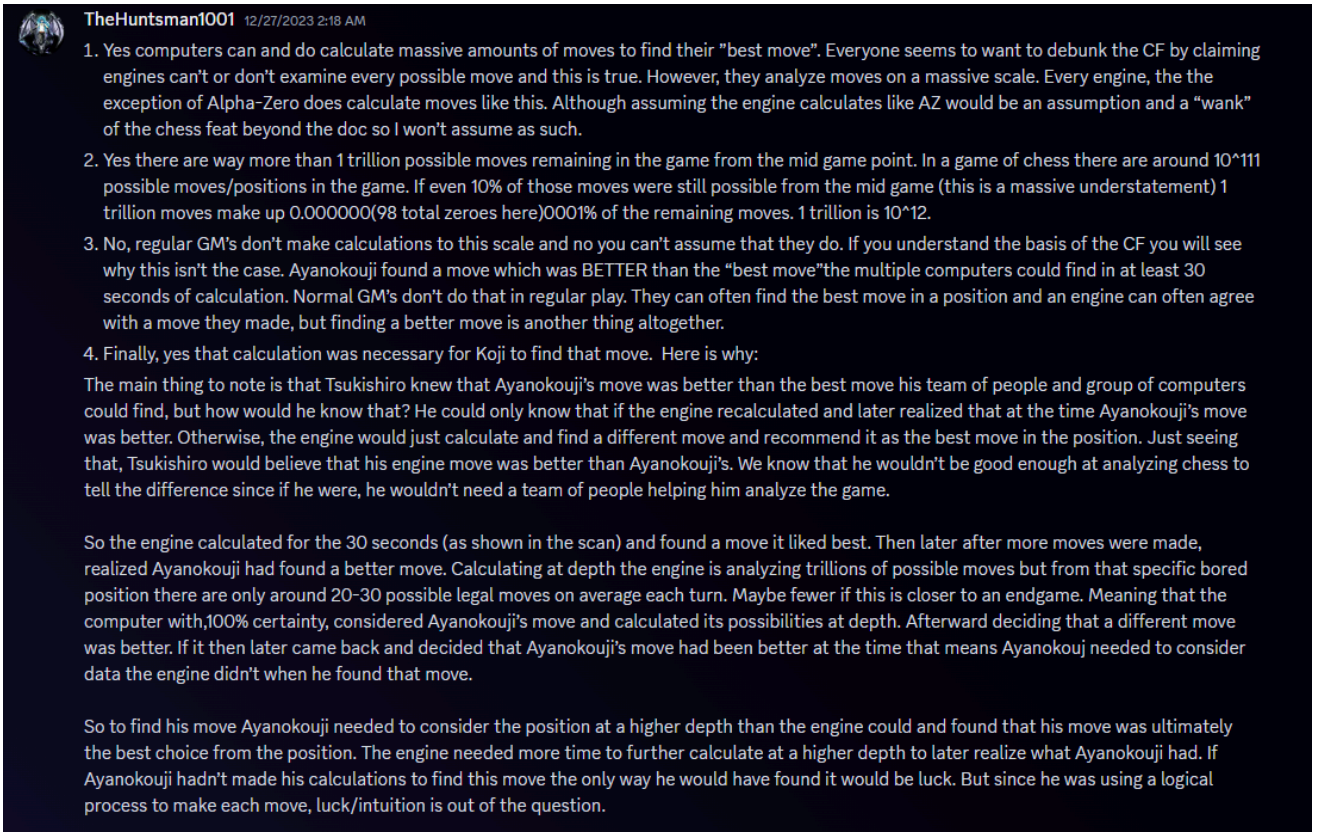
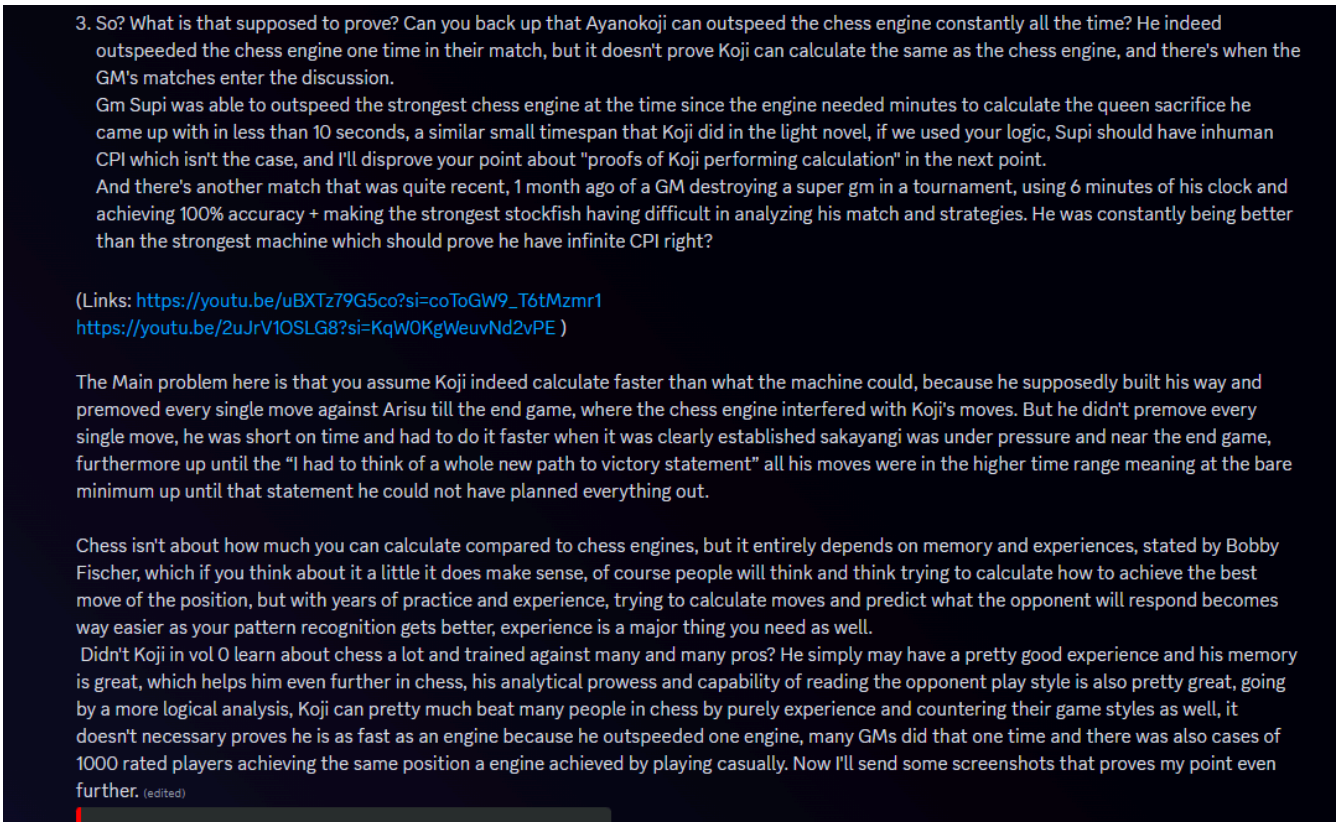
I'll send the entire debate here with screenshots since Huntsman needs to distort my arguments to make people believe he's the supreme debater that is never wrong.









(Links: https://youtu.be/uBXTz79G5co?si=coToGW9_T6tMzmr1
https://youtu.be/2uJrV1OSLG8?si=KqW0KgWeuvNd2vPE)

4. First thing I've noticed in your analysis, you are writing and I'm understanding from what you wrote that Tsukishiro would try to cheat for ayanokoji, trying to find a better move than what he made in order to win the match? like why would the engine try to find a better move than Ayanokoji when Tsukishiro was interfering in the match to make Ayanokoji lose and needed the engine to not make the public thinks there's something sketchy in the chess match, this is something I didn't understand in your analysis.

Here is something you're missing, just because the engine supposedly can calculate that high quantity of moves per second, doesn't mean it is actually calculating trillions of moves per second, The job of the chess engine in the match is to literally evaluate Koji's moves, or just the chess board and come up with a worst response so Arisu could deal with it, and due to ineffiency of calculating every chess position and evaluating each one of them, there's a certain depth into how much the engines calculates and just as you mentioned before, they use algorithms to determine if a move is better than another move, if it is then stop analyzing that path. The engine needs to evaluate the moves, and it needs to be a quick response as well, or Koji would might deal with 10 seconds delay each move, although many chess engines can take around 1 second to make their calculations.

That's not necessary true, as there's no indication in the light novel he indeed performed what you just described, as I talked about Chess being about memory and experience, as I already explained before, he could as well quickly intuited or with his great memory and experience he adquire in the White room, come up with the best moves responses as which the Chess engine would require some time to analyze, evaluate the moves to then reach the same conclusion as Ayanokoji, there's no indication he performed the calculations, but it was shown that he outspeeded the machine one time, which bringing the arguments of People beating Stockfish, 100% accuracy guy, Gm Supi, logically it doesn't need for Koji to calculate trillions of moves per second to reach a better conclusion than the machine, following your logic ig many GM's have incredible CPI which isn't true.

Not necessarily, can you give me arguments on why Koji needed to do that? Also you said that if Koji didn't calculate further than what the Engine could, therefore he would need to rely on luck, which is not true, Chess is about pattern recognition, memory and experience, it is also logical to assume what I just said, Koji has a lot of experience, good memory, good thinking process and stuff, he can come up with moves without having to think faster than the computer, which Koji didn't perform this feat.

KiyoKouji • Sure but the main problem is that you assume that the chess engine does the calculation for the entire match other than its depth analysis that...

TheHuntsman1001 12/28/2023 7:18 AM

OK, so the first thing to note is that the doc is not arguing that every move Koji's made was better than the engine's best move. Just the one move at the end. As you mentioned, yes the engine will eliminate objectively bad moves like sacrificing a queen, for no reason before making it's in depth calculations. However, it's important to understand exactly what Tsukishiro was doing with his computers. He was not only just analyzing the game as it was played, but evaluating and trying to predict what moves Ayanokouji would make. This is because he didn't want him to gain too much of an advantage in the match since he needed him to lose in the end. So, by changing his moves a couple of times, he would make sure that Arisu I would retain an advantage throughout the game and win in the end.

So for your next point about the total remaining moves in the match, let me give you numerical proof of why there were still plenty of remaining possible moves. There are 10^111 to 10^123 possible positions in a game of chess. For frame of reference there are an estimated 10^78 atoms in the observable universe. So since this series took place in the mid game (not yet an endgame) there should be WAY more than trillions of moves remaining. But for the sake of argument I can assume this is an endgame and less than 1% of the total possible moves are remaining as possible.
That still means that 1 trillion moves make up
0.00000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000
000001% of the remaining the remaining endgame moves. (I counted out each 0 to make it accurate). So claiming that there aren't enough remaining moves for the engine to calculate that is just a mathematical impossibility. (Math was calculated on Wolfram Alpha)
So you can see that even in an endgame situation there are still massively more remaining possible moves than just 1 trillion.

To your 3rd point, if you read the CF doc you would know that it doesn't try and argue that Koji outspend the engine on every move. Just that at least the one move mentioned by Tsukishiro was better than the engine. So then regarding the GM matches you linked. I'll address those as well.

For Supi v Magnus, nothing you showed had any engine unable to analyze the match or move sequence of the game. Magnus lost, but he is only human, and thus imperfect. Since Supi didn't make a move "better than the engine's best move" that match is a showcase of his strong chess skill but not CPI. There that match has no bearing on the CF. For the second match with 4 brilliant moves and 100% accuracy again both of those concepts were addressed in the doc itself. Brilliant moves are NOT better moves than the engine or moves the engine didn't see. They are moves the engine things are hard to find or moves which involve a sacrifice to find. Finding or making a move that an engine agrees is the best move is something that all great chess players do, although playing a match with 100% accuracy is an impressive feat. The difference however, is doing so can be done via a combination of calculation, intuition based on expertise, and a strong knowledge of chess theory/principles. That game does not mean that making calculations beyond the scope of the engine was needed at any point, and thus does not prove that Nikolas Theodorou showed CPI anywhere near the level of Ayanokouji's CF.

Next , yes chess is not just about calculating moves, it is about experience, fluid reasoning based on your position, memory, pattern recognition, and some calculation. However, it is clear that via pure calculation, computers have transcended human level play at chess. This means that through pure calculation, moves beyond human level comprehension exist. Koji indeed has a lot of strong chess experience, strong FRI, and his perfect memory which all are useful in chess. However, none of that is enough to find a "BETTER" move than an engine which was running off of a group of computers.

As for the final point you made, yes Ayanakouji 's calculations were needed to find his best move under these circumstances. Since Tsukishiro was able to learn after the fact that Ayanokouji's move had been better than the engine's best move, it means that it took the engine calculating at a higher depth to uncover the truth about his move. It also wasn't because his move was intended to confuse an engine since Koji didn't know about the engine until after the match. So since the engine could later realize that Koji's move was better at a higher depth than the engine calculated, that proves that Koji considered the position at a higher depth than the engine could at the time. Now if Koji considered the position at higher depth than the engine and found a move which was "better than the best move" the engine could come up with it shows that him calculating to find that move is essential to finding that move. Since the engine found a different move it determined to be the best, that means that other moves look better at a lower depth than what Koji calculated. Since that is the case, if he found his move based on experience he couldn't have found his best move. Therefore, the only way to find the move he played was to calculate positions in excess of the engine.



KiyoKouji 12/28/2023 10:56 PM
In case you end confusing terms, I'll just clarify that I used outspeeding to mean that the human made the best move of the position in a very short timespan that the engine would take some time like minutes to find that move.

1. Okay so you saying that Koji is not making every movement better than the chess engine basically makes your only way of proving Koji's CPI and the rest of your arguments gone, since if Koji was making every movement better than the engine, it wouldn't compete against the likes of people that was able of finding a better move than what the computer could analyze in a quick timespan simply to being overkill, but now it's on the same level as what Supi performed which I'll explain later as why it is yes a good argument and I think I forgot to send you the screenshots that helps my argument, but that's just a mistake from my part.

2. Whatever I'm not interested in debating if it had trillions of moves remaining or not, the point is that you use this to say that Koji calculated all the possibilities in every single one of them in order to find a way to "premove" against Arisu which isn't true, didn't happen and there's no indication that he indeed calculated all these possibilities you're saying he did

3. https://youtube.com/clip/UgkxLPvvEfRJSmXqIHRAdKk3dAJdX97CvTFV?si=d9tf3S-aPPucJMhc 900 elo player plays a move that gives more of a advantage than stockfish's top move, we beating the world in cpi with this one 🗣️🔥

Jokes apart, playing a move computer doesn't see ≠ calculating faster than a computer

https://youtu.be/-DgMsiDna5Q?si=JKrIuAwmMrRV8xTj , here's an example for the Supi match, The stockfish wasn't able to analyze the queen sacrifice and in time and in the match Supi took 5 seconds to think of that move, clearly outspeeding the engine and finding the best move of the position faster than what it could calculate, it is yes valid to compare with the chess feat, since you are just overrating the shit out of the situation, if we evaluate them accordingly as as you stated that Koji only outspeeded the engine once, this is a totally fair comparison and proves that Koji don't necessarily needs to calculate every single possibility in the chess board to come up with better moves than what the engine can calculate. That's why I mention about what chess is about, and Koji's past, and his other abilities as well, since as a very experienced player, he could simply have used his pattern recognition as well that he is a very capable chess player.
Gm Supi it's the same, a good player with years and years of practice, experience, etc, at a high level of chess, you can think of many movements ahead due to you being able to recognize patterns, use intuition in which the moves looks good or not (can be proven by Go japanese chess pros since they state that sometimes they don't know what they're doing and just rely on intuition) and his memory and learn knowledge(experience) from his past matches. You're ignoring these things and assuming that Koji used purely calculations and performed everything in less than a second which is ?? , just because Koji is a logical person, doesn't mean he can't use his memory and experience in order to do moves and only rely on calculations, as your proofs that he indeed made the calculations isn't factual.

Now going for your Gm arguments that you presented to me

It was stated by many people back then and when the match actually happen, it made the chess community crazy with that queen sacrifice and many people talked about it, and then this topic came on 2022 or 2023 in the start of SCD when I made that Koji chess video, and I showed you the video in this message that shows an example of how the feat worked and happened. And in the video + the 900 elo rated guy both find a better move than what the computer could, so? I already explained why it is relevant compared to cf, Magnus not being perfect makes no sense for an argument, we are talking about engines here.

Links:
(https://youtube.com/clip/UgkxmPyaRi0ef5jerJAU37Za93ki28UNpV6t?si=2dTVaC383s2pW_qn , https://youtu.be/-DgMsiDna5Q?si=JKrIuAwmMrRV8xTj)

Is koji perfect btw? The match is indeed a showcase of his incredible chess abilities other than its CPI, which is the main point I talked about to you my guy, They are clearing outspeeding the computer and yet they don't calculate trillions of moves per second, which is a valid proof and why that Koji might actually not be able to calculate trillions of chess positions per second, although there's no indication he did and no relevant point you brought for that fact to be true.

For the 100% Accuracy guy, from what you said I know that you didn't even watch the video as you talked about the brilliant moves the stockfish labeled in the analysis, which was not my point, you probably just entered the video, saw the guy name and jumped to the final of the video and read the title. It was shown and was stated during the video that the strongest stockfish was having a hard time analyzing the chess match, that's my main argument, he was making moves using only 6 minutes of his clock and stockfish was having trouble to analyze his game.
My arguments of the GMS are not based on their CPI, I address the cpi as a way to make fun of you thinking Koji can calculate trillions of moves per second, my arguments shows that they can achieve what Ayanokoji achieved in the Light novel without having to calculate trillions of moves per second. You stated what is required to achieve this 100% accuracy thing, which is what Koji could also have used to outspeed the machine in his verse, and in any moment he didn't have to calculate things beyond what the Machine is capable to find the best move, and as shown and explained before, he could just have used his memory and experience to achieve a similar outcome, which is proved by many people being able to defeat stockfish and trick it, as some can calculate the best moves in an position faster than the strongest stockfish at the time they're playing the game.

I'll explain the engines and how they calculate a little further:

In the same thread you used to prove that the chess engines have the capability of calculating trillions of moves per second, there were replies disagreeing with what the OP said and used reasoning to prove that, not only that the main purpose of what he tried to calculate was to find forced mates, therefore your calculations that you copied from the website aren't 100% valid.
The engines wouldn't calculate that much of moves because it's common sense that it is inefficient, The engines would work way more calculating random moves that aren't going to be any useful and evaluating them wasting more time while processing. That's why they use Heuristics and Pruning Techniques and depth of moves they can calculate up to.
The notion that chess engines "calculate trillions of moves" can be a bit misleading or taken out of context. It's not accurate to say that engines explicitly calculate every possible move up to trillions in a straightforward manner. Instead, their strength lies in efficient and sophisticated algorithms that allow them to evaluate positions deeply and accurately within a reasonable amount of time.
As hardware and algorithms improve, chess engines become more efficient in how they explore the vast number of possible positions. They use various optimization techniques, such as heuristics and pruning methods, to focus on the most promising lines of play. Additionally, parallel processing and other advancements contribute to their ability to handle complex calculations.
In reality, engines don't need to explicitly calculate trillions of moves. They prioritize depth and accuracy within the limits of their computational

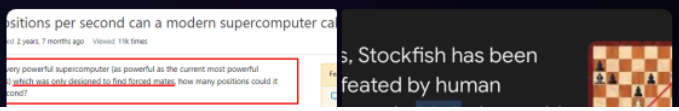
In reality, engines don't need to explicitly calculate trillions of moves. They prioritize depth and accuracy within the limits of their computational resources. The term "trillions of moves" might be used colloquially to emphasize the vastness of the search space, but the actual computation is more nuanced and efficient.

0:56 PM It is more likely as the processors and engines grows, the more efficient they become in analyzing and evaluating moves and therefore they don't need to calculate trillions of moves but rather at max millions, even if they have the ability of calculating extreme high amounts of moves, they don't necessary need to use it the entire time.
Furthermore, you have to realize the human brain and a computer system both function differently. People can find brilliant moves without performing many calculations due to their innate quantifiable ability of skill. They dont need to undergo constant regressions since their experience, memory and other various factors help them determine the best move.

4. That is not valid at all, the engine is just looking for a move that's good enough to be real but bad enough for Arisu to beat, and since Koji has this insane CPI, why was he struggling with arisu before? With that CPI he would win 100% of the time against Arisu, and yet he said it was really close. Also with this doc, you would boost arisu as well and some other people who can't even perform FMA, so narratively it doesn't make sense (like saying top 10 in cote can perform FMA because they are genius ☝), and since the calculations you used for the engine stuff was related only to calculate forced mate, since Arisu sacrificed her queen to win, I guess she was the one who can calculate trillions of moves per second and not Koji 🗣

anyway back on the topic, I already explained on previous point about the experience thing, you're clearing not understanding why chess is about memory and experience, the proof that he could have found the best move faster than the computer is simply proved by the 100% analysis guy and Supi, they both saw the best move in the position in a quick timespan, made the move and was able to surpass the strongest stockfish on that regard. They don't have insane CPI, but their years of practice and ability in chess is what made it possible, and I explained before as well: "People can find brilliant moves without performing many calculations due to their innate quantifiable ability of skill. They dont need to undergo constant regressions since their experience, memory and other various factors help them determine the best move."

now the Engine wouldn't try to calculate in a higher depth than it already calculates for Koji's movement, simply as it work isn't to develop a better move than Koji's, it's just to create a good move enough for Arisu to beat and no one find it sketchy, and if we use the same argument as you, that 900 rated guy who made that move would somehow have surpassed the engine since the Stockfish didn't see that move, and again playing a move computer doesn't see ≠ calculating faster than a computer.



How many positions per second can a modern supercomputer calculate?

Asked 9 years ago Modified 2 years, 7 months ago Viewed 11k times

5

If we created a very powerful supercomputer (as powerful as the current most powerful supercomputers) which was only designed to find forced mates, how many positions could it calculate per second?

I only need an approximation. And remember, the computer doesn't waste time evaluating every single positions (like normal engines do); it just calculates as far as he can until he finds a forced mate (if there is any).

I tried to find the answer to the question myself, but I'm not sure at all if my conclusion is correct. So what follows may be wrong.

- I found that the supercomputer Deep Blue "was capable of evaluating 200 million positions per second" (from Wikipedia).
- But Deep Blue was old, supercomputers have became much more powerful since 1997, and Deep Blue wasted time evaluating every positions.
- Therefore 200 million is only a lower bound for the answer to this question.

Since Deep Blue had a performance of 11.38 GFLOPS, and the current most powerful supercomputer (Tianhe-2) has a performance of 33.86 PFLOPS = 33 860 000 GFLOPS, we could estimate that the answer would be closer to 200 000 000 * 33 900 000 / 11.38 = 6 * 10^14 = 600 trillion positions per second. That seems like a lot, but taking into account that in average a position has around 35 legal moves, given 3 minutes such a computer would only be able to calculate every single positions up to a depth of 11 plies. Since Deep Blue wasted time evaluating

Yes, Stockfish has been defeated by human players. In 2018, the world champion chess player, Magnus Carlsen, defeated Stockfish in a series of games. While Stockfish is an incredibly strong chess engine, human intuition and creativity can still outmaneuver it in specific situations.



Aug 6, 2017

Can human beat Stockfish 8?

Stockfish AI Level 8 is beatable !!!

They can absolutely crush and smash the stockfish 8 on lichess without even breaking a sweat.. the stockfish 8 on lichess isn't running at its full power.. i think paranoyak also crushed stockfish 8 in a 15+15 game, which wouldn't be possible if it was running on decent hardware...

https://lichess.org › forum › stockfis...

Stockfish AI Level 8 is beatable !!! • page 1/2 • Off-

A Human Beats STOCKFISH 8! Human VS Stockfish || Chess - YouTube. In this video, a human by the name of Soultego used a special gambit (the Urusov Gambit) to trick the engine and win the game essentialy. The engine apparently makes mistakes with this opening. May 30, 2023

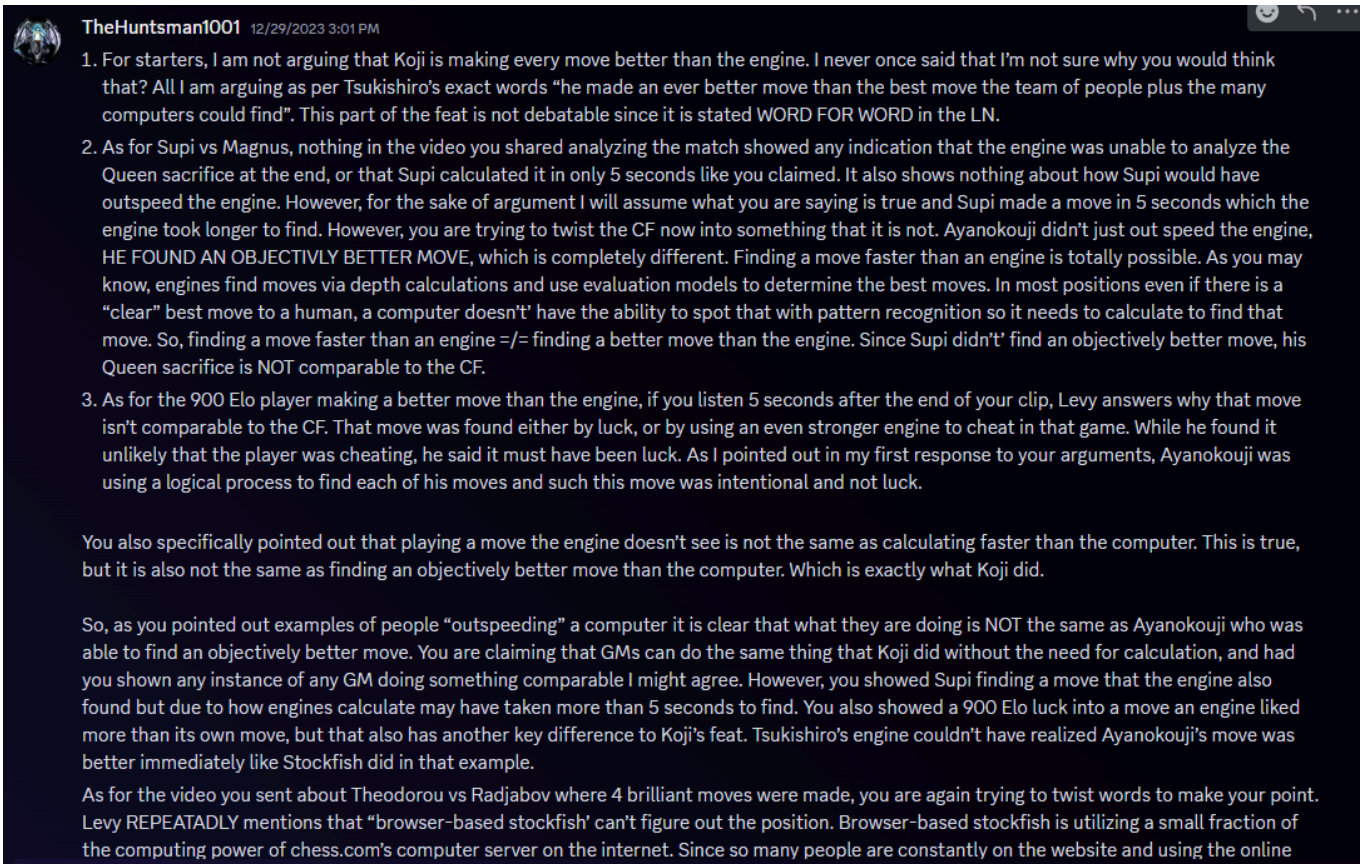
Digit01010 • 2y

I believe that blog post is a bit outdated.

According to here the current levels are:

- Level 1: Skill -9, Depth 5, 50ms
- Level 2: Skill -5, Depth 5, 100ms
- Level 3: Skill -1, Depth 5, 150ms
- Level 4: Skill 3, Depth 5, 200ms
- Level 5: Skill 7, Depth 5, 300ms
- Level 6: Skill 11, Depth 8, 400ms
- Level 7: Skill 16, Depth 13, 500ms
- Level 8: Skill 20, Depth 22, 1000ms

(Note that is is possible to force SF to use a negative



TheHuntsman1001 12/29/2023 3:01 PM

1. For starters, I am not arguing that Koji is making every move better than the engine. I never once said that I'm not sure why you would think that? All I am arguing as per Tsukishiro's exact words "he made an ever better move than the best move the team of people plus the many computers could find". This part of the feat is not debatable since it is stated WORD FOR WORD in the LN.
2. As for Supi vs Magnus, nothing in the video you shared analyzing the match showed any indication that the engine was unable to analyze the Queen sacrifice at the end, or that Supi calculated it in only 5 seconds like you claimed. It also shows nothing about how Supi would have outspeed the engine. However, for the sake of argument I will assume what you are saying is true and Supi made a move in 5 seconds which the engine took longer to find. However, you are trying to twist the CF now into something that it is not. Ayanokouji didn't just out speed the engine, HE FOUND AN OBJECTIVLY BETTER MOVE, which is completely different. Finding a move faster than an engine is totally possible. As you may know, engines find moves via depth calculations and use evaluation models to determine the best moves. In most positions even if there is a "clear" best move to a human, a computer doesn't' have the ability to spot that with pattern recognition so it needs to calculate to find that move. So, finding a move faster than an engine =/= finding a better move than the engine. Since Supi didn't' find an objectively better move, his Queen sacrifice is NOT comparable to the CF.
3. As for the 900 Elo player making a better move than the engine, if you listen 5 seconds after the end of your clip, Levy answers why that move isn't comparable to the CF. That move was found either by luck, or by using an even stronger engine to cheat in that game. While he found it unlikely that the player was cheating, he said it must have been luck. As I pointed out in my first response to your arguments, Ayanokouji was using a logical process to find each of his moves and such this move was intentional and not luck.

You also specifically pointed out that playing a move the engine doesn't see is not the same as calculating faster than the computer. This is true, but it is also not the same as finding an objectively better move than the computer. Which is exactly what Koji did.

So, as you pointed out examples of people "outspeeding" a computer it is clear that what they are doing is NOT the same as Ayanokouji who was able to find an objectively better move. You are claiming that GMs can do the same thing that Koji did without the need for calculation, and had you shown any instance of any GM doing something comparable I might agree. However, you showed Supi finding a move that the engine also found but due to how engines calculate may have taken more than 5 seconds to find. You also showed a 900 Elo luck into a move an engine liked more than its own move, but that also has another key difference to Koji's feat. Tsukishiro's engine couldn't have realized Ayanokouji's move was better immediately like Stockfish did in that example.

As for the video you sent about Theodorou vs Radjabov where 4 brilliant moves were made, you are again trying to twist words to make your point. Levy REPEATADLY mentions that "browser-based stockfish' can't figure out the position. Browser-based stockfish is utilizing a small fraction of the computing power of chess.com's computer server on the internet. Since so many people are constantly on the website and using the online engine, each person only has access to a small fragment of its computing power. Browser-based engines are significantly weaker than running an engine directly on your computer. This was something directly talked about in the CF doc. Point and case, I can run stockfish on a chess GUI directly on my computer and crush the top-level engine on chess.com. Since using just my computer I have access to more processing power than the online version does. In many of his videos, Levy runs a separate engine on his computer to showcase higher depths or more in-depth analysis for this very reason. Also, when Levy mentions that Stockfish couldn't understand the position, he immediately followed it up saying that was when analyzed at VERY LOW DEPTH. That alone invalidated your entire argument with this game, since we know that Koji's move was better than Tsukishiro's engine since he analyzed at a higher depth than the engines could.

https://youtube.com/clip/UgkxSpyxgdXWeUNMchnqeSz3D-wao2IQIl9p?si=8-7ZL39oLvBUbB35
https://youtube.com/clip/Ugkxf13ExhyN5WN5uK6HzFYn7zlWxX1vFqnm?si=Qh_oiptfsR3FPI1P

Links:
(https://youtube.com/clip/UgkxSpyxgdXWeUNMchnqeSz3D-wao2IQIl9p?si=8-7ZL39oLvBUbB35 ,
https://youtube.com/clip/Ugkxf13ExhyN5WN5uK6HzFYn7zlWxX1vFqnm?si=Qh_oiptfsR3FPI1P)

So, stockfish being unable to keep up with the game is not comparable to the CF where Tsukishiro had a group of computers to run a chess engine directly. As for the fact that Theodorou didn't take much time to make his moves you could try and make the argument that he is outspeeding an engine (although no direct proof of that exists) but as I pointed out that isn't the same as what Koji did. Furthermore, his opponent took about an hour of total time throughout the game, so what do you think Theodorou was doing during that time? He was obviously thinking about what his opponent might do and what moves he should make in response. Even though his own clock management was pristine, it's not like he only had 2 minutes to think for the whole game, he just decided on each of his moves very quickly. You can also see that Theodorou gains time on several of his moves, so this was a format where each player gained time for every move they played, so that shows that he didn't move quite as fast as it seemed, but still fast enough to gain some time overall.

So, moving on, you are claiming that the main purpose of what Ayanokouji or an engine is trying to do is find forced mates and that is not entirely correct. While it's true that if they find a forced mate then that would be prioritized over any other move and would clearly be the best move in a position, but since obviously computers can't find a forced mate from any position that is not the ONLY thing they are looking for. Now for the chess.stackexchange post which talks about a potential supercomputer you are again trying to take things out of context. Again, if you had read the CF doc, you would know that none of the calculations in the doc were based off the replies of this post or the estimated power such a supercomputer would have. The only thing in the CF doc which came from this post was the information on Deep Blue which has been corroborated by several other sources. Also, since you claim that there were replies to the OP where they claimed which disagree is a false statement. If you read the post the OP isn't even arguing anything, they are asking a question about how many positions could a chess supercomputer calculate. Furthermore, there were replies which talked about a chess engine being able to calculate FAR more positions per second than I accounted for in the CF doc.

As for your point that "trillions of moves" is an overstatement or doesn't show the true depth of what an engine is doing to calculate its moves allow me to explain. You claim that I am arguing that a chess engine looks at "every possible move up to trillions" which is not true. Systems like MCTS (Monte-Carlo Tree Search) or Alpha-Beta Pruning are evaluation tools run by an engine to reduce the total number of moves it needs to seriously consider. However, it still needs to account for those moves in its algorithm. It can't magically know not to dive deeper into those trees, so it does still consider them even at first. That being said, when you talk about plies, or calculating move depth, or looking at the number of positions a chess engine can consider those reductions have ALREADY been accounted for. Again, this was directly addressed in the CF doc which you would know if you had read it. So, the approximately 1 trillion moves per second each computer can process already accounts for the optimization process which filtered out FAR more moves than that.

This depends heavily on how complicated your evaluation function is. The more complicated it is, the more time is necessary to "calculate" (more accurate word here is evaluate) one position. That's why the current neural network engines calculate three orders of magnitude fewer positions per second than traditional engines. In the same way, engine speeds are usually slower during the early-middle game when there are more pieces on the board, and therefore more functions in the evaluation need to be calculated (e.g. if all the knights are gone then the *knight* function in the evaluation can be ignored).

Since you're only after an order of magnitude estimate, we can make these assumptions:

- The engine playing is Stockfish with NNUE enabled, currently the strongest engine available. NNUE is a version of neural network evaluation that can run quickly on CPU. It is slower than the traditional handcrafted eval (by about a factor of 2), but not by much.
- If you look at the latest TCEC Superfinal, game 1, you can see that Stockfish evaluated about 120 million positions per second. TCEC's CPU engines run on 88 physical cores.
- The world's fastest supercomputer right now has, if I am not mistaken, about 8 million cores. Therefore it is about 100,000 times faster than the TCEC computer.

Conclusion: about 12,000,000 million positions a second - or about 12 trillion positions per second.

To your point about what the chess engine is looking for you are just wrong. Having a chess engine look for a move that is good enough to be real, but bad enough Arisu can beat it is not something an engine would know how to account for. The engine only does one thing, it analyzes a position at depth and runs calculations to determine what it thinks the best move/lines are from that position. It can show an evaluation of how much each of the top moves improves your position which allows it to rank the top moves and find the one it determines as the "best". Tsukishiro was using that information along with his team to then determine if they needed to intervene on that move if it gave Ayanokouji too much advantage. For example, instead of letting Ayanokouji play a move that gives a +5 advantage making a move which only gives +1 or +2. This still is a "good move" but allows for Arisu to make a better move and take the advantage in the overall game. The game with Arisu was close but that doesn't have anything to do with the core components of the CF itself. Koji's calculation happened in the second half of the match and had Tsukishiro not altered his moves for the second time here, Koji would still have won the game. Tsukishiro changed his moves multiple times during the match and Arisu was only barely able to win. You claimed that Arisu should scale to massive CPI because she kept the match close, but that argument just again shows that you don't understand the CF. Ayanokouji doesn't scale high in CPI due to his chess skills, but due to the size and speed of his calculation ability. Since Arisu didn't make a calculation like that, she doesn't scale as high in CPI.

Now to your final point about Stockfish 8, I am just going to give you the benefit of the doubt and assume that you didn't know what Stockfish 8 was when you made this argument. Stockfish, like most chess engines, was created as an evaluation program and has progressively gotten better at chess by playing and analyzing billions of games. Stockfish 8 is a much older and weaker "training" version of stockfish. Yes, GMs can beat Stockfish 8 since it is rated around 2500-2600 Elo. As you pointed out, Magnus Carlsen did beat Stockfish 8 in a series of games, but since it was an incomplete and unfished product at the time it isn't comparable to the COTE CF. You also showed another image about Stockfish 8 losing to a Urusov Gambit. Like I have mentioned before, there are moves which can be played to "confuse" an engine, especially one as weak as Stockfish 8. And in your final image about Stockfish 8 it even confirms that it isn't running at full power and beating it wouldn't be possible if it were at full power.

PM So, in conclusion, I can recap your points I debunked so you understand exactly why the Chess Feat is not just valid, but why all the examples you have showed don't compare to it.

I. Outspeeding an engine =/= making an objectively better move than the engine. In Supi v Magnus, you didn't actually show that Supi outsped an engine, but even if I assume you are right and he did, that isn't the same as what Koji did.
II. A 900 ELO player found a move which the engine immediately recalculated to like more, but that move was found entirely by luck, or by using a stronger engine as Levy directly said. It also shows that that at a higher depth than what 1 engine is calculating, better moves can be found.
III. Moves that can confuse an engine exist, and those moves =/= an objectively better move. Finding a move an engine doesn't see at first is relatively common due to the difference in how humans and computers find the "best move".
IV. In the supercomputer thread, none of the comments disagreed with the OP as you claimed, and there were multiple comments which showed that a single chess computer could calculate at an even higher rate than I showed in the CF doc.
V. In Theodorou vs Radjabov moves "objectively better than an engine" were not made since only browser-based stockfish struggled when analyzing at "VERY LOW DEPTH" according to Levy.
VI. The engine indeed would analyze and hunt for the best possible moves in a position, not a specific move that Arisu could beat.
VII. The trillions of moves that are referred to in the calculation feat already accounted for optimizing the engine to not search through bad moves.
VIII. Stockfish 8 is in no way comparable to engines used in the COTE CF.

Now to make sure you understand exactly what the CF shows that Koji did since going off your points here you clearly didn't understand that. In the calculation feat (Feat 2 in the CF doc) during the last 2 minutes of the match, Tsukishiro changed one of Ayanokouji's moves. That move he later DIRECTLY STATED was "better than the best move we could come up with using a team of people and many computers". To make a move like that, Ayanokouji needed to consider the position at a higher depth than the engine would be able to and calculating more moves than the engine is needed to do that. Since he couldn't find such a move which is only better at higher depth via chess experience or memory, he needed to make a calculation to find that move. However, since his move was objectively better than the engine's best move it proves that his calculations exceeded the engines on that move.
So now you hopefully see why all your "debunks" so far have been invalid and the Chess Feat doc is accurate.

December 30, 2023



KiyoKouji 12/30/2023 2:40 AM
I'll be responding tomorrow because of irl matters

KiyoKouji 12/31/2023 12:45 AM

1. “He was planning to use a different move, at the time. An even better move than the best one we could've come up with. I had a significant number of personnel and even a dedicated machine in place, and we were still forced into making an extremely difficult decision.” These are the exacts words in the translation I have for the volume 11, unless you are using a totally different translation, he is only competing against one machine, so you're trying to make it like Koji fought many computers to make the feat better, unless I missed something in the volume that states more than one computer.

2. You clearly don't understand the point of my arguments even If I clearly state them to you and talk about all you dismissing my arguments, I shared the video as an example of what happened in the match, do you see the bar at the left? It shows an example of what happened when the match was first analyzed by the strongest stockfish at the time, Supi made a move in 5 seconds (watch his match with Magnus, the original video) which the engine did not calculate that move that fast, he made the strongest move in the position and yet Stockfish wasn't able to calculate it, and you are clearly using another meaning of outspeed in this context, I explicitly said before my arguments:

> "In case you end confusing terms, I'll just clarify that I used outspeeding to mean that the human made the best move of the position in a very short timespan that the engine would take some time like minutes to find that move." while you use"Outspeed means necessarily calculating anything faster than engine".

He clearly outspeeded the engine, something Koji apparently did in the Light novel, But I sent arguments on how Koji didn't necessarily have to calculate trillions of moves my guy, and the Supi match is a fucking example of how my arguments have valid points and valid views on the chess feat lmfao, I'm really surprised since I have to explain something I consider common sense for myself. If you find a move faster than a computer, then your move that you found WOULD BE BETTER THAN the computer's best move, since the computer wasn't able to find that move my guy. Another example on why Supi indeed outspeed the chess engine, it's on the screenshot I sent you, even an earlier movement that was a random pawn takes pawn the chess came from +0.6 to +6.7 which it literally means the computer somehow didn't calculate that sequence of moves that Supi simply moved naturally, WHICH PROVES ANOTHER POINT I EXPLAINED:

> "Furthermore, you have to realize the human brain and a computer system both function differently. People can find brilliant moves without performing many calculations due to their innate quantifiable ability of skill. They dont need to undergo constant regressions since their experience, memory and other various factors help them determine the best move."

This is even before the queen sacrifice and the stockfish didn't calculate it, but somehow you are going to say that it's a stockfish level 1 while Cote's engine is 9999 elo rated as an argument since it's supposedly superior because it's fiction. Why is Cote's engine so powerful inverse?

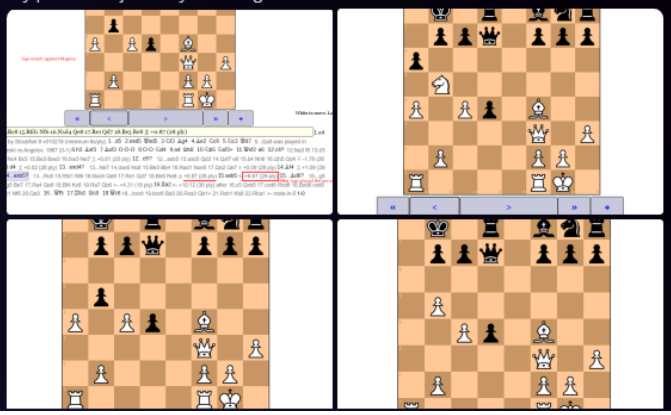
Cote's engine is 9999 elo rated as an argument since it's supposedly superior because it's fiction. Why is Cote's engine so powerful inverse?

And you even agreed to me on the part of Supi outspeeded the engine, although it was "for the argument", but since you agreed, it's clear since the move he found was objectively better than the one the computer found at that time, which makes your argument nonsense, as it applied to Supi as well, since you use it to Koji. So going by your logic, did Supi calculate trillions of moves? Of course you'll reply no, even the narrative for Cote having no clear indication of Koji actually calculating trillions of moves, since narratively it makes literal no sense, as it upscales Arisu, and those that don't even scale to FMA. That's a shame.

"As you may know, engines find moves via depth calculations and use evaluation models to determine the best moves. In most positions even if there is a “clear” best move to a human, a computer doesn't' have the ability to spot that with pattern recognition so it needs to calculate to find that move."

Lmfao what am I reading, that's literally what I addressed in my arguments to prove in another logical point of view of the chess feat, Koji didn't necessarily had to calculate trillions of moves simply to his skills of chess, same thing that HAPPENED IN REAL LIFE MULTIPLE TIMES, aren't you able to grasp that? Do I need to draw to you that my arguments hold a logical position that applies to Koji while there's no logical position that holds Koji having to calculate more than what a Engine can calculate?

My point is objectively more logical and better structured



Links for the images: (https://prnt.sc/i2amEAbqzuf5 , https://prnt.sc/J8oet8ZJXI4F ,

https://prnt.sc/sMfpGcJzX6O- , https://prnt.sc/zcMghl8KZOYW)

46 AM 3. "Move found by luck therefore Koji negs 😤" Lmfao the same logic could apply to Koji lol, he could also have found the best move by luck but yet I'm arguing for a more logical response that it's his chess skills rather than the assumption that he is logical therefore needed to calculate 312983129 trillions of moves per second beyond what the engine could calculate to find the best move in the positions 😋
The 900 rated clip is literally a proof that someone can find the best move of an position without having to calculate trillions of moves, and stockfish liked that move better than it's best move at the time the position was being analyzed, therefore a objectively best move, and your only argument is that it's a browser-based stockfish therefore bad 🤣

My guy you are simply stupid and I even explained what I'm referring as outspeeding, you are using a different explanation for outspeeding which doesn't debunk my point when I literally made it clear in my arguments before I stated them Lol, and I pointed out and I explained again debunking your logic as what Supi did was finding the objectively best move in the position. You agreed to my point that they did something comparable, This is something helps me in refuting you as you give me more ammo to use against you, and WHAT? "also found but due to how engines calculate may have taken more than 5 seconds to find" YOU ARE LITERALLY USING THIS IN YOUR ARGUMENT FOR AYANOKOJI LMAO, how does this applies to Supi but now to Ayanokoji my guy, when both the machines had to spent more time analyzing the position at the time lmfao. Damn bro. So browser-based stockfish > your infinite cpi engine? Sure you can agree Koji's move that complex bla bla bla but it's literally the same shit and you are literally stating what happened in the supi match, when the engine didn't saw the queen sacrifice and had to evaluate the position, I'm just repeating myself at this point from how circular you are.

My guy are you blind or dumb? Read my arguments, they aren't about the fucking brilliant moves, why are you mentioning them? Why are they relevant and you are clearly twisting my words when you think the brilliant moves are my main argument when it clearly isn't.

Lmao you could even argue that, which is nonsense you just making up things, but unluckily for you I have an analysis of a not browser engine of that same match 🤣🤣 AND IN THE SAME AS SUPI, MANY TIMES IN THE MATCH THEODOROU SURPASSED STOCKFISH CALCULATIONS AS THE STOCKFISH DIDN'T FIND THE BEST MOVE. TWICE. Man even your not browser-based stockfish found that move, what's the argument you're using now? And even the browser-based stockfish is very good and you can configure it to high depths if you have diamond upgrade, and configure it to analyze 99 moves ahead which takes time to do, like many engines does. And surprisingly, for Stockfish to calculate Theodorou's position and realize what's the best move, it had to calculate 20/30 depth ahead than it's common 20 moves depth in order to find the same moves Theodorou found in his match, which is the same argument you used for Koji, that CAN BE APPLIED TO THEODOROU lol.

Damn nice arguments, if analyzed at low depth stockfish thinks it's a mistake, but analyzing at high depth it thinks it isn't, maybe because a high depth is better than a low depth stockfish? and low depth he means weaker stockfish in general, and even with the strong stockfish it wasn't finding the best moves Theodorou didn't, as mentioned in your "browser stockfish" prove and funny how you support my point saying that Levy uses a high depth not browser stockfish to analyze the matches, since it required a complex computing and calculating at a higher depth to find the winning sequence Theodorou found in the game, so You are making it easier to me that what Theodorou did, was same as koji, although Koji didn't actually perform that 🤭
Your Koji argument is just stupid, I already explained in my Supi point
as I stated in the first point which I saw you were going to use it at some point, twisting the words of the light novel, it was stated or at least interpreted to be only a machine and not many doing its calculations, so first point here. He did better and can be proven to be what Koji did in your logic and explanation of the feat, so what, and now addressing the rest of the argument, he had an hour to think right, so his opponent made a move in 1 hour and the rest in 0 seconds? Jk just joking but It's a clear demonstration of his chess skills, getting a 100% accuracy game isn't an easy task, even more making the STRONGEST STOCKFISH having difficult analyzing your game (proven by my earlier arguments), and it shows how much of a beast he was compared to a super gm, also the fact that he spent 6 minutes through all his time management.
If you try to argue that Koji found the best move in 0.000001 seconds (Obviously a joke I'm making here about the timespan) we have the Supi feat which have a very very similar timespan he used to find the objectively best move in the position that the stockfish didn't calculate.
As the rest of your argument for Theodorou's game, if you count the time, which I know that the time increased every move, (I'm not braindead lmfao, at this point you just think I'm someone with no capacity of thinking for myself and being able to analyze anything, since you explain common sense stuff) he took more or less 6 minutes in making his moves, you could argue 7 or 8, it doesn't debunk his feat and it's still as impressive, so no reason to state that.



Link: https://prnt.sc/PKkbMl79ldQC

That's why I assume you're dumb, I talked about the forced mates thing since the calculation you used for the trillions moves thing for the bot is just about him finding forced mates, I never mentioned Ayanokoji about this, and I made a direct correlation with Arisu cuz it's funny and it could work although it's fallacious just like your argument for Koji scaling to trillion moves per second. I'm not taking anything out of context if you are literally assuming Cote engine is top top top tier engine for some reason when it is not stated, also when I mentioned the website, I literally just mentioned that it was calculated specifically to find forced mates, therefore the calculation would be higher than normal, if you can't comprehend my arguments isn't my fault, I'm sorry for now drawing it for you the entire time. Idc about Deep Blue, The first post is OP's post and he's giving calculations to the question he had asked but that's not even the point, fuck if OP asked or didn't ask.
Your argument for that reply is just hilarious, if you read, he's literally assuming that the Engine is stockfish playing on the fastest node, with the latest TCEC and in the fastest supercomputer, which that calc this guy did was 12 trillions, were the minimal was 12 million. This REALLY don't debunk my arguments, since if you think this supports your argument, you would have to prove that Cote's engine scale as high as this guy calculations, which you can't and which the OP also said "forced mates" which means the Engine would be able to calculate faster responses since Forced mates positions aren't as complex as normal chess matches bro.

And It's also very funny that you didn't debunk nor address what I explained about the engine and what it is calculating and the difference between a human and an engine, since it debunks your arguments, of course you have to ignore it, and my earlier reply also helps in debunking your point about the 12 trillion chess engine thing since it realy explains how a engine would really work and that it improves over time while being more efficient and analyzing less moves, That's why they use Heuristics and Pruning Techniques and depth of moves they can calculate up to.

Damn you really said that, like, it's funny how it exists WorstFish which gives the literal worst move in the position, which means you can make an Engine account for something else than just the best move of the position, but that's not even the argument since Tsukishiro or the grandmasters can do this work for the engine, and how is that wrong? is the engine trying to compete with Ayanokoji or is it helping Tsukishiro into making Ayanokoji moves worst and therefore making him lose the game? which one is more logical? And your explanation is really fucking helping or explanating further my point, Tsukishiro sees if the advantage for Koji is immense or not, then the engine calculate another move for them that is enough for Arisu to beat, I don't see the point in this response.

The game was close and that's another argument for your CF since if they were really close in skills as stated by Ayanokoji and even one move from Arisu made him shiver, but sure Koji would still win. Why is it related to CF? just read my previous arguments, He would win against her in the game 100% of the times due to the supposed insane CPI he have since he can calculate trillions of moves per second, which isn't the case as Koji stated it was close and you even agreed to it being close.
Funny how you mention that Koji calculates trillions of moves but when it comes to Arisu, apparently she relies to her chess skills since she's intelligent but not logical, lol. Using your arguments for the doc and how close the match was, You can yes boost Arisu and some other to a certain degree which is narratively nonsense, and I'm not scaling Koji's cpi bc of his skills, I'm literally proving that bc of his skills, he don't necessarily needs to calculate trillions of moves dumbass

Your arguments for Stockfish 8 makes me wonder if you really understand any point of my argumentation, because the things you are ignoring in order to attack a totally different point that it's not related to anything I mentioned and showed is incredible, I really find interesting your way of ignoring my arguments.
So let's pinpoint the only parts of your argument that's worth mentioning and going again through the Screenshots I mentioned so you can understand.

> "Magnus defeated stockfish in a series of games. While Stockfish is an incredible strong chess engine, **Human intuition and creativity can still outmaneuver it in specific situations.**

It really supports my point that you can beat an engine using your chess skills rather than calculating faster and more moves than it can per second. Calling a stockfish an unfinished product just because it lost against a GM which validates more my point is really coping, more than that, playing a opening that can confuse Stockfish really just proves that Stockfish can be tricked if you know how to play the game (chess skills) and if you want to use that argument, then Koji only outspeeded the engine cuz the engine wasn't running at it's total capacity, I guess it's valid to say that.

In conclusion of your points:

1. Outspeeding the computer = making an objective better move of the position since You literally makes the best move that the computer didn't find lmfao, and you even say that He did for the sake of an argument which helps my argument even further

2. Koji Move could also been lucky by its argument, The 900 rated clip is literally a proof that someone can find the best move of an position without having to calculate trillions of moves, and stockfish liked that move better than it's best move at the time the position was being analyzed, therefore a objectively best move

3. The first point is nonsense that's isn't my main point that I argued, stop mentioning useless stuff and debate my main points. This is literally how you prove that how people play and how engines play works different and how Ayanokoji could have done the same thing to find the best movement faster than the Engine, and since you're arguing that it's common to find best moves in position faster than the Engine, then your CF doc is stupid as any GM could have performed due to it being common.

4. Trash, they provided different point of view with higher or lower calculations, even though the OP said it was objective that it could calculate quadrillions of moves, and yet they provided another argument with a different outcome, which aparently isn't disagreeing with the result OP had. And I showed that it's fallacious the argument of that guy getting 12 trillions moves therefore somewhat valid since he is literally assuming the best supercomputer to ever exist be the one in that example, unless you can prove Cote engine is the best supercomputer in the world, I could even argue for 12 million moves even though that's really not the point of my argumentation

5. Totally you missed the whole point of my argument, and I showed you proofs of the strongest not browser engine at the time, analyzing their game and yet not being able to calculate some moves, and proving my point even further by your argument on Levy's supposed way of analyzing games. And your argument is fallacious since you are really distorting my point to make it easier to beat when I never said anything of that, and you do that through all your arguments which is incredibly funny, but I won't call what fallacy is it because you're coming up with excuses that I used fallacies to win the debate someday.

6. Common sense is a nice response to this argument, I already addressed it earlier but still, the engine could be configured to that, proof is WorstFish, the personnel and Tsukishiro can do the work for the engine, and the way you explained, it only proves what I said to be true.

2:46 AM 7. No one cares if it isn't searching for bad moves, it's just fallacious and I proved this wrong, and even if the engine was indeed looking for trillions of possibilities, **IT DOESN'T PROVE Koji really did the calculations**, my guy

8. I never said Stockfish 8 is the same as Cote, but then can you prove the cote Engine is the supercomputer with 8 million cores that you said it required for the 12 trillion moves per second argument? And the volume was released a year after 2018, which could be around stockfish 8/9 at the time, so if the cote author research about engines, he would have info about the "unfinished product" you're talking about. Which you'll just reply saying Cote is in its 2050s

for your last point, it's just hilarious how nonsense and anything I said earlier still applies, like bro, why when Koji does stuff it means he needed to calculate as fast as the engine, and then when it's a GM doing the same shit "It's not valid" like what, they also found the objectively best move in the position faster than the engine.
Your argument for the 2 last minutes isn't valid since Koji stated that all his moves were taking around 10 seconds to go to Horikita and then at one time it took 30 seconds, assuming he was taking 2 seconds then took 10 seconds constantly for the next moves, means, after the first 10 second thing, they changed Koji's position from a winning position to a worst position, this doesn't mean he had found the trillions of moves per second movement, it's nonsense that's why the 30 second is the one that Tsukishiro refers and I argue for, and it doesn't necessarily mean Koji had to calculate quadrillions of moves at 999 depth or whatever to surpass the machine, it's literally a machine that wasn't able to calculate that specific move which is something that happened even with the 900 rated guy bro. How does this debunk or imply something, you're just repeating

specific move which is something that happened even with the 900 rated guy bro. How does this debunk or imply something, you're just repeating a point that I argued logically on why Koji didn't necessarily had to calculate trillions of moves per second and yet you don't understand it

@KiyoKouji • "He was planning to use a different move, at the time. An even better move than the best one we could've come up with. I had a significant number of

TheHuntsman1001 12/31/2023 2:45 AM
I just woke up so I will respond to the bulk of this later, but to start do you have access to the JP raws for COTE? I can hunt them down if needed to check TLs but if you already have them let me know.

January 1, 2024

TheHuntsman1001 01/01/2024 2:16 PM
Sorry about the delay, I've been busier than expected for New Years. I'll send my response tomorrow.

January 2, 2024

KiyoKouji 01/02/2024 1:53 AM
No worries

TheHuntsman1001 I just woke up so I will respond to the bulk of this later, but to start do you have access to the JP raws for COTE? I can hunt them down if needed t

KiyoKouji 01/02/2024 1:53 AM
Whatever suits you the most

TheHuntsman1001 01/02/2024 3:44 PM
Sorry about the delay but here is my response.

1. To your first point the TL used for the CF doc comes directly from JP raws. Some of the English translations are incorrect as you see for yourself. It wasn't that you missed something in your TL, it was just a mistranslation that some of them had. In the raws it confirms that the word many applies to both the personel and the number of computers Tsukishiro was using.



https://prnt.sc/w80MomHZOXTJ https://prnt.sc/DBrc1bj5QVqM

2. Like I said before I would agree to the point of Supi making a move faster than the engine provided its best move, however I went back to the original video you sent of the actual match and not only was there no eval bar like you claimed, but no indication of engine lines either. Meaning that in fact you are incorrect about using that example. Stockfish wasn't running for that and if it was evaluating the game afterward it isn't on time constraints. From that we have no reason to believe that Supi out speeds an engines calculation in the first place. Now I'll say this again since you don't' seem to understand MY point here. Even though I see no evidence Supi out speeds the engine, if I assume that you are right and he did, it is NOT the same as what Koji did in the LN. This is just common sense, fast =/= good. It wasn't that Ayanokouji made his best move faster than the engine could find its move. That is NOT the point of the CF. What is the point is that he found a move better than the engine's best move which it didn't recognize as being better until later in the match. To your point about not calculating trillions of positions to out speed an engine that is true, had Koji's CF been about out speeding the engine as in your definition those calculations wouldn't be necessary. However, since that isn't the basis of the CF and his move was just superior to the engine they are completely different things.

Now to this about humans and computers thinking about chess differently. This is true. Humans can rely on pattern recognition, experience, and intuition to find great moves while computers are forced to make calculations since they don't have the ability to mimic that. Now despite that this doesn't disprove the need for Ayanokouji's calculations. These distinctly "human" methods of finding moves, work well against humans, this isn't enough to find an objectively better move than a computer. As I pointed out in the CF doc in the proof section, there are ways human players can make moves which an engine would find difficult to understand or confusing. This can allow someone to "trick" an engine into falling into a trap. Since I know you are a fan of NGNL I can make a comparison that should help you understand this point. (I'm not comparing Ayanokouji's chess skills to Blank) Sora ensures that when they are playing chess Shiro doesn't fall into traps which he can only find due to his immense pattern recognition and intuition. That same principle applies to irl engines. However, as also explained in the doc it is impossible for Ayanokouji to have used this method to have his move be "better" than the engines since he didn't know his game was being analyzed by the engine until after it was over. He mentioned this after meeting Tsukishiro afterward when he said he understood everything Tsukishiro had done with a single look into his eyes. Additionally, even if Ayanokouji had "tricked" the engine that still isn't the same as making a better move than the engine. All that is doing is trying to get an engine to play a worse move to provide yourself an advantage. This is even more obviously not what Ayanokouji did since that would provide him no benefit here. That is because he isn't playing the engine, he is playing Arisu. As a skilled chess player, she very likely has the experience to see through such a trap and making that kind of move would be meaningless. It makes much more sense for Koji to play a move with strong strategic importance in accordance with a LT plan like he did. (edited)

PM Here again you are contradicting yourself. Again, even if Supi did in fact out speed an engine (which you did not show to be true) that would NOT mean he found a "better" move than the engine. All that means is he found the move faster. Supi did not have to calculate trillions of moves since what he did was completely different than what Koji did. I don't know what you are trying to imply about the FMA here, but it has nothing to do with the CF itself. The reason Arisu doesn't scale to the CF is incredibly simple, because SHE DIDN'T MAKE A MOVE BETTER THAN AN ENGINE'S BEST MOVE, while Koji did

> And you even agreed to me on the part of Supi outspeeded the engine, although it was "for the argument", but since you agreed, it's clear since the move he found was objectively better than the one the computer found at that time, which makes your argument nonsense, as it applied to Supi as well, since you use it to Koji. So going by your logic, did Supi calculate trillions of moves? Of course you'll reply no, even the narrative for Cote having no clear indication of Koji actually calculating trillions of moves, since narratively it makes literal no sense, as it upscales Arisu, and those that don't even scale to FMA. That's a shame.
>
> My guy you are simply stupid and I even explained what I'm referring as outspeeding, you are using a different explanation for outspeeding which doesn't debunk my point when I literally made it clear in my arguments before I stated them Lol, and I pointed out and I explained again debunking your logic as what Supi did was finding the objectively best move in the position. You agreed to my point that they did something comparable, This is something helps me in refuting you as you give me more ammo to use against you, and WHAT? "also found but due to how engines calculate may have taken more than 5 seconds to find" YOU ARE LITERALLY USING THIS IN YOUR ARGUMENT FOR AYANOKOJI LMAO, how does this applies to Supi but now to Ayanokoji my guy, when both the machines had to spent more time analyzing the position at the time lmfao. Damn bro. So browser-based stockfish > your infinite cpi engine? Sure you can agree Koji's move that complex bla bla bla but it's literally the same shit and you are literally stating what happened in the supi match, when the engine didn't saw the queen sacrifice and had to evaluate the position, I'm just repeating myself at this point from how circular you are.

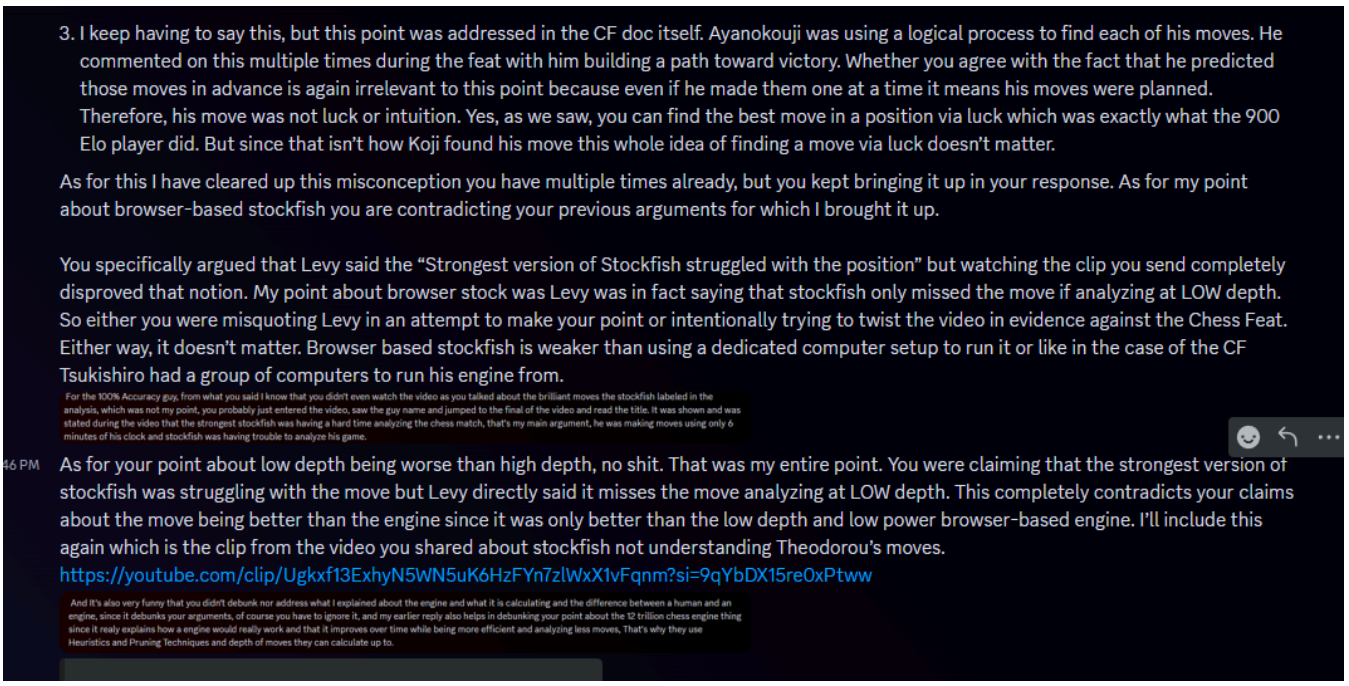
Here you claim that I am using a different definition of out speeding than you which is again false. The difference is you are claiming that out speeding is the same thing as finding an objectively better move than an engine which is just factually wrong.
Here you showed the engine analysis of Supi v Magnus. Although I don't know what engine you used for this, it doesn't really matter. While this does in fact show that the queen sacrifice was an excellent move for Supi again nothing here shows he out speeds the engine, and once again even if he did it isn't the same as what Koji did. As for the engine analysis you highlighted, I don't know if you are familiar with engine analysis, but this doesn't mean this move was better than an engine my guy. The +6.67 is just the eval bar rating after the move, the fact that it increased a lot on one move just means it was a very strong move. Nothing about this even remotely implies Supi's move was better than an engine.

3:45 PM

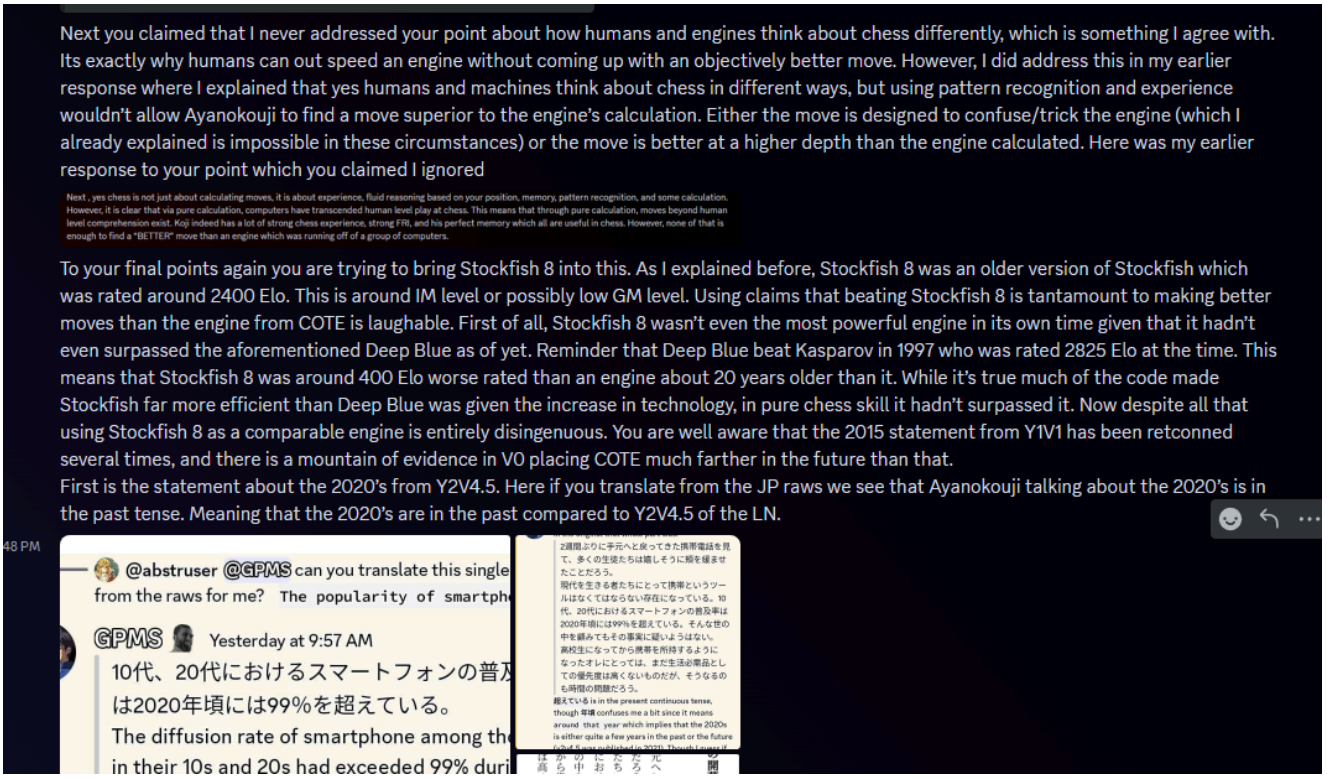


These images are my arguments so no need to put them again in the doc

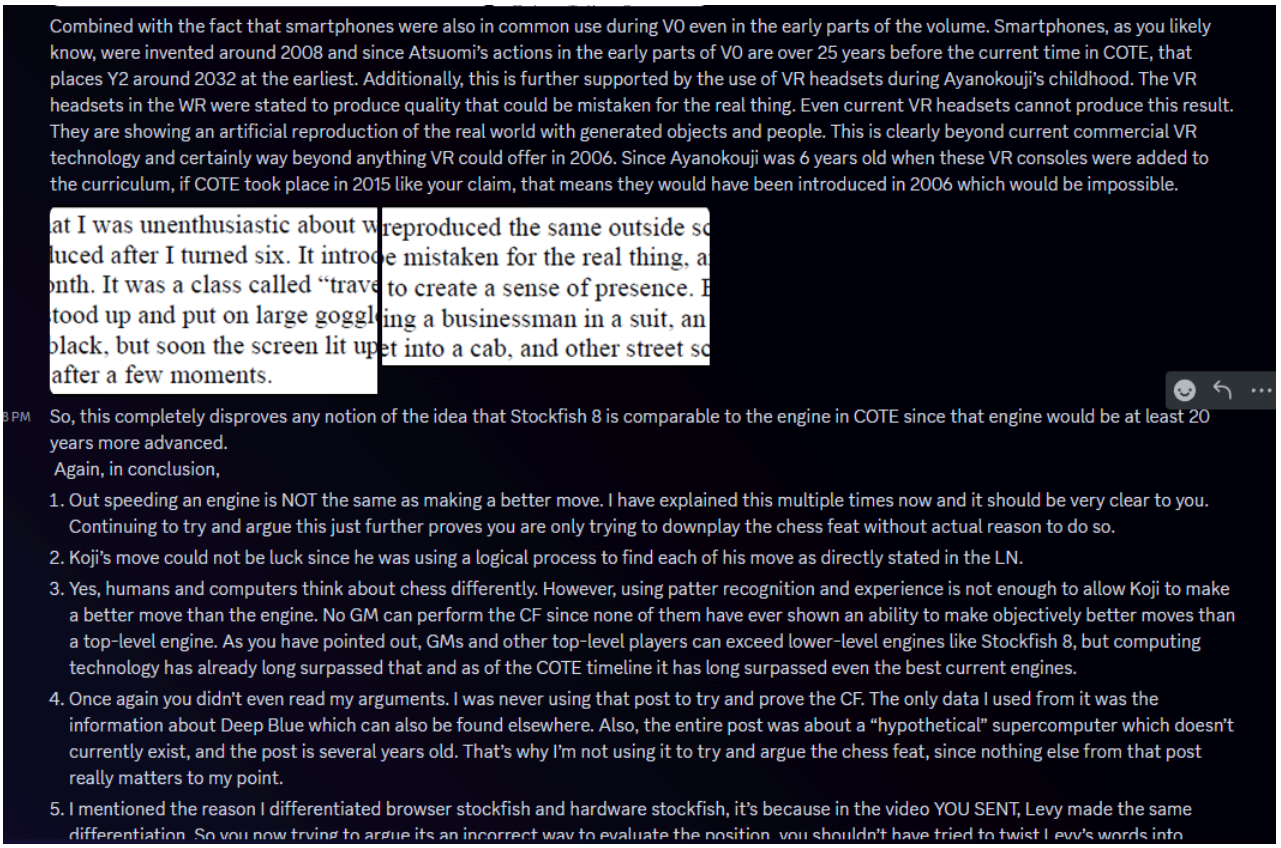
My guy you are simply stupid and I even explained what I'm referring as outspeeding, you are using a different explanation for outspeeding which doesn't debunk my point when I literally made it clear in my arguments before I stated them Lol, and I pointed out and I explained again debunking your logic as what Supi did was finding the objectively best move in the position. You agreed to my point that they did something comparable, This is something helps me in refuting you as you give me more ammo to use against you, and WHAT? "also found but due to how engines calculate may have taken more than 5 seconds to find" YOU ARE LITERALLY USING THIS IN YOUR ARGUMENT FOR AYANOKOJI LMAO, how does this applies to Supi but now to Ayanokoji my guy, when both the machines had to spent more time analyzing the position at the time lmfao. Damn bro. So browser-based stockfish > your infinite cpi engine? Sure you can agree Koji's move that complex bla bla bla but it's literally the same shit and you are literally stating what happened in the supi match, when the engine didn't saw the queen sacrifice and had to evaluate the position, I'm just repeating myself at this point from how circular you are.



Link: https://youtube.com/clip/Ugkxf13ExhyN5WN5uK6HzFYn7zlWxX1vFqnm?si=9qYbDX15re0xPtww



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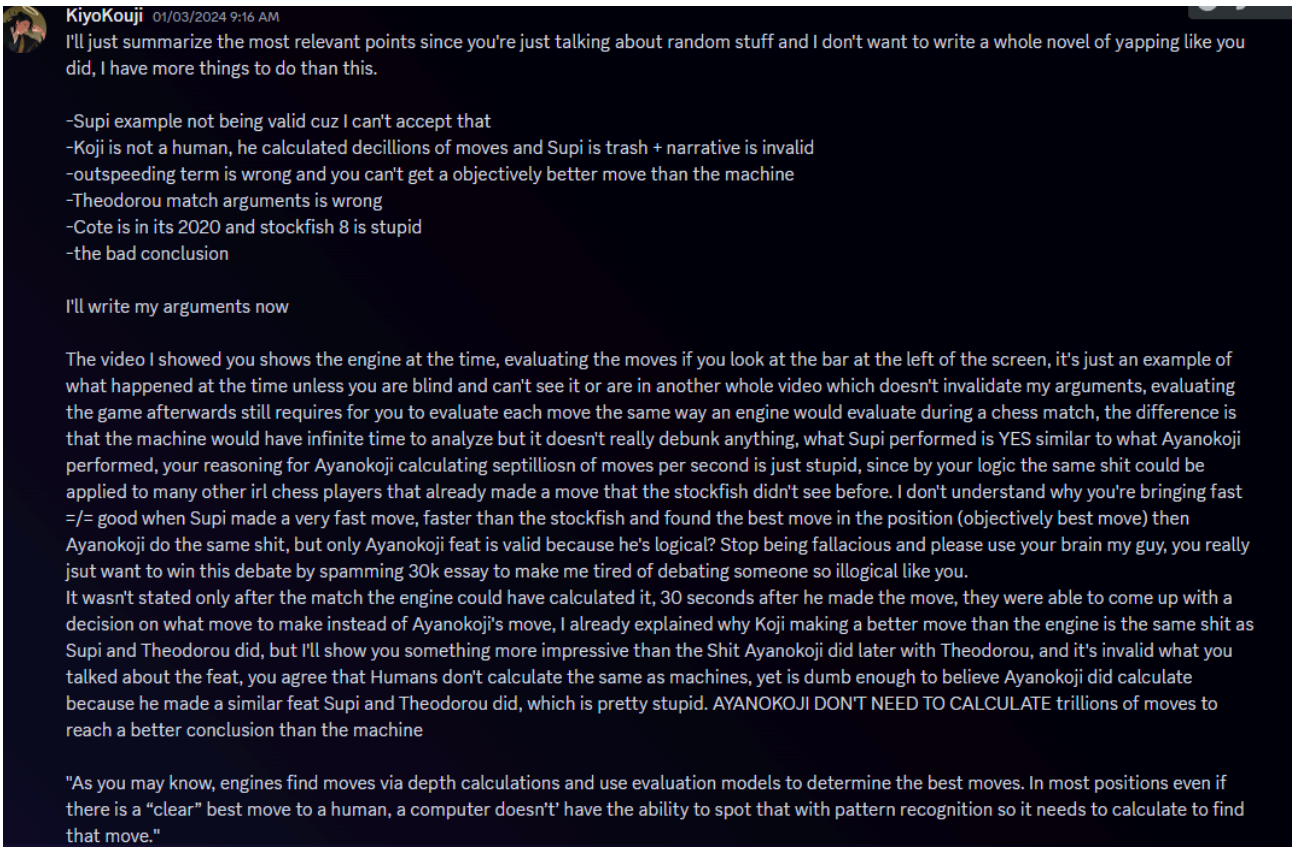
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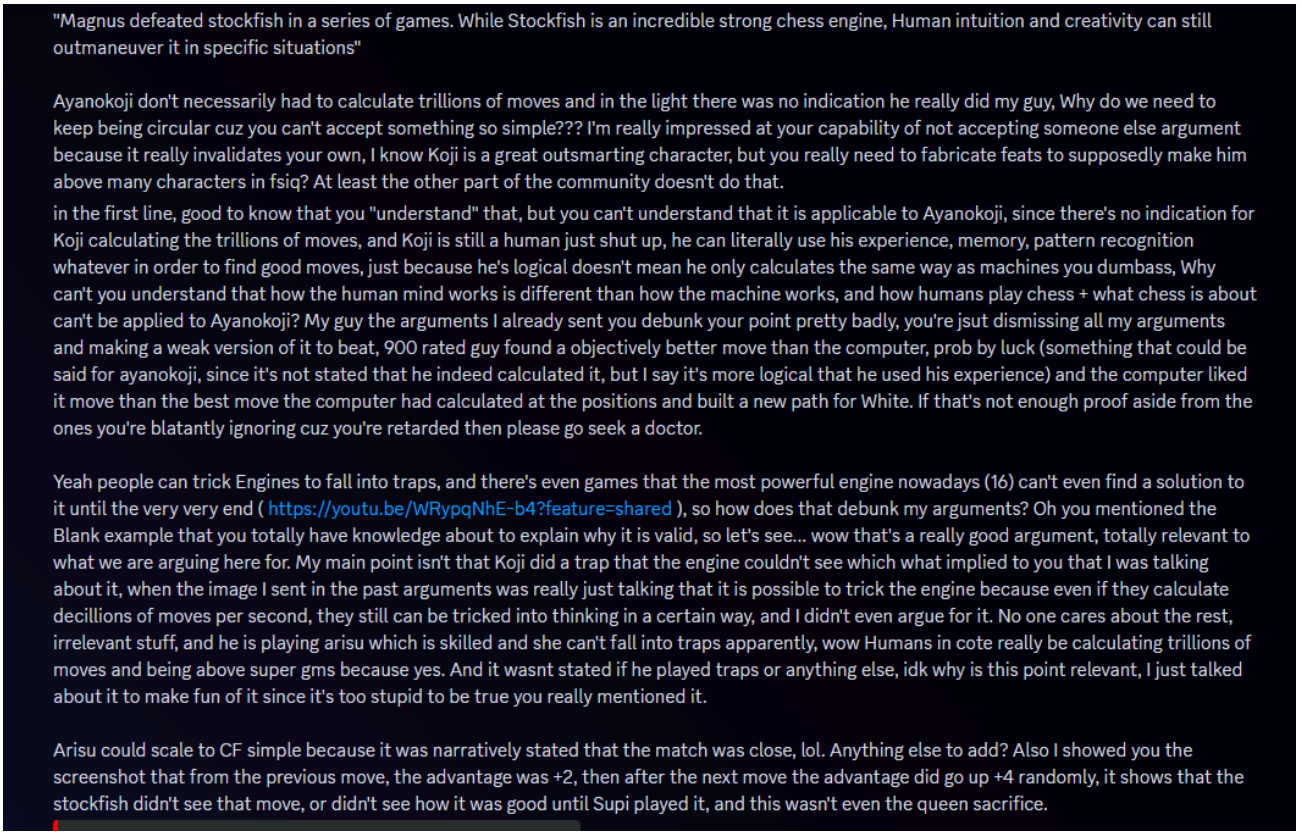
differentiation. So you now trying to argue its an incorrect way to evaluate the position, you shouldn't have tried to twist Levy's words into claiming he said the best version of stockfish was confused when he never said that.

6. Ok so the main reason that configuring an engine to not find the best move makes no sense is that if Tsukishiro didn't have the engine calculating the best moves he wouldn't be able to properly determine if he needs to change Ayanokouji's moves or not. We know Tsukishiro isn't a chess master since he knew he needed a team of people and a group of computers to help him analyze the match to ensure Ayanokouji lost. If he were a chess master, he could analyze the match himself and change moves to be less strong as needed. Also, there is no indication in the LN that he has any skill at chess, so we have no reason to believe it. So, if an engine is configured to show a Mid-Tier move so if he needs to change Koji's move he has one to change it to that doesn't actually help him. Since Tsukishiro isn't a master chess player, he wouldn't understand the importance of the best moves in the game played at such a high level. Since he needed to be careful to not let his interference be caught, he can't risk changing random moves. The only interpretation that makes any sense is he used the engine to track the eval of the game while it displayed the best move each turn. If Ayanokouji's advantage gets too high and Ayanokouji plays a move in line with the engine's top moves, he can change the move to reduce his advantage.
7. Ok, I have shown several times now why the calculation was necessary for Koji to find his move and you haven't even addressed it once as to why it would be wrong. Since Koji analyzed the position at a higher depth than the engine was able to (I showed this several times already) then in order to find a move at such a higher depth that is "better than the engine's best move" he needed to calculate positions to find that move. No other method allows him to both find a better move than the engine and analyze the position at higher depth than the engine.
8. I already addressed the timeline issues and showed why Stockfish 8 cannot be the COTE engine. You trying to mock the engine by jokingly claiming I will argue it has or needs 8 million cores to calculate the trillions of moves is just laughable. If that is your best argument against the CF I can safely say you have failed to debunk it.

Now with all your points addressed I can finally see that I have answered all your concerns about the CF and shown why the interpretations you tried to argue are invalid. If you have any other questions aside from what you have brought up so far, I am happy to address them, but as for your previous arguments I have disproved each of them to this point. I really don't know why you are going so far as to try and invalidate a perfectly valid feat which is directly supported by the LN. You also tried to argue several points which I had directly stated in the CF doc itself which was leading me to believe you may not have even read the doc.

You wouldn't know this, but I was a silent member of the SCD community for months before becoming active, and your early videos were a major factor in pulling me in. First Acid Ninja and then your videos were what got me interested in SCD in the first place. I don't know what changed your opinions and why you try and hate on COTE as a series so much now, but I am certainly disappointed in that. Anyway, if you have any other questions about the CF moving forward let me know.





link: https://youtu.be/WRypqNhE-b4?feature=shared

"In case you end confusing terms, I'll just clarify that I used outspeeding to mean that the human made the best move of the position in a very short timespan that the engine would take some time like minutes to find that move."
while you use "Outspeed means necessarily calculating anything faster than engine".

My guy, finding the best move in the position faster than the computer is objectively finding the best move the engine could come up with, since you're finding the best move before the engine could calculate it, why can't you understand that?
Supi did the same, he outspeeded and found the objectively best move, even if you run the same match at the strongest engine nowadays, it will say that in the position the queen sacrifice is the best move, which at the time Supi played that match, the stockfish wasn't that good yet and still learning, the stockfish would have spent minutes in order to calculate that move, which Supi found in 5 seconds, why can't you understand that this is impressive? I'll not even comment about your poorly understanding of engine analysis.

Koji was beating Arisu, and as he was winning the match, Tsukishiro needed to change his moves in order to built a path for Arisu to win, while not making anyone watching it suspicious about the match going on, after many moves, Ayanokoji in some seconds find the best move in the position that would make Arisu be at a really bad advantage, exploiting her possible mistakes and anything, so after the Engine having to calculate fast that the move was impressive, in order to build a new path, they needed a similar good move that Arisu could beat, so after making a really difficult decision, they changed his move and the match continued.

Supi found the best move in the position that Magnus resigned at the spot in just 5 seconds, Ayanokoji found the move in the position that would Make Arisu lose the match, in just a few seconds.

It's totally different, right?
the 900 rated guy point I addressed already, and the rest is pathetic, if you think that debunk my Point, I would recommend you to analyze what I said for another day so you could bring more relevant points, I'll just add more arguments and explain the ones I already said so you can get a better idea of Theodorou truly feats.

First for the Stockfish analysis, I asked one of my friends that have diamond account in chess com to access the highest depth stockfish they can use in the site, and after changing it settings to analyze 99 depth and the strongest settings, after the opponent blunder with the pawn takes bishop, it was around 27 depth and the 0-0-0 move to calculate advantage for White, then later before the queen move showed in the image I sent you, it needed 45+ moves ahead to calculate Mate in x moves which it didn't calculate when it calculated 20 depth, so your argument would be applied to Theodorou following your logic for the Koji argument, but Ayanokoji didn't perform any of this and I have a stronger argument that I'll state next.

You were crying so much about "browser-based stockfish" that I download the fastest and recent version of stockfish available (16), and I downloaded a chessboard gui to run the engine.

In the chessboard gui, I selected the best settings I could for the engine to run at its fullest, and I gave all my computer process power to it, it also calculates 25 depth at least and can calculate up to 999 moves ahead and my computer have decent specs, and the result was that the computer calculates:
7million moves in the opening
3-4million moves during mid-end game
10million moves close to end the match

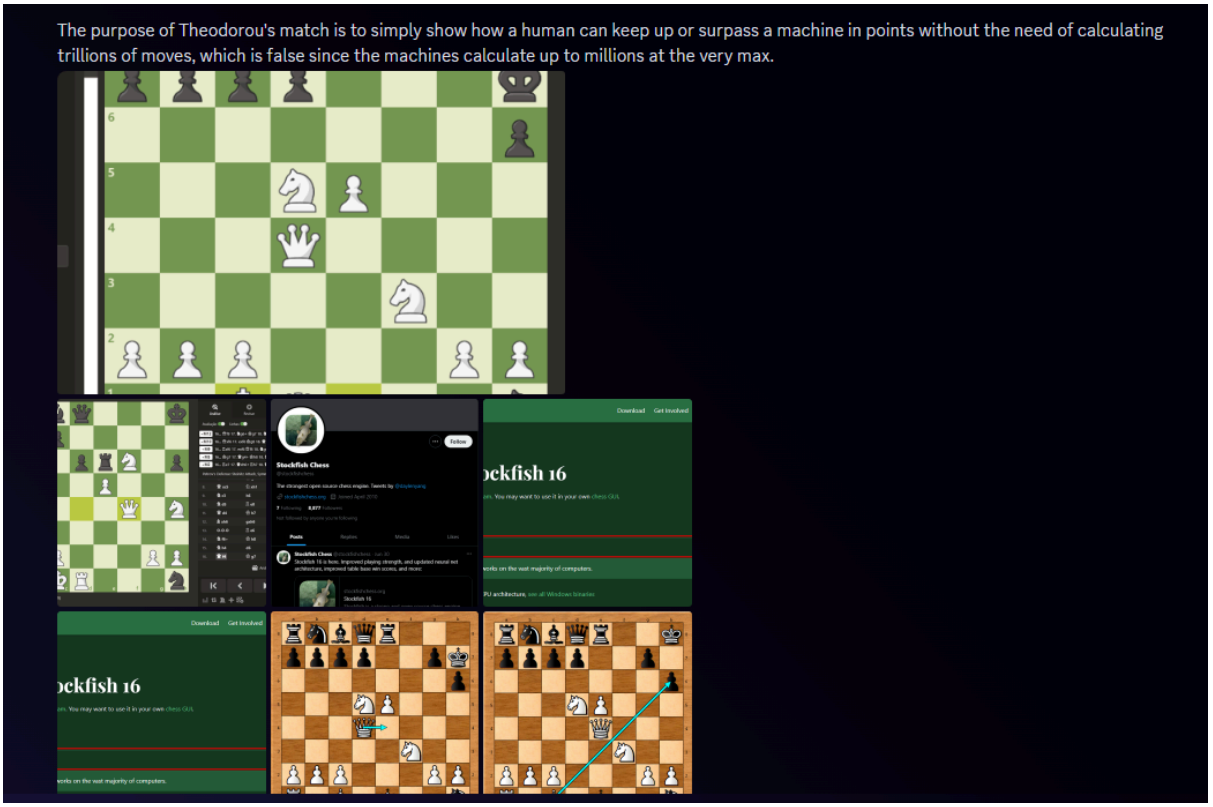
it doesn't calculate trillions, although you'll be a idiot and say that Cote had a dedicated machine and that my pc isn't powerful so I can't calculate trillions of moves, which is false, this only supports my arguments that each time the engine is upgraded, it just becomes more efficient in analyzing the best moves without having to overload the machine in calculating useless positions and moves ahead, it shows that the pruning techniques gets more updated and advanced day by day which only supports my arguments than your calculations as to why engines nowadays follows the same method as deepblue did, just to calculate FORCED MATES 🤣

now going more about the theodorou match, Theodorou found a better tactical position and strategy than Stockfish could, as shown in the screenshots, this are the best moves according to the strongest stockfish, calculating 40 moves+ ahead, and it leads to the bishop scarifice, but if the opponent takes the pawn, the position is still a draw and don't give any advantage to white. The engine was suggesting the queen check then Bishop sacrifice, while if you do the bishop sacrifice first, if played perfectly is still a draw, but it can lead to White victory if the opponent takes the pawn.

While if you sacrifice the bishop first, the position is still a draw if played perfectly, but if the opponent takes the bishop with a pawn, you win.

Despite all that, in the entire match, Theodorou only played the best moves, despite Stockfish tweaking at that Qe4 move

Theodorou showed better thinking and tactical thinking than Stockfish while making the objectively best moves. If you try to say that the screenshot is saying that it didn't found in 20 seconds jsut shut up I let the analysis run on the same position for 30 minutes and it still was telling me to play Qe4



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https://prnt.sc/0F4qottLiF67 https://prnt.sc/fSIMp8BZecfG
https://prnt.sc/BgJOQgvjhwLR https://prnt.sc/I0sP9EPjzvBj
https://prnt.sc/Z4PmKDNOwf9q https://prnt.sc/fBaTViiJo8N4
https://prnt.sc/eVS6KPsQyi6O

https://prnt.sc/jGckhkBvBIbQ https://prnt.sc/70gHOjYs3wm2
https://prnt.sc/w_2KkEqhqHaE https://prnt.sc/GlFZ0rKO--OH

Dumbass if you find the best move in the position faster than the engine can calculate then you are finding the objectively better move dumbass. I don't know why the hell I need to explain something simple, please just think about this and try to analyze something bro.

Before talking about the year Cote is in, I'll talk about how hilarious is your arguments for Stockfish 8, which wasn't even my main point of my argument, but if you want to include it then sure, it's hilarious that you're comparing deepblue which as you said yourself "was rated 2825 Elo at the time" which means it was the strongest engine at the time, but it isn't nowadays, it's like saying that because boats were the fastest way of travelling countries, don't mean nowaday Boats are faster than Planes (just an example), every engine that came up later than Deep blue was having better analytical abilties, positional thinking, better pruning techniques which should be obvious to know about it, you are really trying anything just to call Stockfish 8 an unfinished project or trash version because at one time it was the strongest engine and people could beat it. Stockfish 8 is also rated to be in the 2900-3000s.

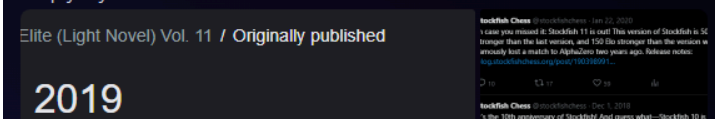
There are two situations you can consider, what the Author analyzed and what he chose in case he's fully following the timeline of Cote. The volume release in may 2019 which the author would have stockfish 10 to analyze and make the cote engine based on it, while Supi feat was in 2020s which was performed in a superior version of stockfish, while Theodorou was compared to stockfish 16.

> if you consider 2019, the engine would still be weak and it wouldn't prove anything else, since even if the engine is powerful, it doesn't imply that Koji indeed performed the millions calculations calcs per second. You're just trying to boost the engine as much as you can while Maintaining the same argument for Koji that doesn't make sense.

If you consider the verse year, it was in its 2016, I'll argue later why it is invalid what you said. It was released stockfish 7 in 2016, so the engine would be even weaker than the "pathetic" engine you're talking about stockfish 8, so the feat would be even pathetic for Ayanokoji if we consider that, so just stick to your argument on how Koji can perform the feat rather than stating irrelevant stuff, Huntsman.

The statement about 2020 says by 2020 implying it's a statistical inference and that is a novel prediction of a future event, if it was the year 2020 it was implied off it as a fact Koji somehow knows about while being in the wr which limits information on the world outside as in it being a past event.

For the VR, in the image I sent, the same stuff was explained in the doc, was also stated in these 1960s 70s VR headsets as well, so you can't simply say that it is from 2000s when it was also stated to have the same stuff in the 1960s VR headsets



https://prnt.sc/jOfBX202Bh-C https://prnt.sc/7hj_0EIVYtS_
https://prnt.sc/CdnW6Kyvbok6 https://prnt.sc/5wOprkL2SC95

9:18 AM for your conclusion, I'll just talk about the most relevant points and the ones that I didn't mention earlier in my argumentation. But first I'll just state that it's hilarious that you guys in general try to make it look like I hate Cote verse so much that I only hate on it than any other verse and these shitty stuff, just because I don't scale Cote as High and I saw the same verse getting insanely overrated made me make videos about Ayanokoji and the other characters losing, don't you guys also makes video of another characters losing, such as Yuuichi getting mass spam of "Tsubaki victim" "Koji low diffs", but when it comes to Cote, then it's wrong to have a different opinion than you guys, clearly Hypocritical and funny. It's just wrong what you're saying, and irrelevant.

5. I used a not browser version stockfish, and Theodorou made a better tactical move than the strongest Engine currently, so cope

6. Congrats you debunked nothing, I just implied that it was possible, but that's not my main argument, even if it was or not configured to work in a certain way, Tsukishiro and his personnels which you somehow assumed I said Tsukishiro was a chess player, would play the best move that Arisu can beat.

7. You're just dumb, I addressed it many and many times through all our debate, I talked about this repeating on how stupid your arguments are, you're just being circular while claiming that I'm not replying to your arguments, You are replying to mine but you don't debunk it, while I reply to yours and you simply ignore it lmao. Supi and Theodorou simply had a similar feat to this, and I explained how Koji doesn't necessarily had to calculate the moves, you are just being circular.

8. I never mentioned stockfish 8 to be the Cote engine but what the Author used to analyze how an engine works lmfao, you're just dumb, and I made way better arguments than you're claiming I did, clearly a fallacy here you're just making my argument looks like it's something else, when it isn't. the 8 million cores thing is that you literally claimed that guy to get higher results than you implying his arguments to correct lol

January 7, 2024

TheHuntsman1001 01/07/2024 7:07 AM
Sorry about all the delay. I've been way busier this week than I thought. I'll respond in full tomorrow.

TheHuntsman1001 01/08/2024 10:27 AM

Alright, despite your clearly false claims about my use of fallacies and word spamming to try and tire you out, we both know that you are the one who is attempting to do just that. To start out this is a clear Ad Hominem attack although that is just the beginning of your ineffective tactics to try and discredit a completely valid feat. It's time for a reality check on your arguments since at this point, I am completely confident you haven't even read the Chess Doc itself. Here I will list all your arguments up to this point and why they are invalid along with the fallacies I can catch which you have been trying to use to discredit the doc. This will be my final response on this topic for a while since you aren't even listening to my points and are just trying to repeat different fallacies to discredit me. This shows your inability to debunk any part of the doc with actual logical and valid analysis. How you respond at this point is up to you, but I am finished wasting my time on this topic with you. I am still happy to discuss the Chess Feat, but none of your arguments have any merit in debunking it.

1. Number of moves available to calculate:

> 2. If there are or there aren't 1 trillion moves in the mid game (I believe there isn't as they are really close to the end game), it doesn't prove Ayanokoji calculate all the possibilities to build his way to the end game

You first claimed that Koji's CF calculations are impossible due to there not being trillions of possible moves remaining in the Mid to End game period of the match. This is an argument out of ignorance since a simple google search can clear this up completely. As an extremely Low Ball there are at least 1050 possible moves in chess. If we assume that even 1% of those moves are still possible in an endgame which is again an extremely low ball, one trillion moves (1012) make up 0.00000000000000000000000000001% of the remaining moves possible. Given that in totality there are more positions possible on a chessboard than atoms in the observable universe, there is certainly not a lack of possible moves remaining.

2. Supi v Magnus match:

You are claiming that in the Magnus v Supi match that Supi made a move which by YOUR definition out speeds the engine. Not only did you fail to show any evidence of Supi doing so, as I repeatedly explained, but your definition of out speeding is NOT what Ayanokouji did. As by your own words

> "In case you end confusing terms, I'll just clarify that I used outspeeding to mean that the human made the best move of the position in a very short timespan that the engine would take some time like minutes to find that move." while you use"Outspeed means necessarily calculating anything faster than engine".

just my arguments so no need to screenshot them

Ayanokouji found a move that was "better" than an engine's best move. That alone creates a difference from your definition of "ouspeeding" since an engine's best move =/= a move better than its best move. You then later tried to amend your definition to include making a move better than an engine's best move, which there is certainly NO evidence Supi did.
Supi made a move which would likely qualify as a brilliant move, the engine certainly could analyze it, and even if he made it quickly it doesn't compare to what Koji did.

As for the final point you were claiming that in the video of Supi v Magnus there was a live eval bar of an engine analyzing the match showing that stockfish struggled with Supi's move. This is just a lie. As you can see in the video you sent of the live match there is NO eval bar. That means stockfish wasn't used there to live analyze the game which completely debunks your entire claim about the match. In the later video you sent about the post-game analysis of the match, there was an eval bar but that wasn't in live time with the match. All it showed was that stockfish liked Supi's move a lot and rated it very highly. Since there were no calculation times shown, you have NO evidence that Supi even found that move faster than the engine, therefore you can't even prove Supi out speeded the engine based on your own definition, and even if you could prove that it is still different from what Ayanokouji did.

> The video I showed you shows the engine at the time, evaluating the moves if you look at the bar at the left of the screen, it's just an example of what happened at the time unless you are blind and can't see it or are in another whole video which doesn't invalidate my arguments, evaluating the game afterwards still requires for you to evaluate each move the same way an engine would evaluate during a chess match, the difference is that the machine would have infinite time to analyze but it doesn't really debunk anything, what Supi performed is YES similar to what Ayanokoji performed, your reasoning for Ayanokoji calculating septillioon of moves per second is just stupid, since by your logic the same shit could be applied to many other irl chess players that already made a move that the stockfish didn't see before. I don't understand why you're bringing fast =/= good when Supi made a very fast move, faster than the stockfish and found the best move in the position (objectively best move) then Ayanokoji do the same shit, but only Ayanokoji feat is valid because he's logical? Stop being fallacious and please use your brain my guy, you really jsut want to win this debate by spamming 30k essay to make me tired of debating someone so illogical like you.

Here you are just claiming things which are not true. I linked both videos below so you can see exactly what I mean, in the video of the live game there is no live eval bar. In the recap video where the engine is analyzing the game, there is no indication it ever struggled or that Supi made his move faster than it could calculate.

> ɜtter move of the position since You literally n … than the engine can calculate then you are fi
> ın argument which helps my argument even fu … lease just think about this and try to analyze ɜ

Please explain how finding the best move in a position leads to that move being better than the best move? Apparently I'm a dumbass so understanding such a significant leap in logic must be beyond my simple mind. Please wise and fallacious KiyoKouji, explain how this makes any sense.

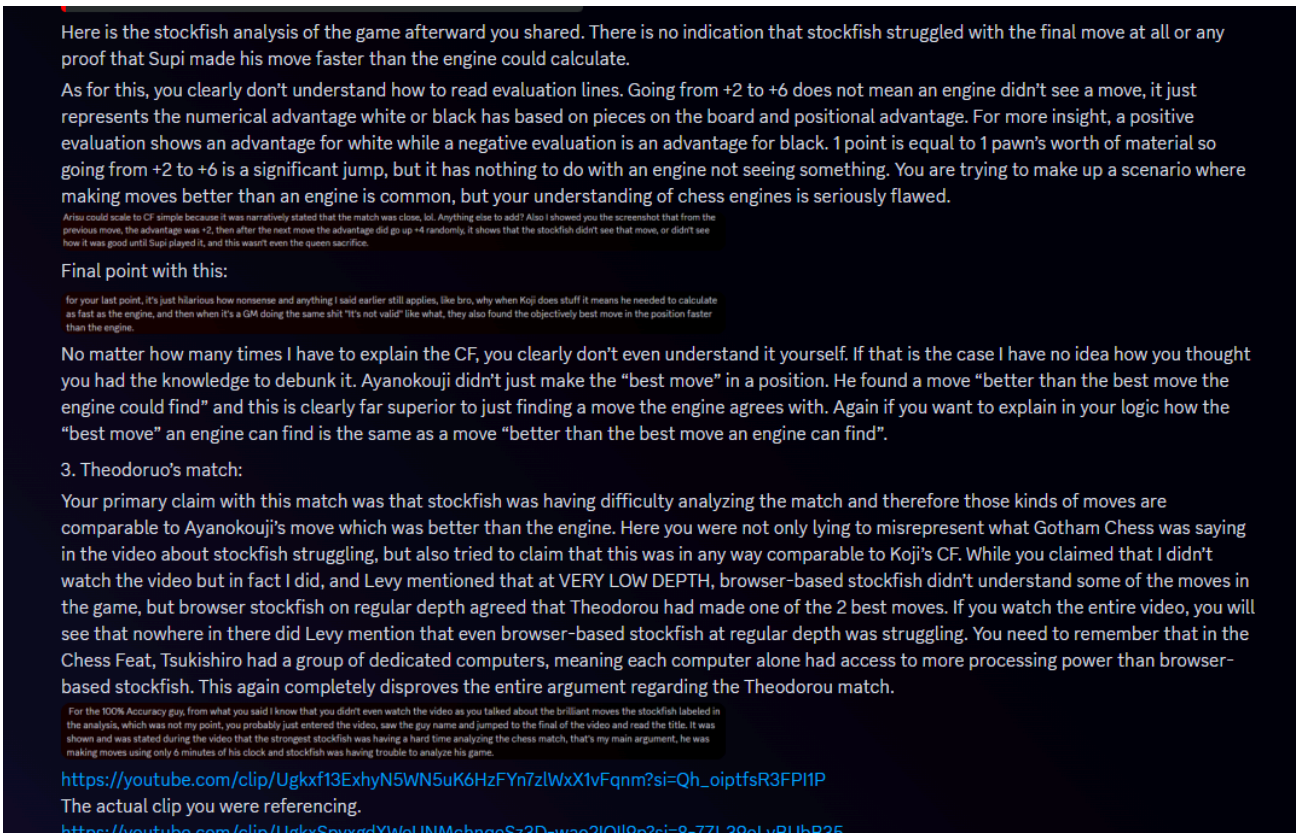
> And you even agreed to me on the part of Supi outspeeded the engine, although it was "for the argument", but since you agreed, it's clear since the move he found was objectively better than the one the computer found at that time, which makes your argument nonsense, as it applied to Supi as well, since you use it to Koji. So going by your logic, did Supi calculate trillions of moves? Of course you'll reply no, even the narrative for Cote having no clear indication of Koji actually calculating trillions of moves, since narratively it makes literal no sense, as it upscales Arisu, and those that don't even scale to FMA. That's a shame.

Here you claimed that since I had agreed for the sake of argument, Supi's move was better than an engine. This is just false, what I said was even if I take your word that Supi made his move faster than an engine, doing so isn't the same as what Ayanokouji did.

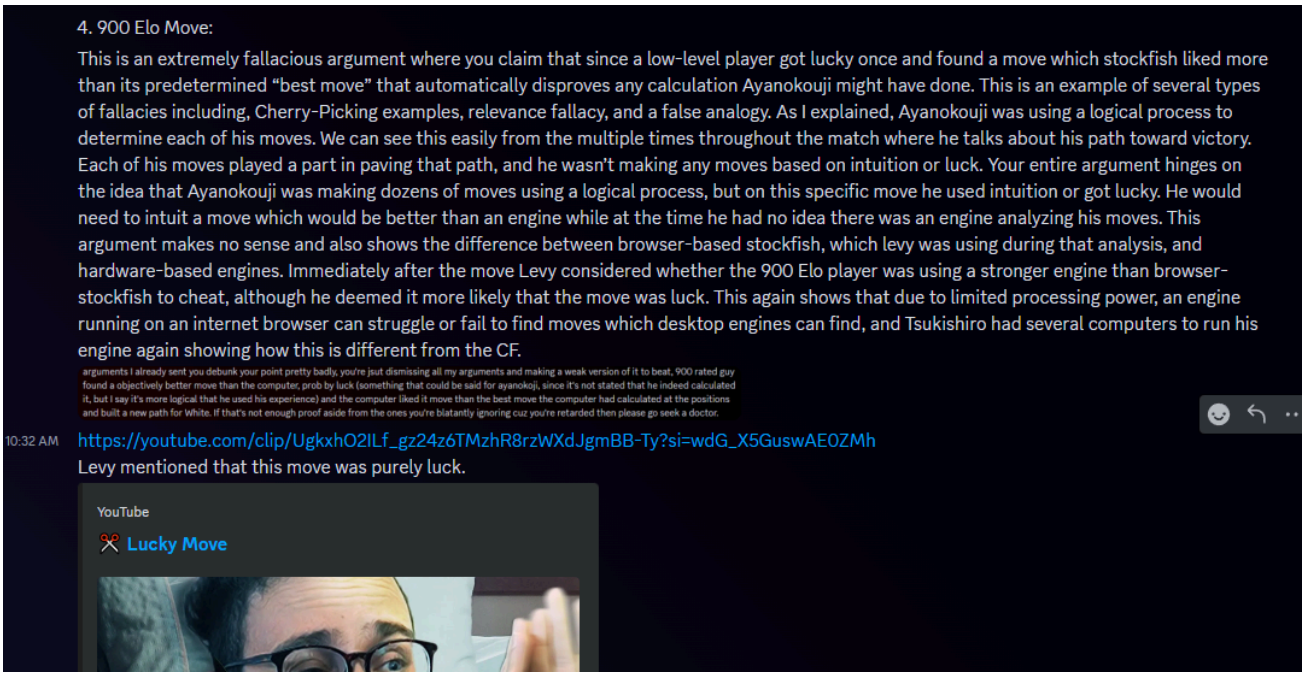
My actual response:

> **TheHuntsman1001** 12/28/2023 11:31 PM
> 1. For starters, I am not arguing that Koji is making every move better than the engine. I never once said that I'm not sure why you would think that? All I am arguing as per Tsukishiro's exact words "he made an ever better move than the best move the team of people plus the many computers could find". This part of the feat is not debatable since it is stated WORD FOR WORD in the LN.
> 2. As for Supi vs Magnus, nothing in the video you shared analyzing the match showed any indication that the engine was unable to analyze the Queen sacrifice at the end, or that Supi calculated it in only 5 seconds like you claimed. It also shows nothing about how Supi would have outspeed the engine. However, for the sake of argument I will assume what you are saying is true and Supi made a move in 5 seconds which the engine took longer to find. However, you are trying to twist the CF now into something that it is not. Ayanokouji didn't just out speed the engine, HE FOUND AN OBJECTIVLY BETTER MOVE, which is completely different. Finding a move faster than an engine is totally possible. As you may know, engines find moves via depth

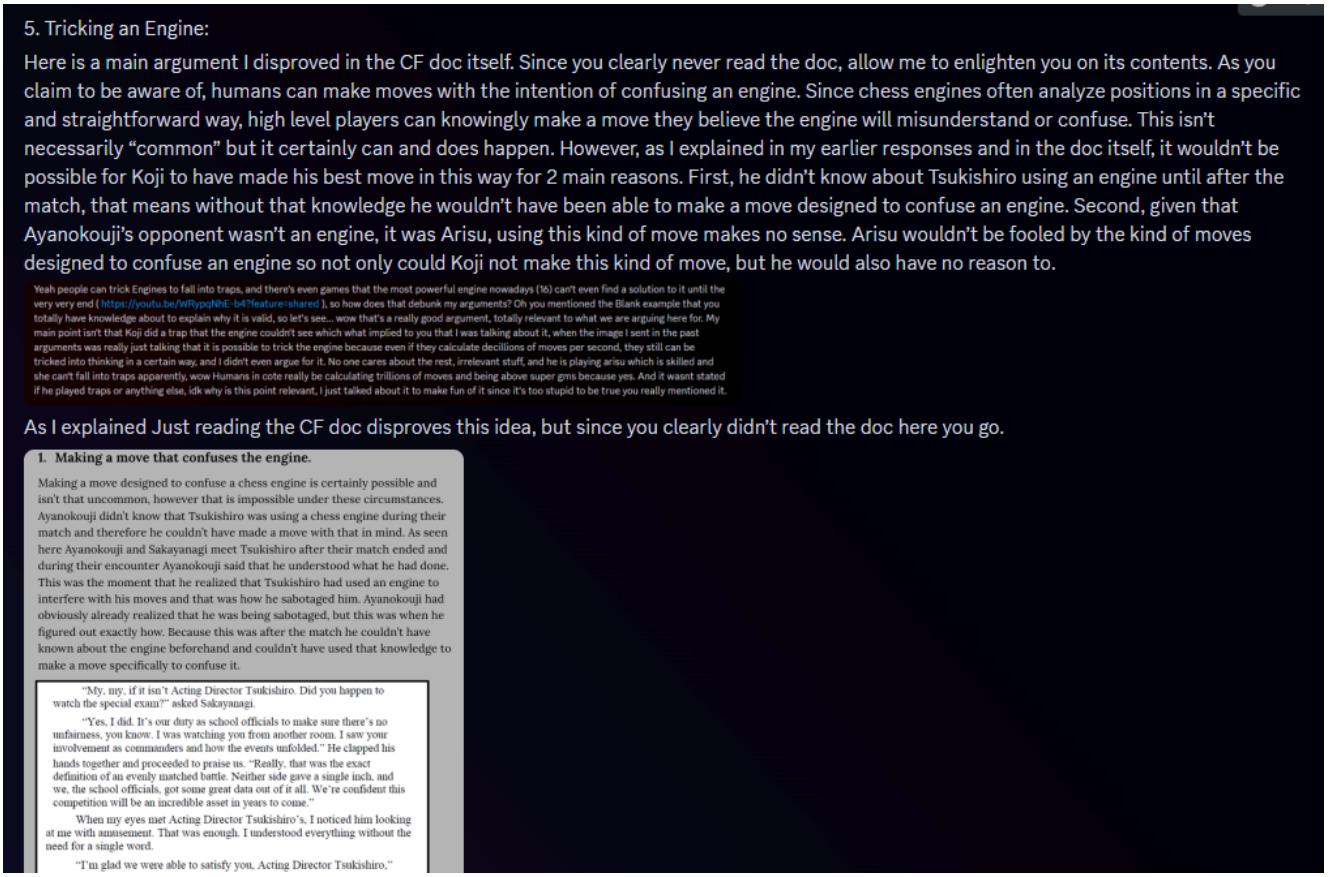
Links: https://www.youtube.com/watch?v=2uJrV1OSLG8
https://www.youtube.com/watch?v=-DgMsiDna5Q



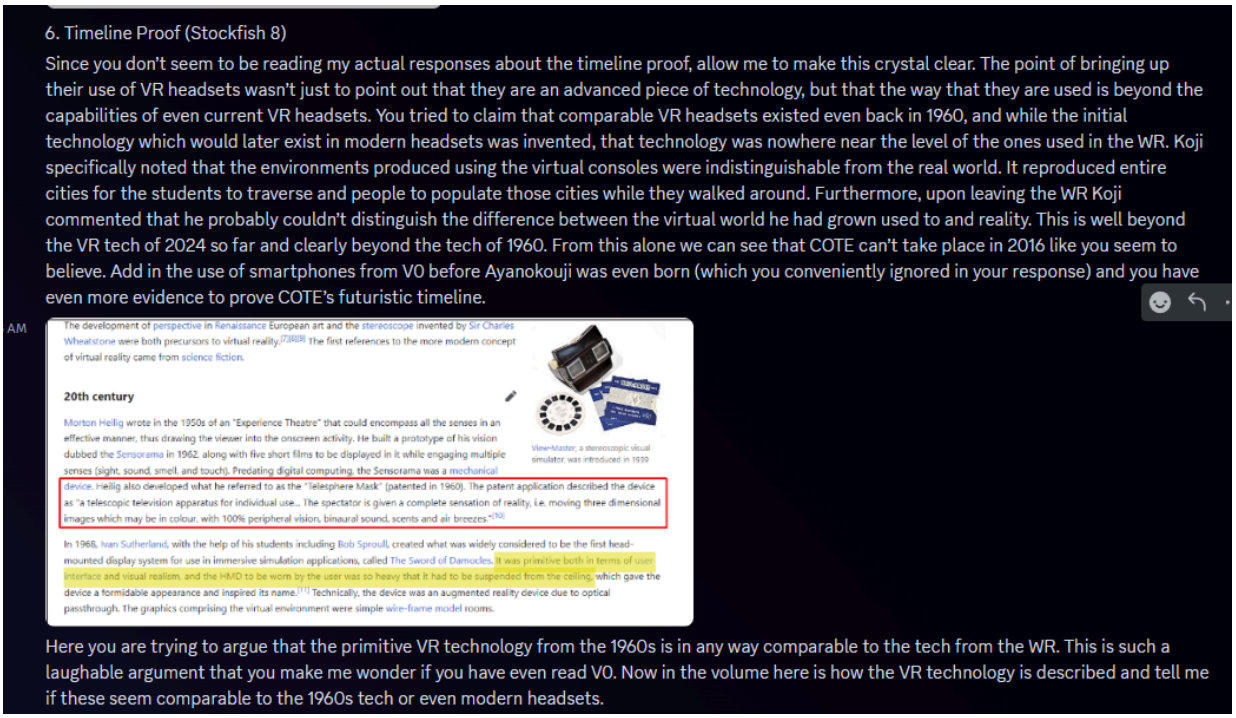
https://youtube.com/clip/Ugkxf13ExhyN5WN5uK6HzFYn7zlWxX1vFqnm?si=Qh_oiptfsR3FPI1P
"The actual clip you were referencing."
https://youtube.com/clip/UgkxSpyxgdXWeUNMchnqeSz3D-wao2IQIl9p?si=8-7ZL39oLvBUbB35
"Levy mentioned that the engine used for analysis is browser-based stockfish."
-This is what Huntsman said in the screenshot



https://youtube.com/clip/UgkxhO2ILf_gz24z6TMzhR8rzWXdJgmBB-Ty?si=wdG_X5GuswAE0ZMh



https://prnt.sc/2K_csOFL5E7v (I didn't even say that Koji tricked the engine)



https://prnt.sc/kYwM_9E8Fepx https://prnt.sc/_c-Tbtp5C-Tt
https://prnt.sc/r2tz-Nauj_WS

> ***I'll send the rest of this current argument via text since it's too much images***

7. Additional Fallacies:
Straw Man Fallacy - The Straw Man fallacy occurs when someone distorts or misrepresents their opponent's argument to create a weaker version, making it easier to attack. Instead of addressing the actual points made by the opponent, this fallacy relies on attacking a misrepresented or exaggerated version of their argument. It's a form of argumentative misdirection aimed at making the opponent's position seem easier to refute than it actually is.

https://prnt.sc/PZMqOF5fsMr- https://prnt.sc/yXi0-V7Pv0dV
https://prnt.sc/_tsYQ3ZUYlhD https://prnt.sc/H-rbj7A5wJlD (Jokes are now straw man fallacy + Wrong definition of the fallacy)

Ad Hominem Attack - The ad hominem fallacy is a type of logical error where an argument is attacked or discredited based on irrelevant attributes or characteristics of the person making the argument, rather than addressing the substance of the argument itself. In other words, instead of engaging with the ideas or claims presented, the focus is shifted to attacking the person making those claims.

https://prnt.sc/yf7zIJc15Gbi https://prnt.sc/LhJ5W5s-UB1K
https://prnt.sc/JRIRbePXp0k7 https://prnt.sc/ec7R1S0ITN9l
https://prnt.sc/4vY5CxEOytzc (lol making fun of Huntsman is a fallacy unfortunately 😭)

Argumentum Ad Populum and Non Sequiturs-
You are presupposing that just because people hold a disagreement with something it's automatically correct, which is an argumentum ad populum, or the appeal to popularity fallacy. It occurs when someone claims that a statement or belief must be incorrect because it is not widely accepted or because some people disagree with it. However, the popularity or agreement with a belief does not determine its truthfulness or validity.
You are assuming the replies in question are valid, which you have 0 basis to claim. Furthermore as I explained, I didn't use any of the OP's calculations in the CF doc, only the part about Deep Blue. You would know this if you had read the CF doc so this whole idea is a non sequitur.

https://prnt.sc/3wF0Slyj3KXu

Another non sequitur that does not derive from premises or evidence. You are claiming that he "struggled" with "arisu" which again doesn't derive from anything. Even if he did that wouldn't refute anything at all it just upscales Arisu. Additionally, it wouldn't ONLY upscale Arisu and not scale to Koji because Kkoji is the one who was explicitly implicated to surpass the engine not Arisu "also with this doc you would boost Arisu as well and some other people who can't even perform FMA" This is a "fallacy of incredulity" or sometimes the "argument from personal incredulity." It occurs when someone argues that a statement or event cannot be true, merely because they personally find it difficult to believe or comprehend. In other words, the person is asserting that something is false without providing any evidence or logical reasoning to support their claim, solely based on their own lack of understanding or skepticism.

https://prnt.sc/T8-fcwxYKkak

That was a lot to dump I know but I wanted to make it clear that your use of fallacies instead of logical argumentation was noted. You have been completely unable to provide any proof that the chess feat is invalid and all of you arguments have been completely disproved. As I said at the beginning I am finished arguing these points with you. If you or your friends who were helping you write arguments can come up with any "logical and real" questions about the chess feat let me know. In the meantime you can stop spreading it around that you are "negging" me in a debate. If you don't want to publicly admit that I can just share this debate publicly and let them see for themselves.

I apologize for coming across as harsh if I did, but I needed to make sure I fully addressed all your fallacious arguments.

So in final conclusion, the chess feat is valid and you know it. (sure bro)

Alright, it seems like you finally woke up from your hibernation and your first sentence literally screams insecurity at me but sure lets get into this, I hope you wont take 5 days to think about how to respond to me this time.

You really like to lengthen your points, given how you tried to lengthen your paragraph worth of points by explaining to me what Ad Hominem is funny. Its fairly easy to guess why no one "supposedly" debates you because you create 50k essays over something that could be summarized in one 4k response, you try to make yourself look more supervised and better than the other person by writing tons of essays but it won't work with me buddy.

I'll start with my "supposed fallacies" that you addressed, I do hope you provided some good reasoning since its fairly obvious you lack the basic reasoning and intellect abilities

Straw Man Fallacy: It is just hilarious that you used my jokes as a form of fallacy here, when literally in the next line in the screenshots, admitted that it was a JOKE so your brain could understand that I'm not creating a weaker version of your argument, and you used a wrong definition of the Straw Man fallacy as well lol.
[Straw man fallacy is when one person corrupts an opponent's argument into something different, a "straw man" that they set up just to knock it down.]

Ad Hominem Attack: HILARIOUS that the same thing above applies here, Its funny how you tried to attack me but failed to even utilize it properly.

"Your arguments for Koji CPI is wrong because you are stupid" is an utilization of the ad hominem fallacy, which is not present in any of the screenshots you presented for me since I literally just make fun of you, and then present my REASONING right after, you can see this example in my straw man fallacy point where I made fun of you being retarded (which is true) and then right after explain why it is wrong lmfao.

Funny how you tried to use fallacies against me but failed to utilize them properly, Simply calling fallacies out without having any logical basis behind them will only make you seem like an idiot. If you provided some good reasoning behind them then we might have been able to have more fun but this is all too easy to debunk.

[This means "argument against the man, not the point". It is when you rebut an opponent's argument by insulting them instead of their argument.

NOTE: There is a difference between an ad hominem and a plain insult. Saying "Your arguments are wrong because you're stupid" is an ad hominem, but simply saying "You're stupid" is not a fallacy.]

Argumentum Ad Populum and Non Sequiturs: "I didn't use any of the OP's calculations in the CF doc, only the part about Deep Blue. " Funny

Argumentum Ad Populum and Non Sequiturs: "I didn't use any of the OP's calculations in the CF doc, only the part about Deep Blue. " Funny

You're wrong as always, due to your lack of intellect, But I'll spit it for you. First the ad populum is just wrong, your assumption of me debating you just because some people think the doc is invalid is extremely funny, It's just stupid for you to assume that when you literally have the burden of proof with you. Furthermore, you literally havent explained any of your points, which makes me want to think that the main purpose of your replies is to win by tiring me out.

I am doing you a favor by not pointing out all the fallacies that you have committed till now. Well regardless, even If I were to, I would have to add another 10k characters to my already long essay to educate you on how to use fallacies, how you committed them and on which cases you were wrong. and **They would be valid** unlike you, who tried to accuse me of committing various fallacies and still failed (edited)

I'm not assuming the replies of that thread is correct, I myself disagree with them, but they are unrelated to the question of "Did Koji really out calculate the engine?", and you yourself just admitted that you used OP calculations in your doc.
(I'm also not using them as an argument to debunk you, I literally just showed because the calculations you did in based on an engine that is only working to find mates)

Ayanokoji struggling with Arisu is a valid point since the grand Ayanokoji that calculates trillions of moves per second is having difficult with a girl that don't have the same analytical capability as him. But since you lack intellect, obviously you didn't understand the nature of my argument.
Hilarious that you included random fallacies "incredulity" because I disagree with your opinion and you are delusional thinking that I am only debating you because of ad populum "So in conclusion, the chess feat is valid and you know it.". I presented you valid reasoning for every one of my arguments my guy, you still have the burden of proof because you're so fucking circular that you can't just reply to my arguments without making 300 essays and replying to not relevant points.
So for starters, I'll only reply to the points that are related to the topic, since you are either bringing an unrelated point or wrote a bad argument over it that doesn't even debunk my points.

2. Supi v Magnus match:

I've showed you the proofs many times how Supi did indeed outspeed the machine, and the definition also applies to Ayanokoji for you, Ayanokoji found the best move in the position faster than what the Engine could calculate, same applies to Theodoru and Supi.

You blatantly ignoring/refusing to acknowledge that just further proves that you are unable to counter my points and just want to tire my out by rambling on unnecessary things.

My guy, why can't you understand that Engines did not calculate the best move of a position quicker than the human? If best move of a position is Bishop f4 and Stockfish thinks that the best move is Queen c6, if the player plays bishop f4 and the stockfish later decides that Bishop f4 is a better move, it means that the player found the best move in the position before the engine could calculate bishop f4 entirely (or the Engine simply didn't find it) which just falls into my definition of Outspeeding, applies to Ayanokoji and proves that finding the best move faster than what the engine can calculate, leads to a objective best move, you imbecile. You disagree with my points but are unable to factually and accurately point out why I am incorrect. I would like for you to point out the difference since what I am able to see, you think a thin line exists between the 2 feats but are unable to quantity that line.
Are you sure there's no eval bar and that isn't a proof that Supi outspeeded the strongest engine at his time? The video literally shows that from a +3 position, after Supi's move it was considered a +9 position, which shows that the Engine liked his move better, but even if you don't buy that, the engine literally evaluates the position as a draw after the King moves for it's safety, but then after, it is considered a mate in 5 position after Qc6. Literally outspeeded the engine, since the bar was after the game analysis, so the stockfish analyzed the game after and still thought the position was a draw, just because it wasn't live doesn't debunk my point and at the time it was stated that he saw a move faster than what the computer could calculate.
It is yes valid, because after the game is analyzed by an engine (after it finishes) the engine has infinite time to evaluate the positions and yet it didn't find Qc6 + both outspeeded the engine.

Yeah the live game was just to show what the match was and what they both played. and the eval video at the time just further proves my point that Supi found that move in 5 seconds, and even an engine with infinite time evaluated the position as equal, If you want I can make it a stronger argument for Supi but for your sake I'm only saying it would take minutes to evaluate the position.

I already explained Mr. Dumbass, do you want me the Wise, not fallacious KiyoKouji to explain again such a simple idea that any layman could understand? I don't understand how one can have such poor comprehension.

> My guy, why can't you understand that Engines did not calculate the best move of a position quicker than the human? If best move of a position is Bishop f4 and Stockfish thinks that the best move is Queen c6, if the player plays bishop f4 and the stockfish later decides that Bishop f4 is a better move, it means that the player found the best move in the position before the engine could calculate bishop f4 entirely (or the Engine simply didn't find it) which just falls into my definition of Outspeeding, applies to Ayanokoji and proves that finding the best move faster than what the engine can calculate, leads to a objective best move, you imbecile.



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https://prnt.sc/VV5wyDJeskAM https://prnt.sc/HcXqcSJ712bT

You literally agreed for the sake of the argument my guy, Ik you don't believe Supi outspeeded the engine, but agreeing to the argument just to further explain that it is incorrect is what you did, but the thing is that it's just false that it's not compared to Ayanokoji.

Ayanokoji: Every of his move, the personnels took around 10 seconds to find a good substitute move for the position, also evaluating it so Arisu could beat it, then Koji played a move and they took 30 seconds to find a good substitute move, outspeeding the engine since he found the best move faster than it could calculate.

Supi: in 5 seconds finds a move that the stockfish didn't saw, outspeeding it.

6:37 AM 4. 900 Elo Move:

Alr Mr. Lemme spam fallacies so I can look cooler. I'll explain to you why this argument is more relevant than you can actually comprehend using your flawed intellect that you claim it's good.

The 900 rated guy, played a move on luck and the stockfish liked it better than the best move the engine could come up with. It's a good argument to say that you don't necessarily have to calculate trillions of moves per second to find a better move than the engine could calculate.

I didn't say Ayanokoji used Intuition or luck, I said it was a better logical assumption than you saying he did calculate trillions of moves per second (when the strongest engine calculates up to millions only), My argument is that he used his chess skills which is the same thing that Supi and Theodorou did, they used their chess skills and surpassed the engine with that, simple as that, it isn't hard to acknowledge something so simple. Koji not knowing that he wasn't against an engine proves nothing, and hikaru could do the same of him building a path for his game which is funny.

Browser based stockfish doesn't debunk any of my points my guy, it doesn't debunk the feat the 900 elo guy did, Levy at the time he recorded the video, he always uses the strongest engine in the site, and the strongest engine in Chess com is somewhat comparable to not browser engines, I made the test myself and the engine that runs in my computer is obviously better, but Chess com is at some level comparable to it, while finding the same moves as the not browser engine. And from my tests, Lichess uses a local browser engine (that is the strongest) and is better than running it directly on my computer, lichess have a browser engine that should be equal to the not browser version, but runs more efficiently from what I've tested. So the Browser versions is not that far from the not browser versions.

It isn't different when the point is not that which engine is stronger, it is literally a proof that you can find a move better than the engine without the need of having to out calculate it my guy, and the Theodorou uses a stronger version of the engine Cote have and found a better tactical move than the computer could calculate, so cope.

Timeline Proof (Stockfish 8)

Since you don't seem to understand my arguments about the timeline, allow me to make your crystal clear. The point of bringing the fact that the same stuff that is stated in the light novel you just showed me, is the same that could be applied to the 1960s Vr headsets, is to prove that it has no correlation neither indicates that the verse is at a superior technology version compared to the current world, when we have:

"The virtual console reproduced the same outside scenery in 360 degree with such quality that it could be mistaken for the real thing. Even the people passing by were reproduced, showing a businessman in a suit, an old man with a cane, an elderly woman trying to get into a cab, and other street scenes."

The 1960s Vr headset could move between three dimensional images, with 100% peripheral vision (also 360 degree vision) Binaural sound, scents and air breezes. Giving a complete sensation of reality.

"Let's take a walk in Tokyo on the virtual console."

The primitive console from 1968s being able to walk through the rooms they created. (just because it's primitive, doesn't debunk the argument lmfao since what is stated in the novel, Is also stated at the old vr headset versions as well, which just because it's cote, doesn't prove that they are literally in the future, when 2000s headsets can do the same shit)

"That I couldn't distinguish the difference between the virtual world and reality now."

[The spectator is given a complete sensation of reality]
[In 1992, Nicole Stenger created Angels, the first real-time interactive immersive movie where the interaction was facilitated with a dataglove and high-resolution goggles. That same year, Louis Rosenberg created the virtual fixtures system at the U.S. Air Force's Armstrong Labs using a full upper-body exoskeleton, enabling a physically realistic mixed reality in 3D. The system enabled the overlay of physically real 3D virtual objects registered with a user's direct view of the real world, producing the first true augmented reality experience enabling sight, sound, and touch.]

your first point: "wasn't just to point out that they are an advanced piece of technology, but that the way that they are used is beyond the capabilities of even current VR headsets." so they are advanced pieces of technologies my guy.

Anyway, the 1960s technology is not comparable to ours, okay, but what's stated there, is what is also stated in the novel, I'm not saying they used 1960s technology, but that it is indeed possibility to have such a thing around the 2000s which you try to invalidate by comparing gaming Vr headsets to VR consoles focused in replicating reality. What Koji said could be said for the earlier technologies, and since it's a console made for explicitly replicating reality and was built for that purpose, Cote would be able to reach this type of technology around the 2000s, since similar results were also reached in 1960-90s

I replied to the smartphone argument lol, it's just that your guy that translated the thing for you just don't know how statistics work, which literally in the same text, implies it's a statistical inference and that is a novel prediction of a future event, if it was the year 2020 it was implied off it as a fact Koji somehow knows about while being in the wr which limits information on the world outside as in it being a past event. Please read.

Furthermore, What even is the implication here? You failed to show why COTEs technology is superior to our real life and you also failed to prove that COTE takes place in the near-distant future. V1 literally states that the time period is 2015. And COTE hasnt shown any feat/statement that puts COTE>Our Real life in technology.

Its your job to also contrast COTEs technology with ours if you want to make such a claim. Dont expect me to do the work

They are comparable lol, the difference is that modern headsets are built for gaming purposes other than replicating reality, the companies literally are selling a product that are focused for the gaming market, selling it with high quality sensors and software to run games other than replicating reality like it was being made in the 1960s. Which the age Koji has having the VR thing was 6, during the 2006s and the first focused gaming console VR was made was in the 2010s.

And as showed before, there are statements that 1960-90s headsets have similar replication of reality, but WR's VR was built with the highest technology they could reach, and explicitly focused in replicating reality, which could be achieved in 2000s if they didn't start to make gan

So to finish this, I will talk again about the only relevant argument that you decide to not talk about it extensively for some reason 👀

"In the calculation feat (Feat 2 in the CF doc) during the last 2 minutes of the match, Tsukishiro changed one of Ayanokoji's moves. That move he later DIRECTLY STATED was "better than the best move we could come up with using a team of people and many computers". To make a move like that, Ayanokoji needed to consider the position at a higher depth than the engine would be able to and calculating more moves than the engine is needed to do that. Since he couldn't find such a move which is only better at higher depth via chess experience or memory, he needed to make a calculation to find that move. However, since his move was objectively better than the engine's best move it proves that his calculations exceeded the engines on that move.
So now you hopefully see why all your "debunks" so far have been invalid and the Chess Feat doc is accurate."

I'll use this since it's basically your argument.

The main reason that this argument being flawed, is the lack of evidence that shows he indeed out calculated the engine.and your main argument being about Ayanokoji being Logical, because even if the engine had to calculate at a higher depth which is bullshit, It doesn't change the fact that Ayanokoji's move could be just lucky, intuition, chess skills, or experience.

So, what we can conclude from this is that you don't possess

1: Lack of Reliable evidence(The chess feat in V11 is the only time he showcased a feat like this. If he did this consistently across multiple games then your argument might have some weight behind them)

2:A quantifiable way through which we can accurately say that the feat was indeed on that level

3:An actual counter to my points

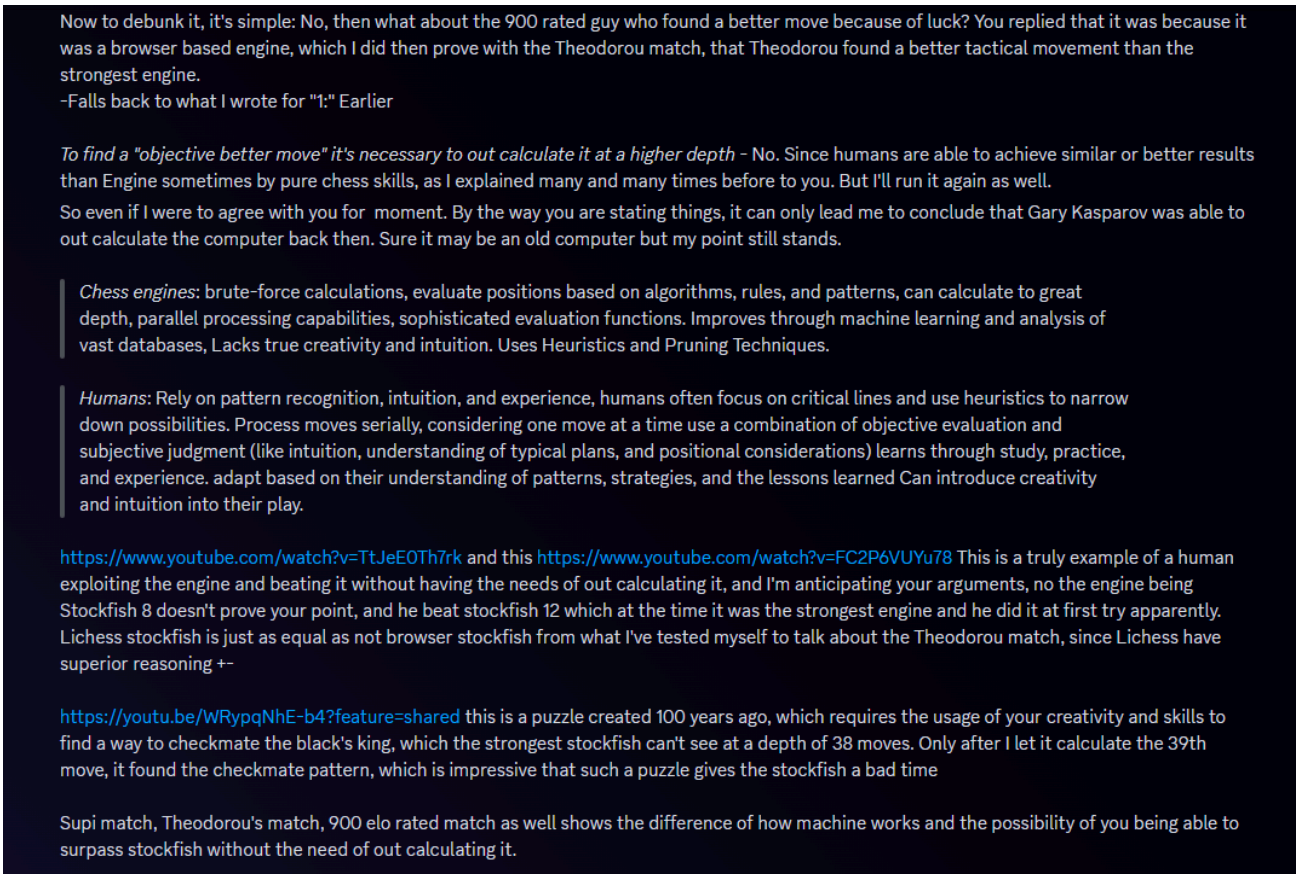
4: Not being able to debunk other such instances that happened in our life. My earlier points talk about them but it is necessary for me to include this here since you are actively ignoring stuff to control the direction of the debate. Sadly this won't work against me but props for trying.

Now I'll run it for parts for a layman like you understand my point, since I need to draw it for you:

-> Tsukishiro needs to change Ayanokoji moves if his advantage is superior than Arisu's advantage in the position.
-> Ayanokoji makes good moves that are required to change it so Arisu could beat them (10s per move)
-> Then Ayanokoji makes the best move of the position in a low timespan "better than what the engine could come up with" and they took 30s to make a difficult decision.
-> The engine, had to evaluate Koji's move, and considered it better than the best move it had in mind (not necessarily it means a higher depth, since the move was just made)
-> Koji outspeeded the engine, because of him being logical, it means he should have calculated more moves per second than the engine.

So I'll explain it to you, the main argument of this, is that Koji is logical (yes since you're ignoring his chess abilities), and that to find a better move than the machine, it's required to calculate at a higher depth the machine can.to out calculate it, to find better possibilities.

Now to debunk it, it's simple: No, then what about the 900 rated guy who found a better move because of luck? You replied that it was because it



Links: https://www.youtube.com/watch?v=TtJeE0Th7rk ,
https://www.youtube.com/watch?v=FC2P6VUYu78 ,
https://youtu.be/WRypqNhE-b4?feature=shared ,
https://www.youtube.com/watch?v=9ObxTiA4wG8)

https://www.youtube.com/watch?v=9ObxTiA4wG8 This guy was able to beat a stockfish in 15 seconds, something very impressive since at the time it was the strongest engine.

Koji is logical - Yes he is, but nothing really stops him from using his chess experience that he learned from the white room, since HUMANS and MACHINES differ in calculating moves.

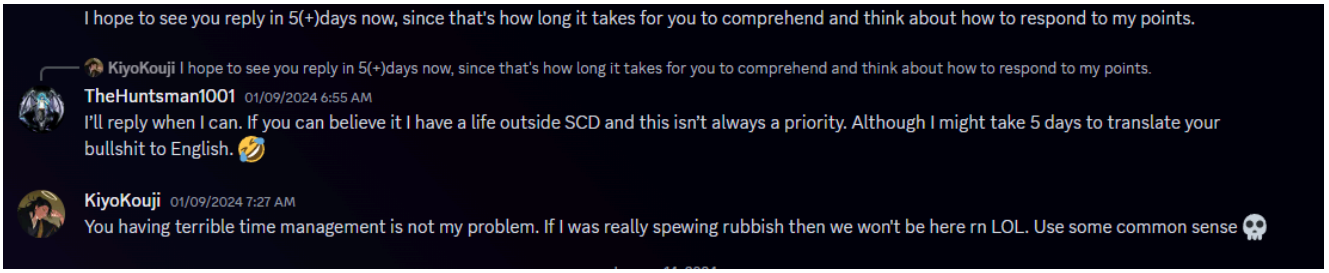
> Furthermore, you have to realize the human brain and a computer system both function differently. People can find brilliant moves without performing many calculations due to their innate quantifiable ability of skill. They don't need to undergo constant regressions since their experience, memory and other various factors help them determine the best move.

> "Chess is about memory and experience" - Bobby Fischer

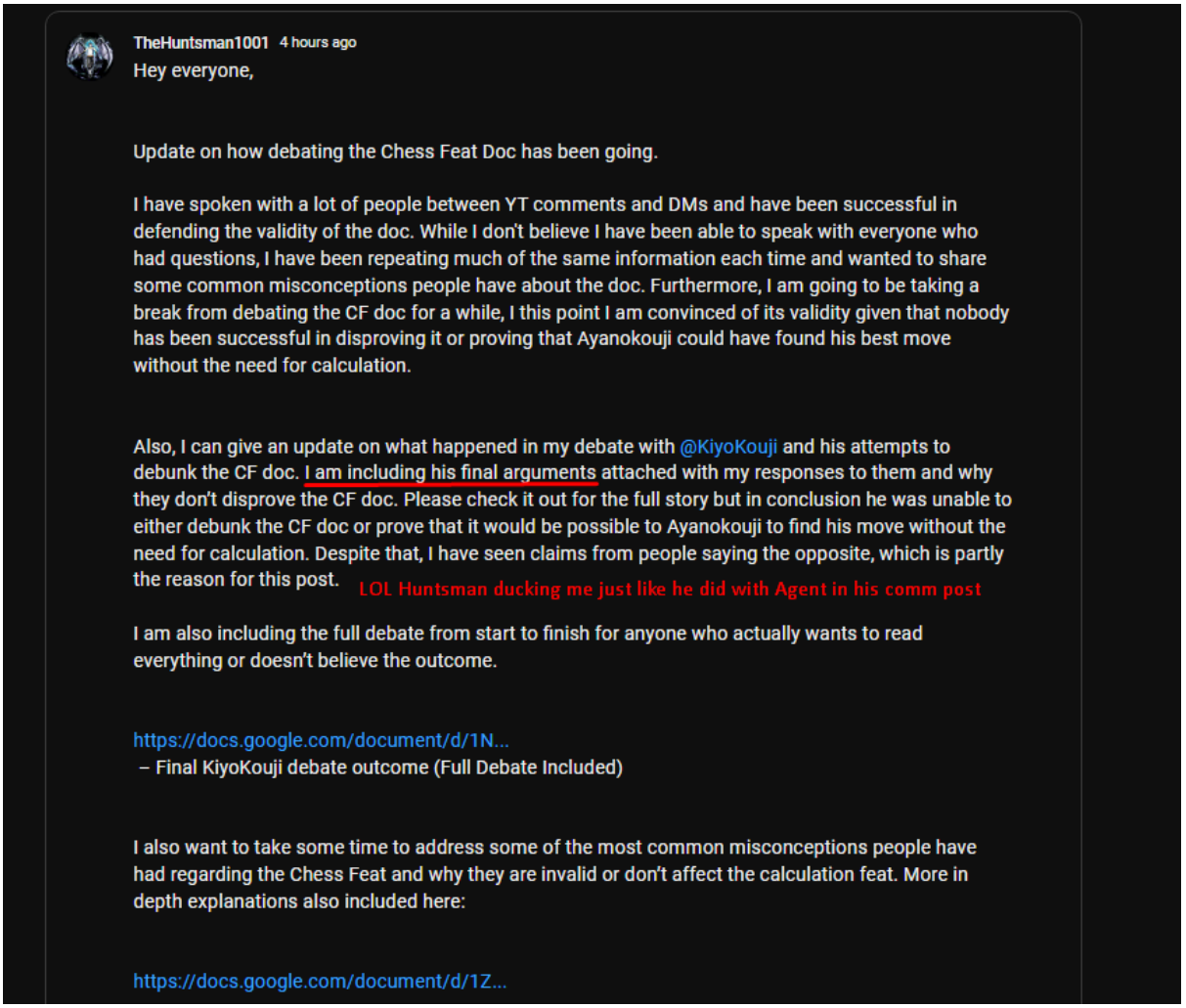
Explain me, why would Ayanokoji have to necessarily out calculate the engine to find the best move of the position since in your argument as to why he did out calculate, there's no logical assumption for that either, because you assume you have to find a move at a higher depth than the Engine can calculate, which isn't true, the proofs are Theodorou, Supi, 900 rated guy. They found the best move in the position by intuition, luck, chess skills, outspeeding the engine, without having to analyze at a higher depth, mainly because humans DON'T CALCULATE chess like Machines do. It's logical and obvious.



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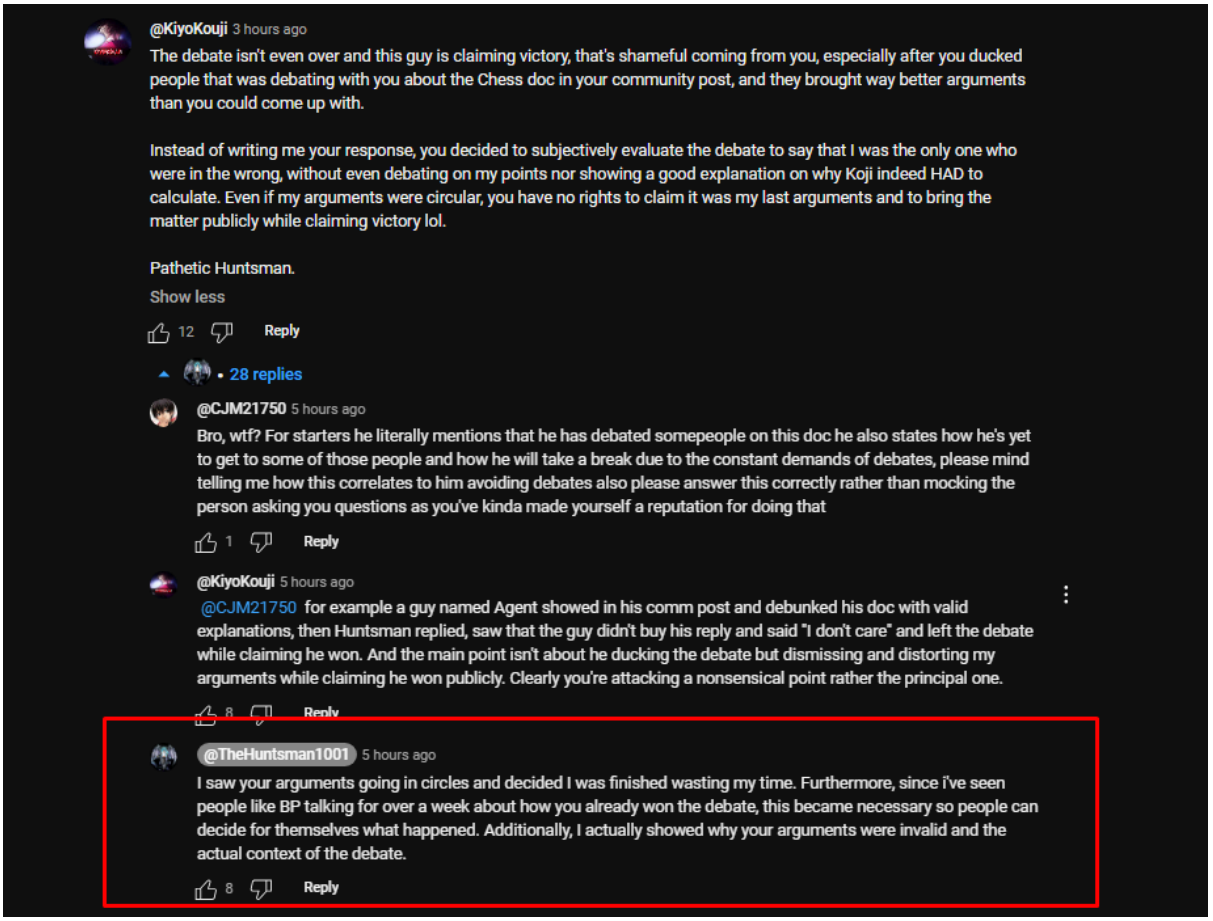


This is when Huntsman decided to fully distort my arguments after he saw he was losing, then he posted a community post about it



https://www.youtube.com/channel/UCvwBx9zAC82t3714BZwcxBw/community?lb=UgkxEwPEl45qcr311KcoEPdkkb78ra1KldVN

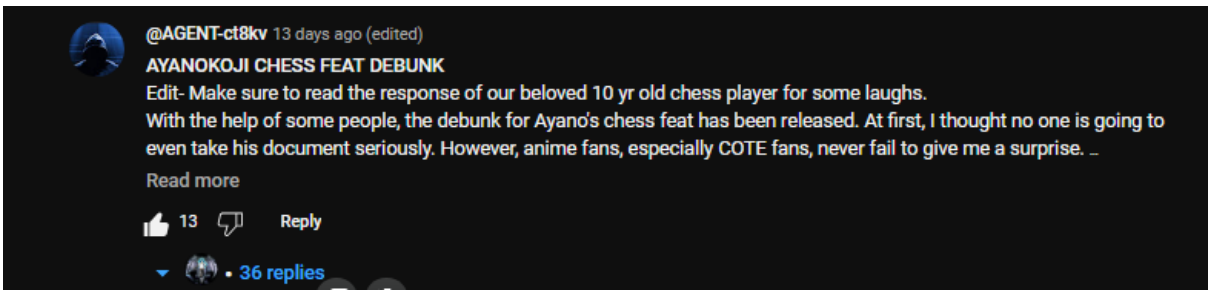
The debate didn't even end, and yet Huntsman claimed victory and claimed that these were my final arguments, so he spent the 5 days finding a way to distort my arguments, since he always did it, while sending me a pathetic response in dms in discord, which I'll show it further.



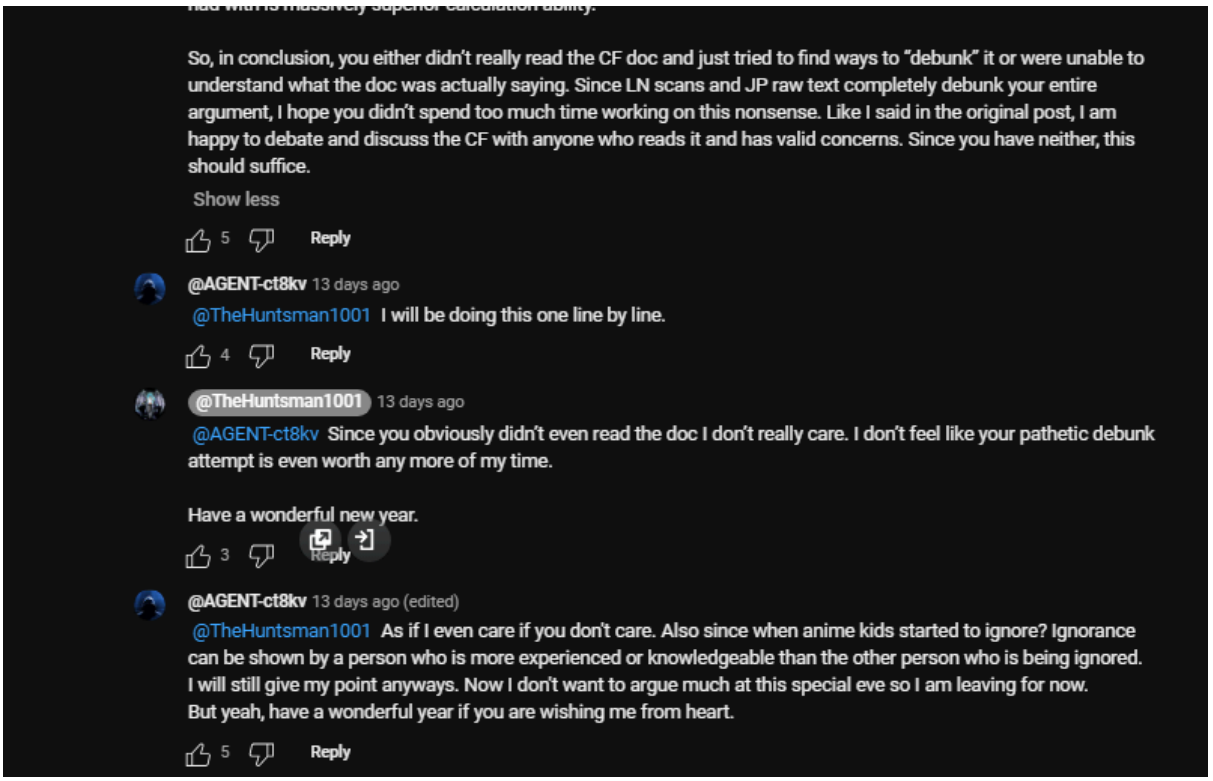
Literally coping, you can see the rest on his channel, he got debunked in the comments section like always, now I'll show the Agent comment

His community post is just wrong in all ways, you can't give any excuse about it.

https://www.youtube.com/post/UgkxAosDHVbbJicmSRTMiEJlrlaV59i17SgA

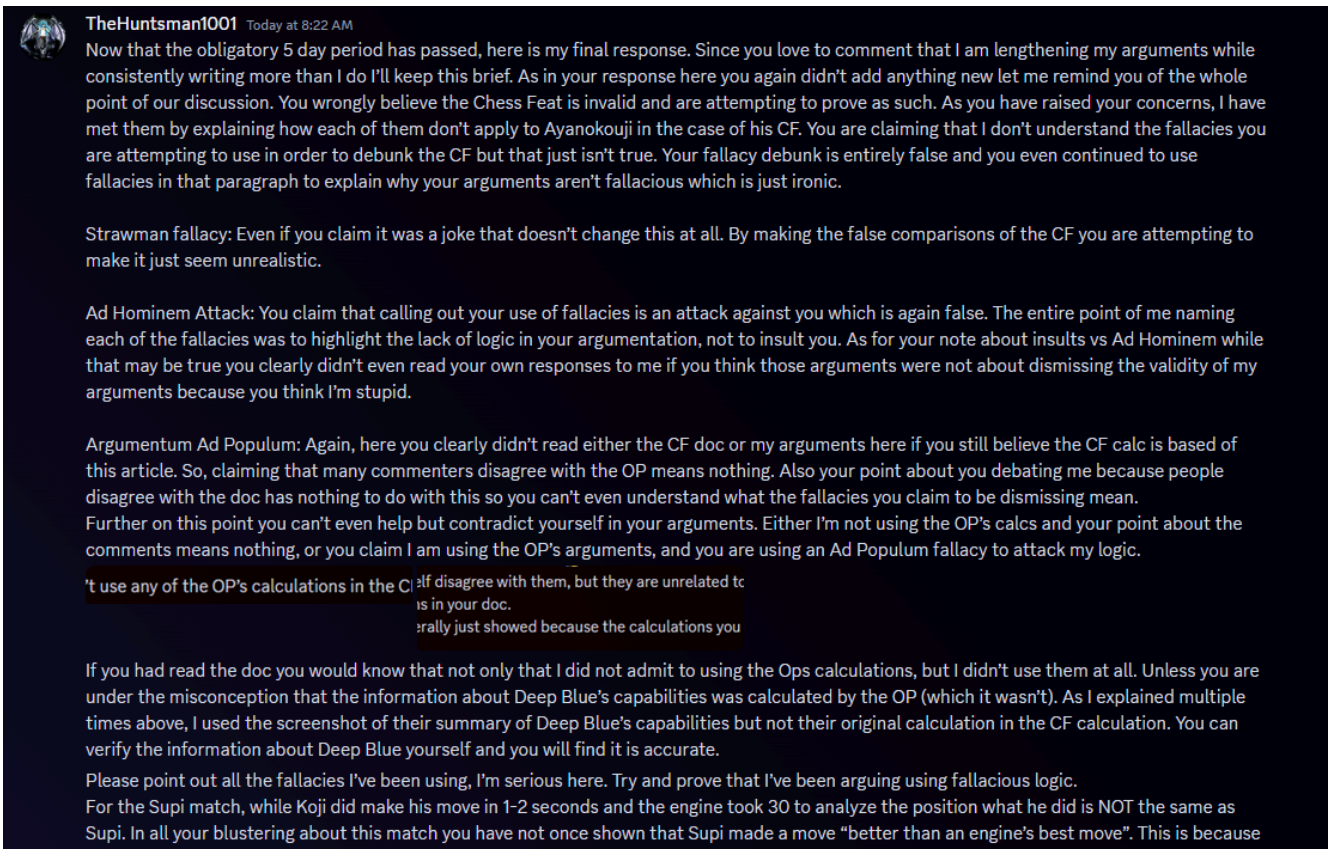


Give it a read later, it's a very good explanation and Huntsman again just coping and left the debate claiming that it wasn't worth his time, and you can check the full debate, he literally sent one response and left thinking he won.



Like again, he can't debunk randoms and go cry around claiming no one can debunk his doc, while many people share the same COMMON SENSE opinion that Koji didn't outcalculate the engine.

Now back to Discord again



TheHuntsman1001 Today at 8:22 AM

Now that the obligatory 5 day period has passed, here is my final response. Since you love to comment that I am lengthening my arguments while consistently writing more than I do I'll keep this brief. As in your response here you again didn't add anything new let me remind you of the whole point of our discussion. You wrongly believe the Chess Feat is invalid and are attempting to prove as such. As you have raised your concerns, I have met them by explaining how each of them don't apply to Ayanokouji in the case of his CF. You are claiming that I don't understand the fallacies you are attempting to use in order to debunk the CF but that just isn't true. Your fallacy debunk is entirely false and you even continued to use fallacies in that paragraph to explain why your arguments aren't fallacious which is just ironic.

Strawman fallacy: Even if you claim it was a joke that doesn't change this at all. By making the false comparisons of the CF you are attempting to make it just seem unrealistic.

Ad Hominem Attack: You claim that calling out your use of fallacies is an attack against you which is again false. The entire point of me naming each of the fallacies was to highlight the lack of logic in your argumentation, not to insult you. As for your note about insults vs Ad Hominem while that may be true you clearly didn't even read your own responses to me if you think those arguments were not about dismissing the validity of my arguments because you think I'm stupid.

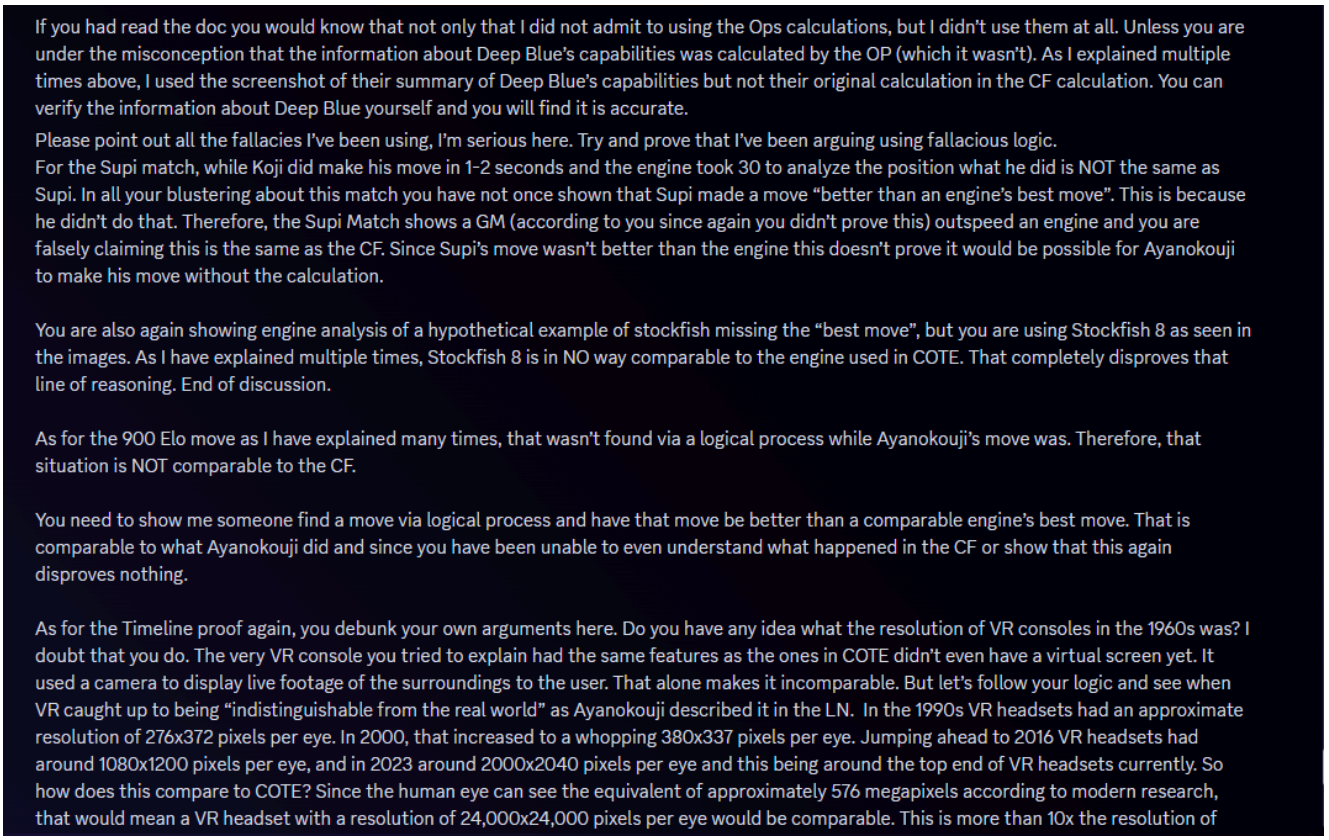
Argumentum Ad Populum: Again, here you clearly didn't read either the CF doc or my arguments here if you still believe the CF calc is based of this article. So, claiming that many commenters disagree with the OP means nothing. Also your point about you debating me because people disagree with the doc has nothing to do with this so you can't even understand what the fallacies you claim to be dismissing mean.
Further on this point you can't even help but contradict yourself in your arguments. Either I'm not using the OP's calcs and your point about the comments means nothing, or you claim I am using the OP's arguments, and you are using an Ad Populum fallacy to attack my logic.

't use any of the OP's calculations in the C lf disagree with them, but they are unrelated tc
s in your doc.
erally just showed because the calculations you

If you had read the doc you would know that not only that I did not admit to using the Ops calculations, but I didn't use them at all. Unless you are under the misconception that the information about Deep Blue's capabilities was calculated by the OP (which it wasn't). As I explained multiple times above, I used the screenshot of their summary of Deep Blue's capabilities but not their original calculation in the CF calculation. You can verify the information about Deep Blue yourself and you will find it is accurate.

Please point out all the fallacies I've been using, I'm serious here. Try and prove that I've been arguing using fallacious logic.
For the Supi match, while Koji did make his move in 1-2 seconds and the engine took 30 to analyze the position what he did is NOT the same as Supi. In all your blustering about this match you have not once shown that Supi made a move "better than an engine's best move". This is because

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If you had read the doc you would know that not only that I did not admit to using the Ops calculations, but I didn't use them at all. Unless you are under the misconception that the information about Deep Blue's capabilities was calculated by the OP (which it wasn't). As I explained multiple times above, I used the screenshot of their summary of Deep Blue's capabilities but not their original calculation in the CF calculation. You can verify the information about Deep Blue yourself and you will find it is accurate.

Please point out all the fallacies I've been using, I'm serious here. Try and prove that I've been arguing using fallacious logic.
For the Supi match, while Koji did make his move in 1-2 seconds and the engine took 30 to analyze the position what he did is NOT the same as Supi. In all your blustering about this match you have not once shown that Supi made a move "better than an engine's best move". This is because he didn't do that. Therefore, the Supi Match shows a GM (according to you since again you didn't prove this) outspeed an engine and you are falsely claiming this is the same as the CF. Since Supi's move wasn't better than the engine this doesn't prove it would be possible for Ayanokouji to make his move without the calculation.

You are also again showing engine analysis of a hypothetical example of stockfish missing the "best move", but you are using Stockfish 8 as seen in the images. As I have explained multiple times, Stockfish 8 is in NO way comparable to the engine used in COTE. That completely disproves that line of reasoning. End of discussion.

As for the 900 Elo move as I have explained many times, that wasn't found via a logical process while Ayanokouji's move was. Therefore, that situation is NOT comparable to the CF.

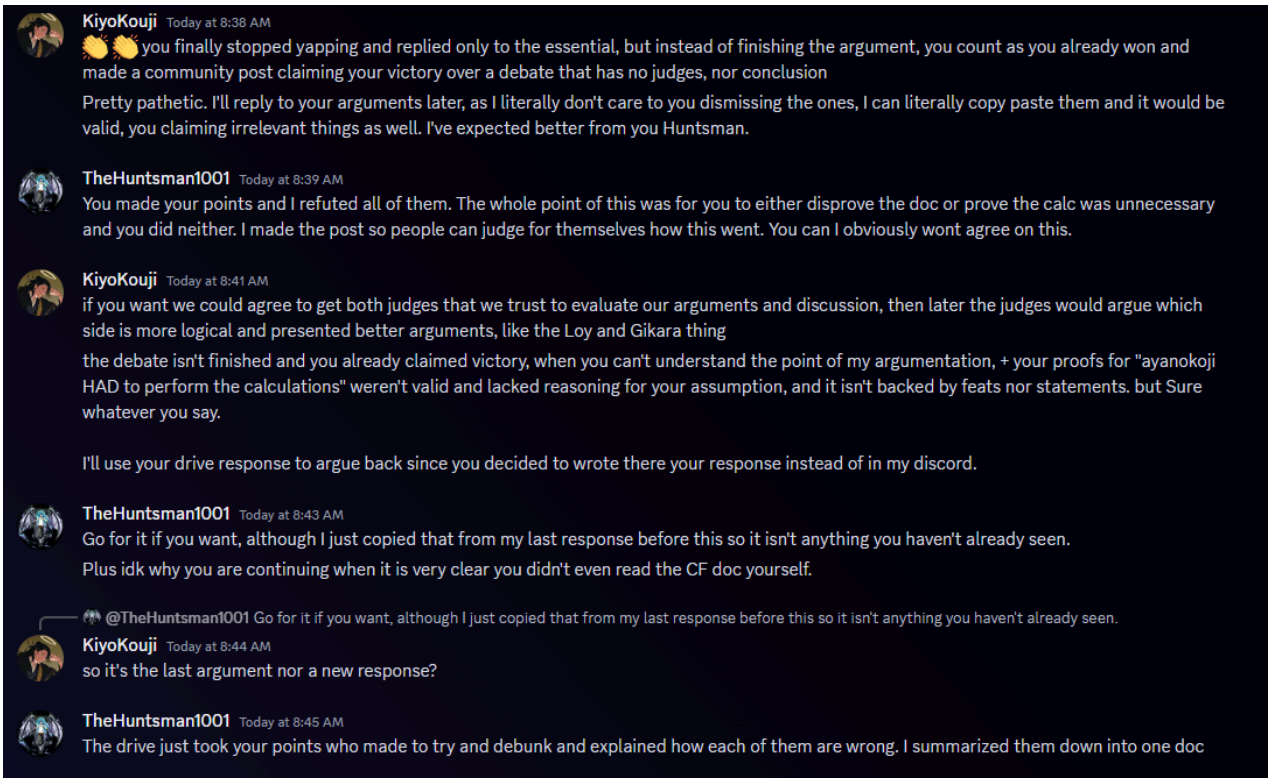
You need to show me someone find a move via logical process and have that move be better than a comparable engine's best move. That is comparable to what Ayanokouji did and since you have been unable to even understand what happened in the CF or show that this again disproves nothing.

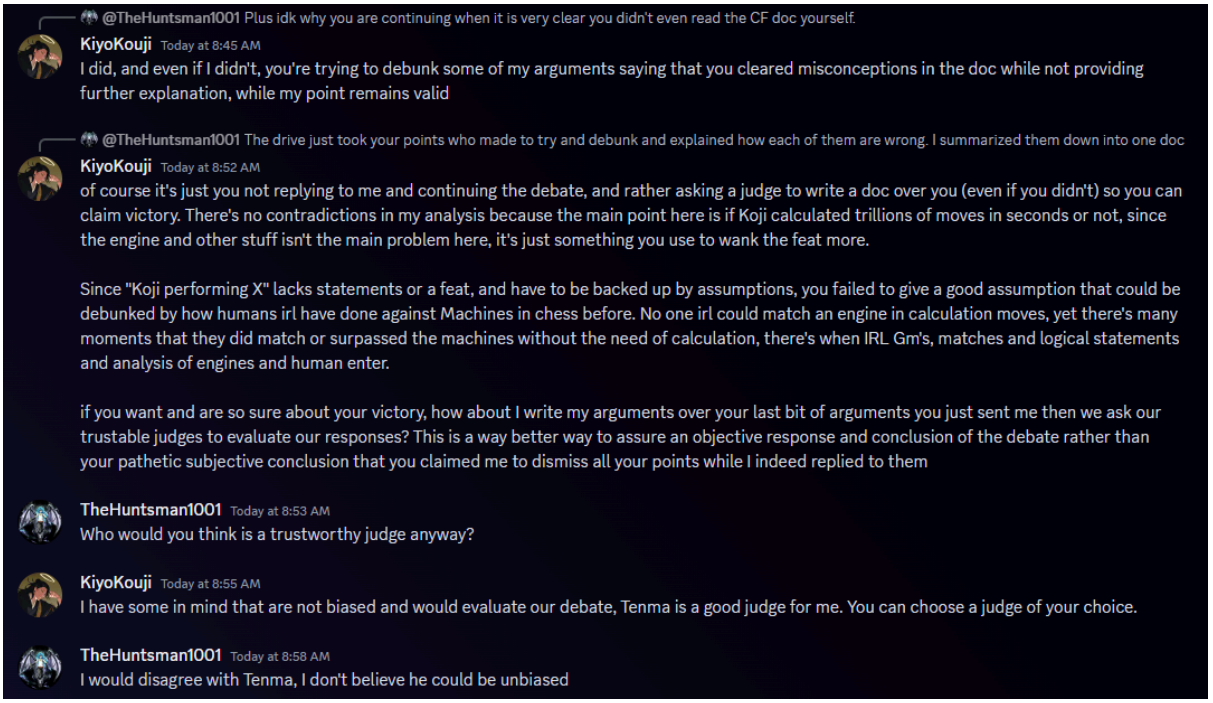
As for the Timeline proof again, you debunk your own arguments here. Do you have any idea what the resolution of VR consoles in the 1960s was? I doubt that you do. The very VR console you tried to explain had the same features as the ones in COTE didn't even have a virtual screen yet. It used a camera to display live footage of the surroundings to the user. That alone makes it incomparable. But let's follow your logic and see when VR caught up to being "indistinguishable from the real world" as Ayanokouji described it in the LN. In the 1990s VR headsets had an approximate resolution of 276x372 pixels per eye. In 2000, that increased to a whopping 380x337 pixels per eye. Jumping ahead to 2016 VR headsets had around 1080x1200 pixels per eye, and in 2023 around 2000x2040 pixels per eye and this being around the top end of VR headsets currently. So how does this compare to COTE? Since the human eye can see the equivalent of approximately 576 megapixels according to modern research, that would mean a VR headset with a resolution of 24,000x24,000 pixels per eye would be comparable. This is more than 10x the resolution of

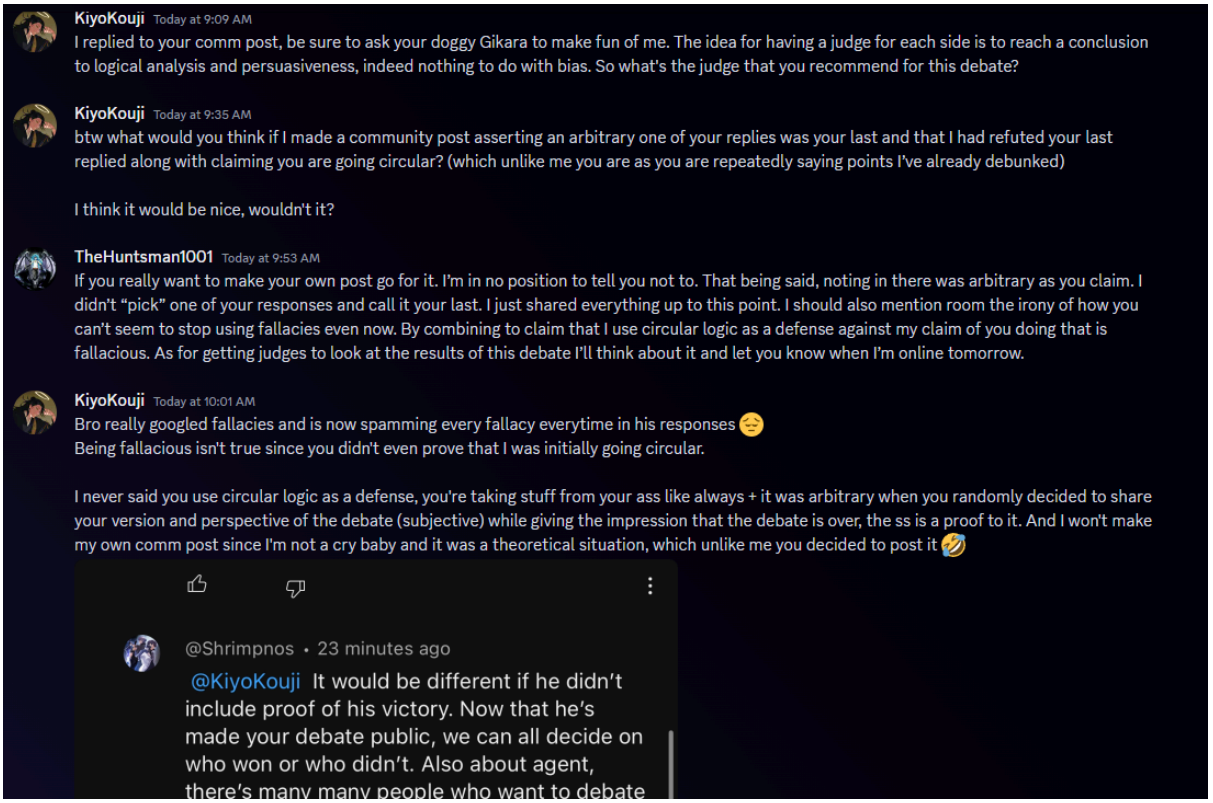
that would mean a VR headset with a resolution of 24,000x24,000 pixels per eye would be comparable. This is more than 10x the resolution of even current VR headsets, so please explain again how you think this technology existed in 1960.

So, in conclusion, your circular arguments have failed to disprove the Chess Feat or prove that in Koji's situation it would be possible to find his move without calculation. Since it is obvious that you didn't read the CF doc anyway, I am finished responding to your fallacious and disingenuous attempts to debunk a valid feat. I will be sharing the content of this debate with people so they can judge for themselves whether you are able to debunk anything, and we will go from there. So, you and your friends helping you with writing arguments are finished here. You aren't worth anymore of my time to continue responding.

I've replied to him since he made the comm post at the same time he sent his argument

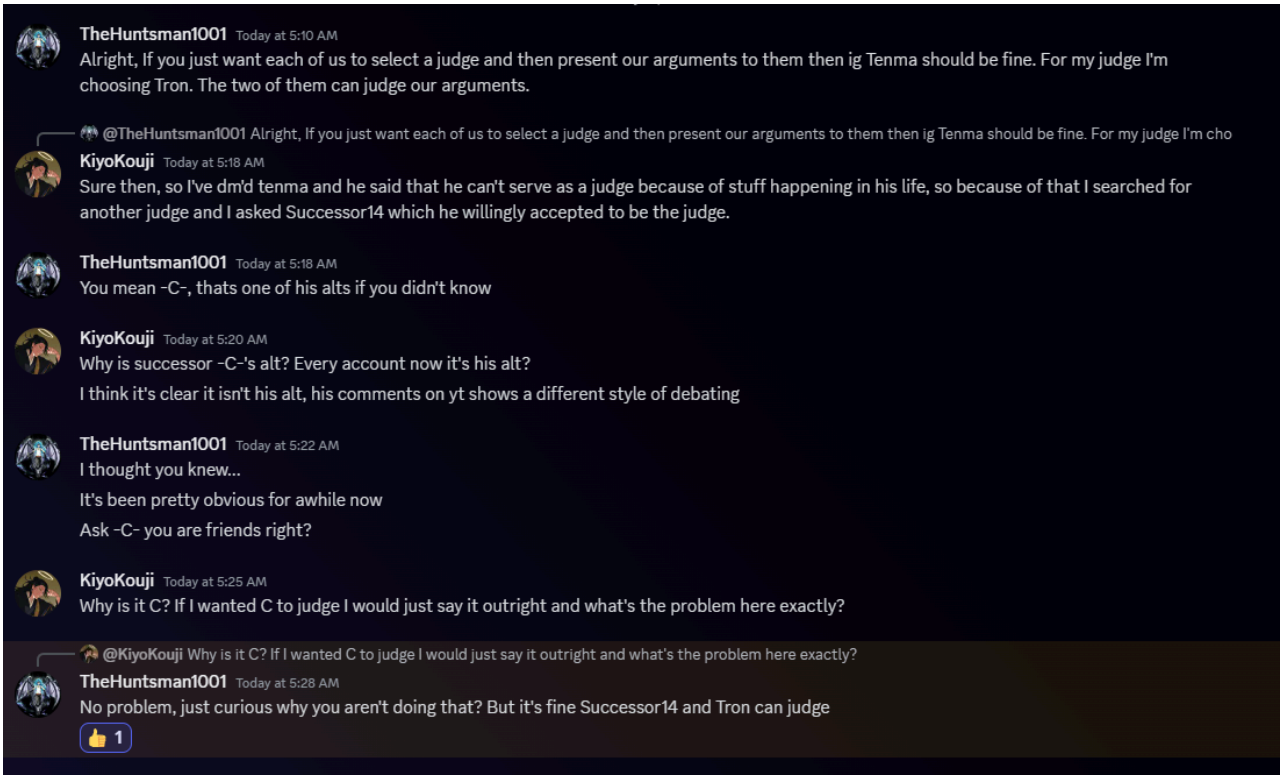




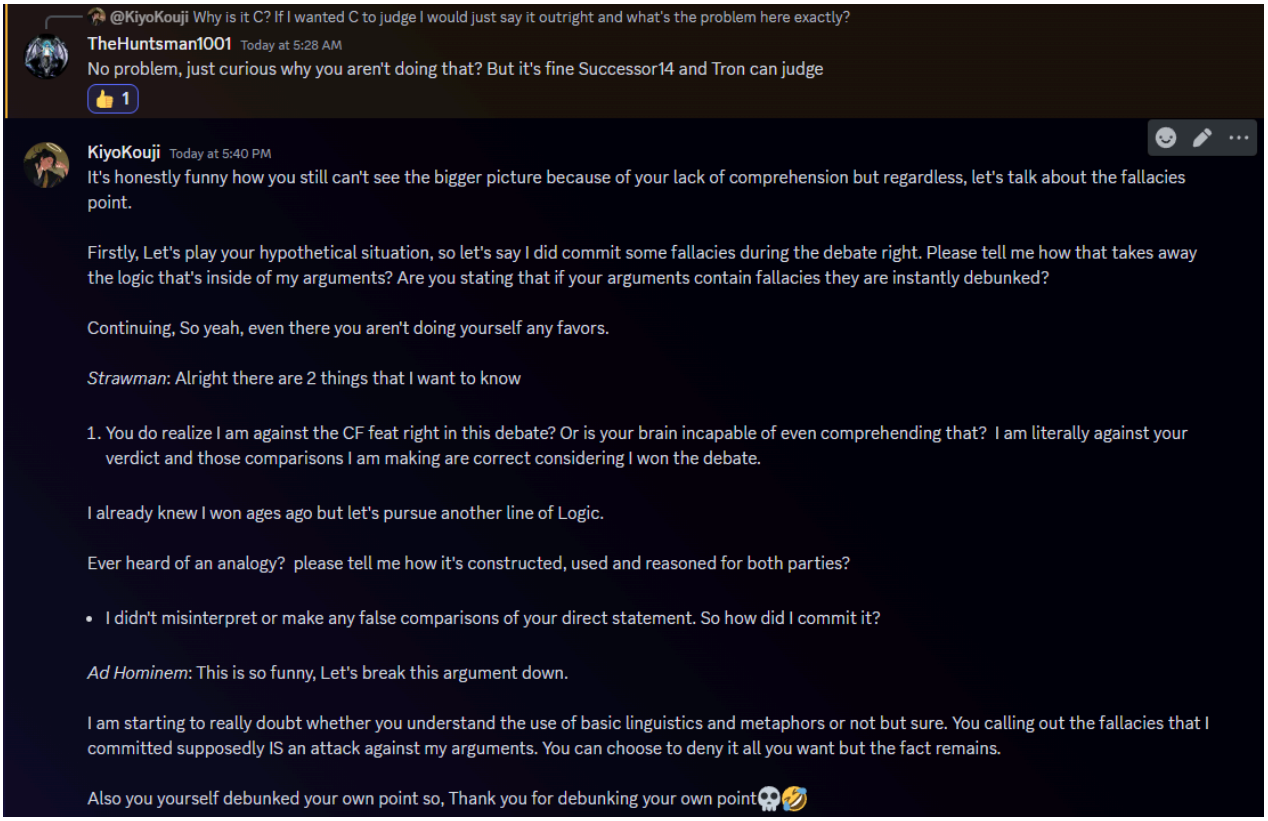


Before replying to him, I talked about how shitty it was from him to do a community post claiming victory when the arguments weren't even done, and SPECIALLY after I called him on being circular and brought light to the only argument that we should had to debate on that he purposely avoided this entire time.

Shameful from you Huntsman.



Now my last reply to his arguments on discord before the judges:



I could call out a fallacy here since you are making some goofy ahh assumptions but let's roll with them

1. Too ambiguous

- The whole argument of me not even listening to your arguments is false. I literally provided proofs for every point I addressed and literally gave multiple IRL Examples.

2. Goofy ahh point

- Use some common sense, will you?If I did just dismiss your point entirely because I think you are stupid then don't you think I wouldn't need to make entire essays on them? Funny how you provided screenshots in your next segment and not in this one or the strawman one I wonder why.

Now I'll explain to you what ad hominem fallacy is. since, you clearly have no knowledge and don't know how to use it, even after I explained it to you the first time.

[Ad hominem (Latin for 'to the person'), short for argumentum ad hominem, refers to several types of arguments, most of which are fallacious. Typically this term refers to a rhetorical strategy where the speaker attacks the character, motive, or some other attribute of the person making an argument rather than attacking the substance of the argument itself. The most common form of this fallacy is "A" makes a claim of "fact," to which "B" asserts that "A" has a personal trait, quality or physical attribute that is repugnant thereby going entirely off-topic, and hence "B" concludes that "A" has their "fact" wrong -without ever addressing the point of the debate.

NOTE: There is a difference between an ad hominem and a plain insult. Saying "Your arguments are wrong because you're stupid" is an ad hominem, but simply saying "You're stupid" is not a fallacy.]

If you have a brain, HUNTSMAN, you'll understand that Making fun of you being stupid and later replying to your arguments with reasoning and logic, it's NOT a fallacy, I hope you are able to read this since you're simply not understanding what I am trying to convey.
Ad populous: Thanks for making me laugh hysterically because in the literal first sentence you made a statement which literally makes no sense because if I hadn't read the chess feat document then don't you think I would have been unable to attack any if not all of your arguments 🤣🤣

Furthermore, No that's not my basis. You are literally only using selective parts of my arguments that seem to suit your own narrative to show that you are objectively right.

-Alright it has nothing to do with this but then why did you claim it to be fallacious💀 Are you even hearing yourself right now or are you just yapping 🤣

Alright, let me break this argument down since you clearly don't understand anything💀

-> You based your engine arguments on the thread (in your perspective)
-> You claim OP calculations is the one I used (in your perspective)
-> You claim that people disagreeing with OP debunks my points (in your perspective)

so I'll explain it to you.

1. that this point is really unrelated to the whole debate, you're just finding random stuff to claim that I used ad populum for all arguments or because of these fallacies it's proven that I'm wrong and there's flaw on my logics, when there's none.

2. when I said you used OP calculations, I wrote it wrong and it gave the impression that I was talking about ctrl c and ctrl v, but I wanted to say that the same logic you used in your doc, it's the same the OP used to scale the potency of the engines in calculating moves. You just changed values, but even so, it's not relevant in anyway for my arguments, since it wasn't the main point when I included many arguments to talk about the engine stuff.

- Then for the last one, I didn't debunk your points by saying people disagreed with the OP, I just mentioned it since the same logic you used to scale the engine was not being used by other people to scale the engine. And even so I've tested the engine myself in my computer with decent hardware and got millions of moves per second, so it's hilarious that you're attacking an random point.

So here's some of the fallacies you committed:

1. Circular arguments
2. Hasty Generalization
3. Genetic Fallacy

1. Circular reasoning - Literally what you did in the whole argumentation, and I had to be a little circular for the sake of continuing the debate, since you can't debate the main point of why Koji Had to calculate the engine. You can't even argue that you were going in circles because of me since I already debunked all your claims anyways. You simply repeating your points by saying something like I am not reading your arguments correctly or by saying doesn't excuse the fact that you committed this.

2. Hasty generalisation - This fallacy was committed during your arguments for the VR thing for cote, You are making an assumption without having sustainable facts or evidence behind it. Like you said 2030-40 should be the timeline of COTE without even considering the technological boom that happened during the period of 2016-20 and till now For example, you're talking about how incredible is Cote's resolutions compared to our technology, without any sustainable evidence, another example is the display thing that you've mentioned, which is nowhere found in the light novel nor assumed. from your words, I can fairly assume that you believe the technological development to be linear instead of being exponential

3. Genetic Fallacy - You have literally said that you are dismissing the 900 Elo feat because to you it wasn't driven logically like how Ayanokoji would and there is literally no evidence suggesting that he did the feat like you make it out to be. You believe that Ayanokoji did it that way because Ayanokoji has shown to be this extremely logical dude but guess what dude, most geniuses who score 150 understand patterns almost intuitively. I'll explain it further:

> 1- Let's talk about the logical part yea? So firstly, I would like to know how a methodical and step by step problem results in Koji having to do trillions of calculations at once? Won't that literally go against his character as a whole and against what you are trying to defend?

> 2- We talked about the lack of evidence but now let's talk about how out of character that is. Koji was literally trained from birth and played chess a lot in the WR. Please tell me how that move Koji made couldn't have been simply brought to surface because of him encountering a similar situation in the WR and after analysing the game he found the move.

It would certainly make more sense than Koji doing a trillion calculations. Well that's not what I am getting at but I am just telling you how many hypotheticals exist and how not all of them relate to him doing 6 trillion calcs.

PM Now that I've showed many of your fallacies, I'll cover the rest of your arguments that SURPRISINGLY are literally not related to the topic so literally a red herring Fallacy🤣 for the only main argument that is relevant "if Koji HAD to outcalculate the engine". Pathetic you ignoring the only main relevant point of the debate and claiming victory.

Supi- CRAZY how you have the courage to claim victory and say that I was circular the whole debate when you do this shit type of argument. I can LITERALLY copy paste my old arguments and I would refute all your points because you can't simply reply to them 💀 why do you not use your brain, I'm sincerely asking you to finally use your brain instead of coping and distorting my arguments, you are NOT going to win by tarnishing my reputation. the judges finding your arguments valid is the only path to your victory. It's honestly HILARIOUS that a 26 year old guy lacks reasoning and maturity so much that needs to rely on these methods to win debates and show superiority, I have a feeling that even Inferno would be better than you in this aspect.

Funny, how you claimed that you won when you were literally participating in the debate and it according to you has concluded so without the presence of a judge, you literally can't claim to win because your conclusion will be subjective💀

Now that I completely destroyed you,
I'll talk about the feat so you don't cry EVEN IF I can copy paste my old arguments.

So since you can't understand, and is saying that I falsely used stockfish 8 to scale when it was the best engine during the time the Supi match was played, the feat is indeed VALID, when Supi found better moves than the engine as shown by the screenshots I've send to you, that video I've sent as well where the strongest engine at the time had infinite time and yet analyzed the moves to be equal and then mate after Supi moves.
Your stupid ass that can't get offended since offenses = Ad Hominem (0 iq moment) thinks that making the best move in the position that the engine can't calculate =/= objective best move, when it is. I've even explained that to you but yeah as ALWAYS you ignore and dismiss all my arguments, like you're doing with the MAIN POINT of this debate.

> My guy, why can't you understand that Engines did not calculate the best move of a position quicker than the human? If best move of a position is Bishop f4 and Stockfish thinks that the best move is Queen c6, if the player plays bishop f4 and the stockfish later decides that Bishop f4 is a better move, it means that the player found the best move in the position before the engine could calculate bishop f4 entirely (or the Engine simply didn't find it) which just falls into my definition of Outspeeding, applies to Ayanokoji and proves that finding the best move faster than what the engine can calculate, leads to a objective best move, you imbecile.

To Humiliate you even further, I'll talk about a better logical approach of the feat you're scaling that is Koji chess feat, you're just straight claiming according to the Gikara comment and what you wrote, that the engine took 30 seconds to evaluate if Koji's moves were the best in the position or not. First that if it was true, around 10 seconds,Tsukishiro would've allowed the move since every move the engine took seconds to evaluate, then the personnels good at chess tried to come up with a very good move that Arisu can beat in less than 10 seconds.

Btw I didn't go further on the stockfish arg, but I'll quickly state that if you download the engine, stockfish 16 would have that name that I used for THEODOROU's match, while in SUPI's match it's stockfish 8. It doesn't matter if you personally thinks that Stockfish 8 is the most flawed engine of all time, it is the engine or 7 that Cote used in the verse since they are in 2016.

900- You can't really read my arguments, I want you to take a break from debating, cuz it is not your strongest point clearly🤣 you can't even give yourself a chance to understand the opponents arguments my guy.

> The 900 rated guy, played a move on luck and the stockfish liked it better than the best move the engine could come up with. It's a good argument to say that you don't necessarily have to calculate trillions of moves per second to find a better move than the engine could calculate.
>
> I didn't say Ayanokoji used Intuition or luck, I said it was a better logical assumption than you saying he did calculate trillions of moves per second (when the strongest engine calculates up to millions only), My argument is that he used his chess skills which is the same thing that Supi and Theodorou did, they used their chess skills and surpassed the engine with that, simple as that, it isn't hard to acknowledge something so simple. Koji not knowing that he wasn't against an engine proves nothing, and hikaru could do the same of him building a path for his game which is funny.

> Browser based stockfish doesn't debunk any of my points my guy, it doesn't debunk the feat the 900 elo guy did, Levy at the time he recorded the video, he always uses the strongest engine in the site, and the strongest engine in Chess com is somewhat comparable to not browser engines, I made the test myself and the engine that runs in my computer is obviously better, but Chess com is at some level comparable to it, while finding the same moves as the not browser engine. And from my tests, Lichess uses a local browser engine (that is the strongest) and is better than running it directly on my computer, lichess have a browser engine that should be equal to the not browser version, but runs more efficiently from what I've tested. So the Browser versions is not that far from the not browser versions.
>
> It isn't different when the point is not that which engine is stronger, it is literally a proof that you can find a move better than the engine without the need of having to out calculate it my guy, and the Theodorou uses a stronger version of the engine Cote have and found a better tactical move than the computer could calculate, so cope.

I already went over this point in my genetic fallacy point but I'll say it again,You failed to prove that Koji had to outcalculate the engine, you failed to disprove that 900 rated guy is an invalid argument, you fail to realize that it supports my argument and make it more valid.

Logical process- Then show me my guy, you CAN'T show any feat for Koji and not even a logical assumption to prove why what you are saying is this case and why your opinion is right and mine don't, while I have showed my reasoning, you rely on dismissing my arguments. YOU STILL HOLD THE BURDEN OF PROOF if the debate had rules, you've have lost in your first or second argument by how much you avoid the burden of proof you had in the entire debate.

You literally have to claim and repeat yourself 1000 times in order to make the opponent and yourself believe ayanokoji really was obligated to use a logical process (calculating like an engine), since you don't have any reasoning nor proofs about this, and this is shown by HOW MUCH you LIKE TO DISMISS the main point of the debate, which is proved by you not mentioning it in this entire response.

Now going for your argument AGAIN, you believe that because the engine took 10 seconds to evaluate Koji's moves is a thing, when it was also happened with Supi (the video with infinite time, the engine didn't find mate) Theodorou (Chess com had to calculate twice the depth it normally does to find the same move as Theodorou did in less time than the engine + found a better tactical move than the not browser engine did, even with infinite time).

I need to state common sense again, even if the engine took 1283 years to calculate Koji's moves (this is a joke and not a strawman[and this is not ad hominem you imbecile]) it does not prove the requirement, that necessarily Koji had to outcalculate the engine to find a better move than it.

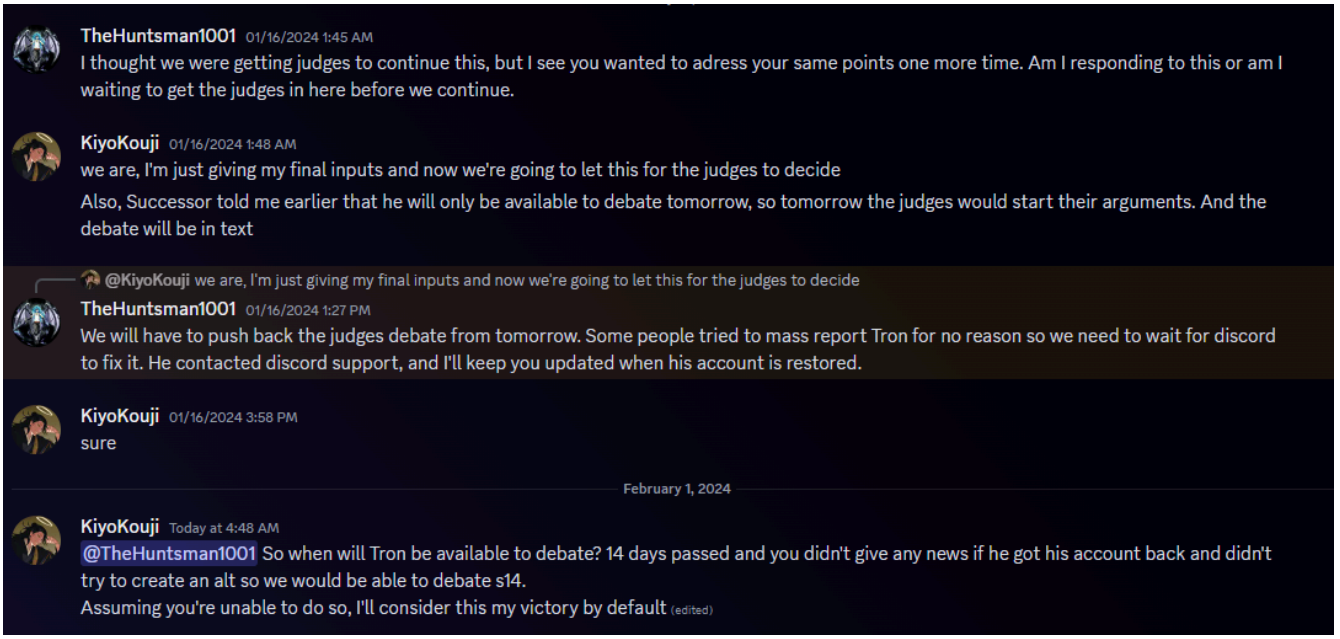
Furthermore let's use an example. Let's go back to the old 1990s when Gary won against a supercomputer once. So, please tell me, from what I can conclude by your logic is that Gary was able to outcalculate the Machine at that time. Does that mean he's like able to think of thousand(s) of possibilities at once since he achieved that feat? If you believe that then I truly believe the debate is over with me winning

Why do I need to repeat the arguments you are DISMISSING in the ENTIRE debate, and why do I have to explain common sense stuff that I explained 999 times before 😭 you're a fucking inferno victim in debating at this point.

Go cry and make a doc with your subjective perspective of the debate and post on yt without even telling me about it and try to tarnish my reputation while claiming you're invincible at debating, oh wait you already did because you weren't confident in bringing in a judge 🤣🤣

Furthermore, Buddy you literally took 5 days to respond to me everytime while I did within hours, the one who should have done this was me not you💀🤣

After the conclusion of the debate that the judges will decide, I'll make another community post talking about who won.



TheHuntsman1001 01/16/2024 1:45 AM
I thought we were getting judges to continue this, but I see you wanted to adress your same points one more time. Am I responding to this or am I waiting to get the judges in here before we continue.

KiyoKouji 01/16/2024 1:48 AM
we are, I'm just giving my final inputs and now we're going to let this for the judges to decide
Also, Successor told me earlier that he will only be available to debate tomorrow, so tomorrow the judges would start their arguments. And the debate will be in text

> @KiyoKouji we are, I'm just giving my final inputs and now we're going to let this for the judges to decide

TheHuntsman1001 01/16/2024 1:27 PM
We will have to push back the judges debate from tomorrow. Some people tried to mass report Tron for no reason so we need to wait for discord to fix it. He contacted discord support, and I'll keep you updated when his account is restored.

KiyoKouji 01/16/2024 3:58 PM
sure

February 1, 2024

KiyoKouji 02/01/2024 4:48 AM
@TheHuntsman1001 So when will Tron be available to debate? 14 days passed and you didn't give any news if he got his account back and didn't try to create an alt so we would be able to debate s14.
Assuming you're unable to do so, I'll consider this my victory by default (edited)

TheHuntsman1001 02/01/2024 8:14 AM
I don't think he ever got his acct back. I've been messaging him but I haven't seen a response. At this point I'll probably just pick someone else unless I can get him to make an alt to judge from.

KiyoKouji 02/01/2024 8:28 AM
Finalize your decision quickly as I don't want to wait for another 14 days

February 3, 2024

TheHuntsman1001 Today at 11:00 AM
I saw your post, bro thinks he is a comedian. I told you I'm getting Tron to judge from another account or I would pick another judge. He has his account diabled by trolls so I was trying to cut him some slack. If you wanted an out from getting this judged since you are too scared you should have just said so...

KiyoKouji Today at 11:07 AM
You could have solved this way earlier on, and yet you're still taking more than 14 days, I had to reach out for you to ask about the judge situation and you still are taking more days to replace a judge
Why are you taking more than 2 weeks to replace a Judge? don't you have capable people to judge in your side that knows about chess? (edited)

TheHuntsman1001 Today at 11:08 AM
I was hoping that he would get his account back by now

KiyoKouji Today at 11:08 AM
also The debate conclusion is still open if you finally decide on your judge thing

TheHuntsman1001 Today at 11:09 AM
but since that never happened I asked him to judge from an alt

> @TheHuntsman1001 but since that never happened I asked him to judge from an alt

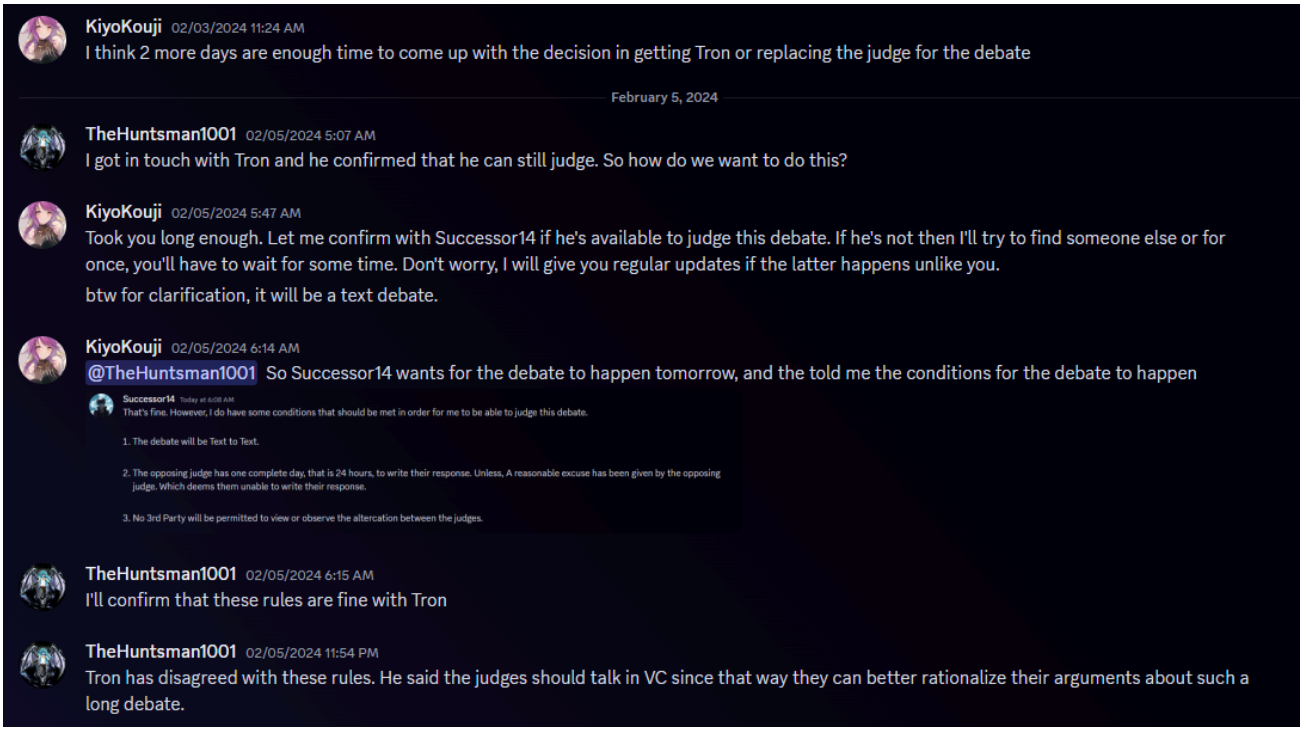
KiyoKouji Today at 11:10 AM
Since you apparently have contact with Tron even after he lost his account, if you take more days for him to create an alt then I kindly request to change your judge, as I don't want to wait like a month for the debate to end. Probably you also share the same feelings

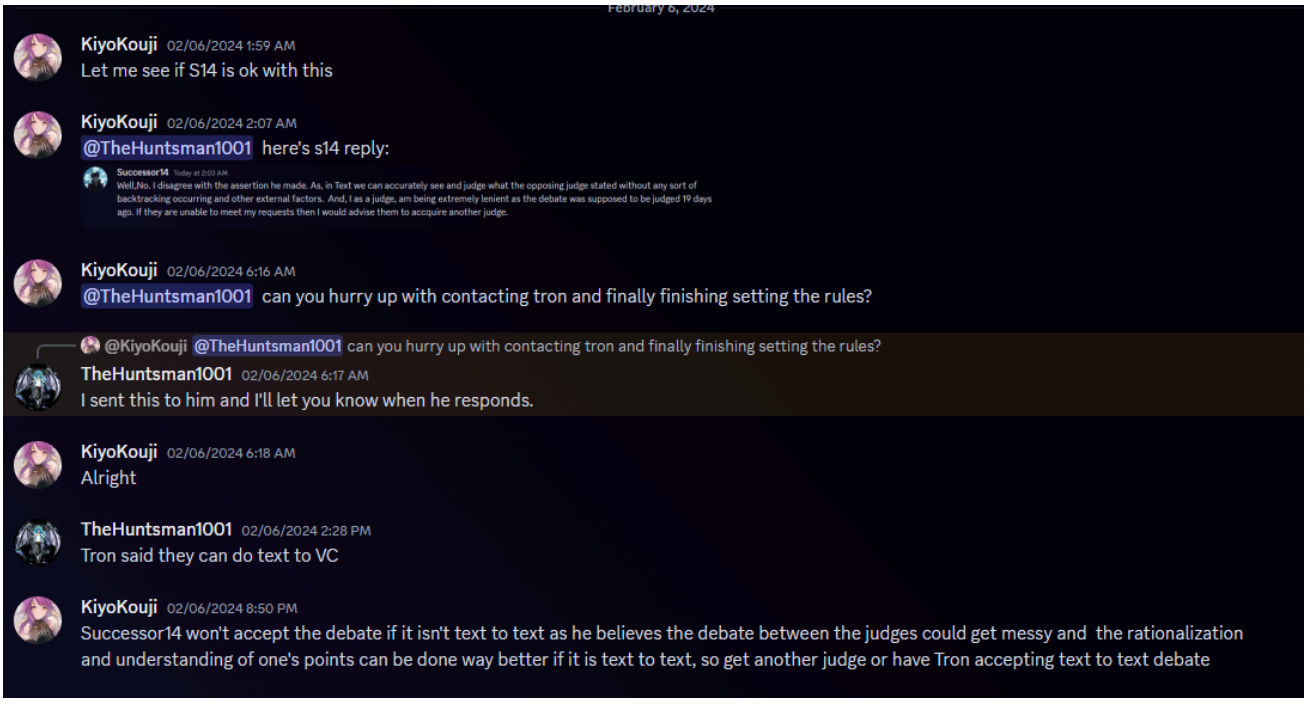
> @KiyoKouji Since you apparently have contact with Tron even after he lost his account, if you take more days for him to create an alt then I kindly request to change

TheHuntsman1001 Today at 11:10 AM
the issue is I have very little contact with him actually
I only know him through other people
but I can replace him if this continues

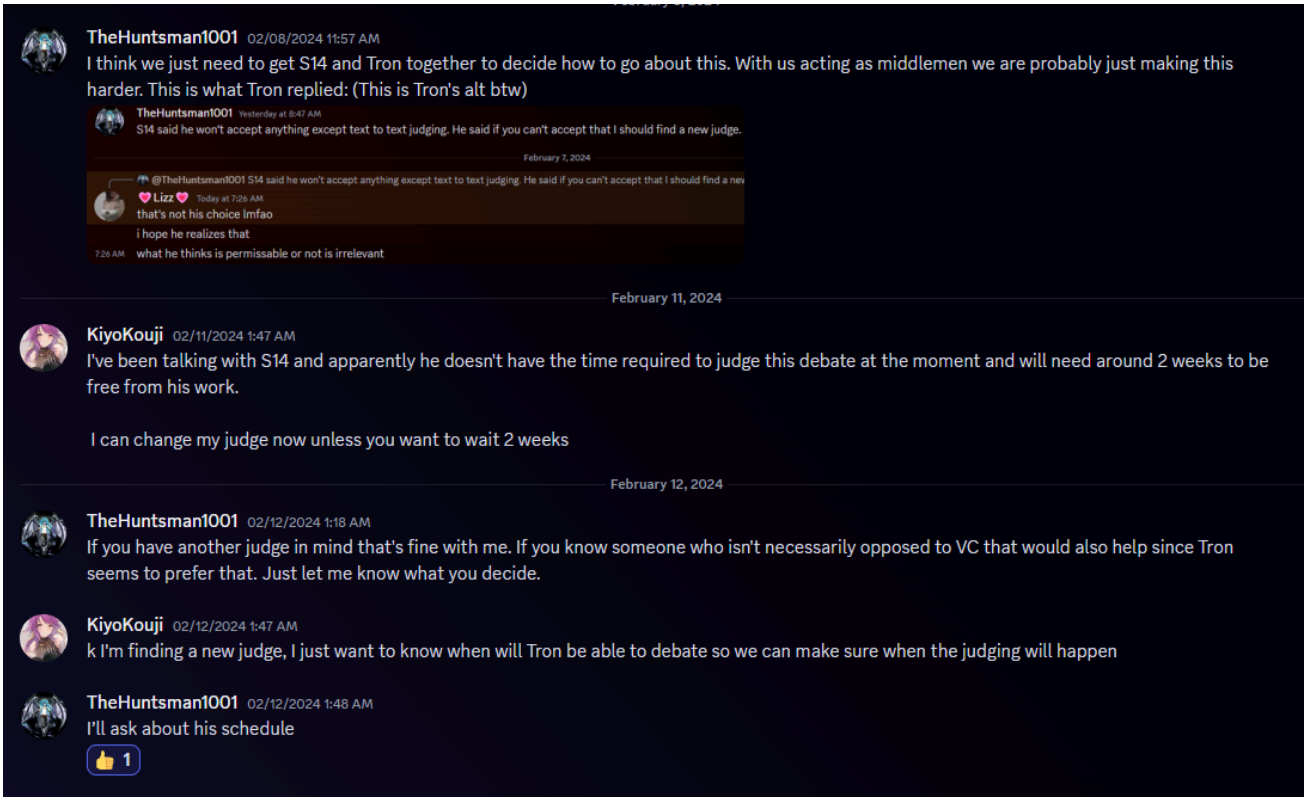
KiyoKouji Today at 11:13 AM
14 days was enough time to make a decision if you would change or not the judge but sure, I'll give you the benefit of the doubt and if anything just have dax or any friend that you trust on their judgement to judge the debate

KiyoKouji Today at 11:24 AM
I think 2 more days are enough time to come up with the decision in getting Tron or replacing the judge for the debate

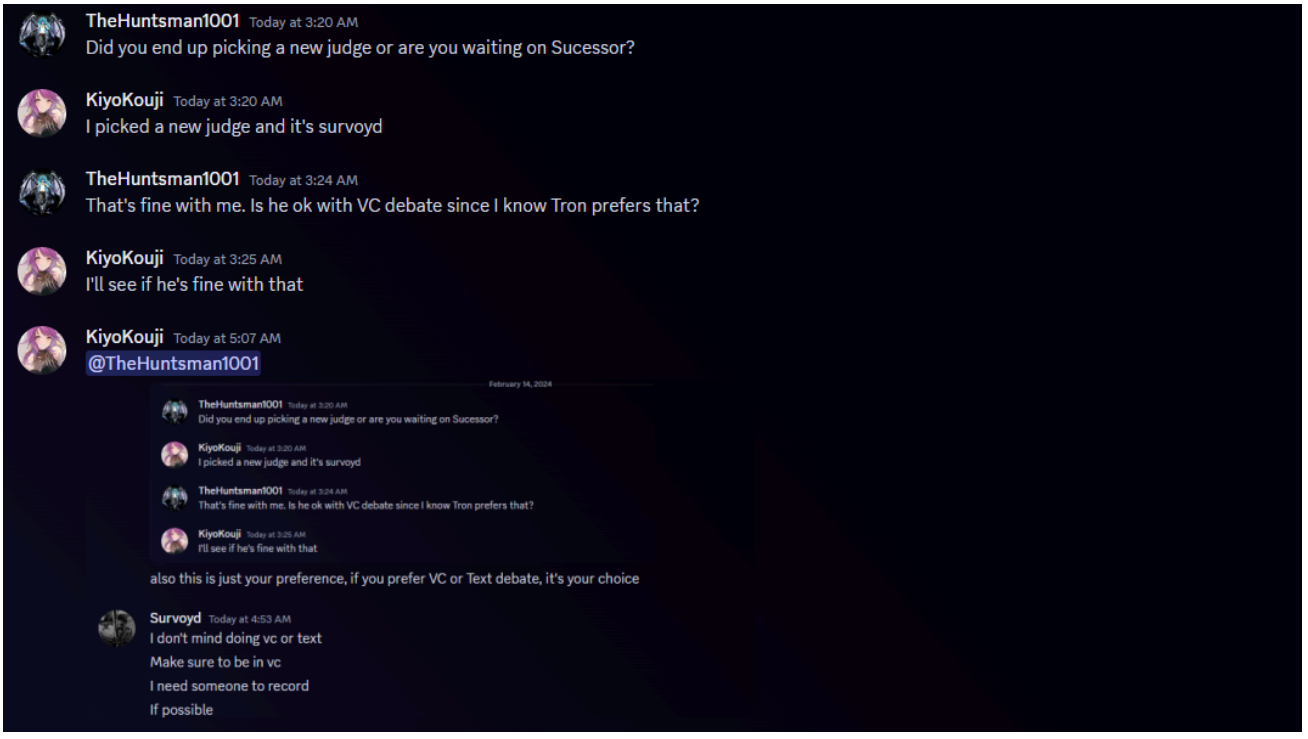




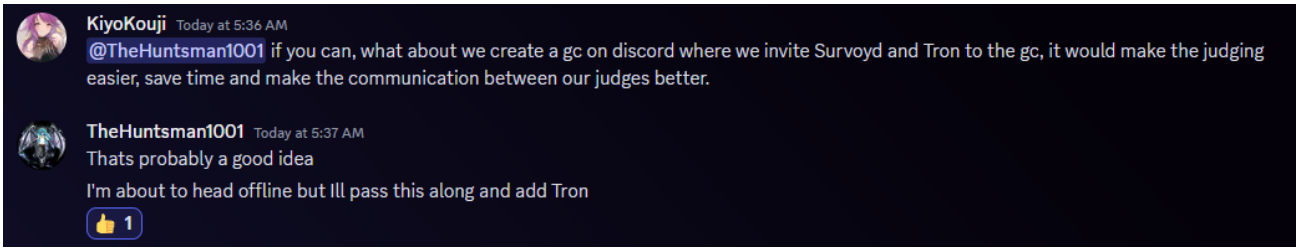
(link: https://prnt.sc/wwTs_TQzXFZq)



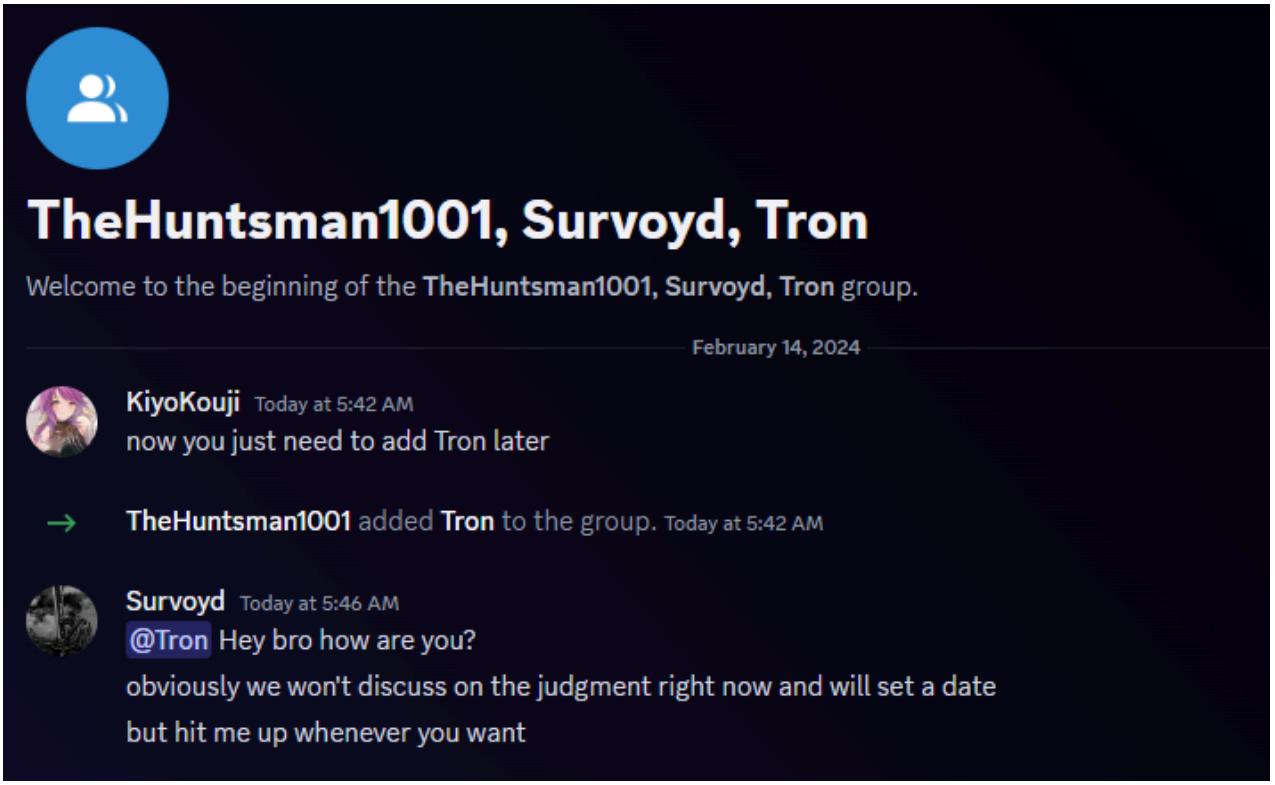
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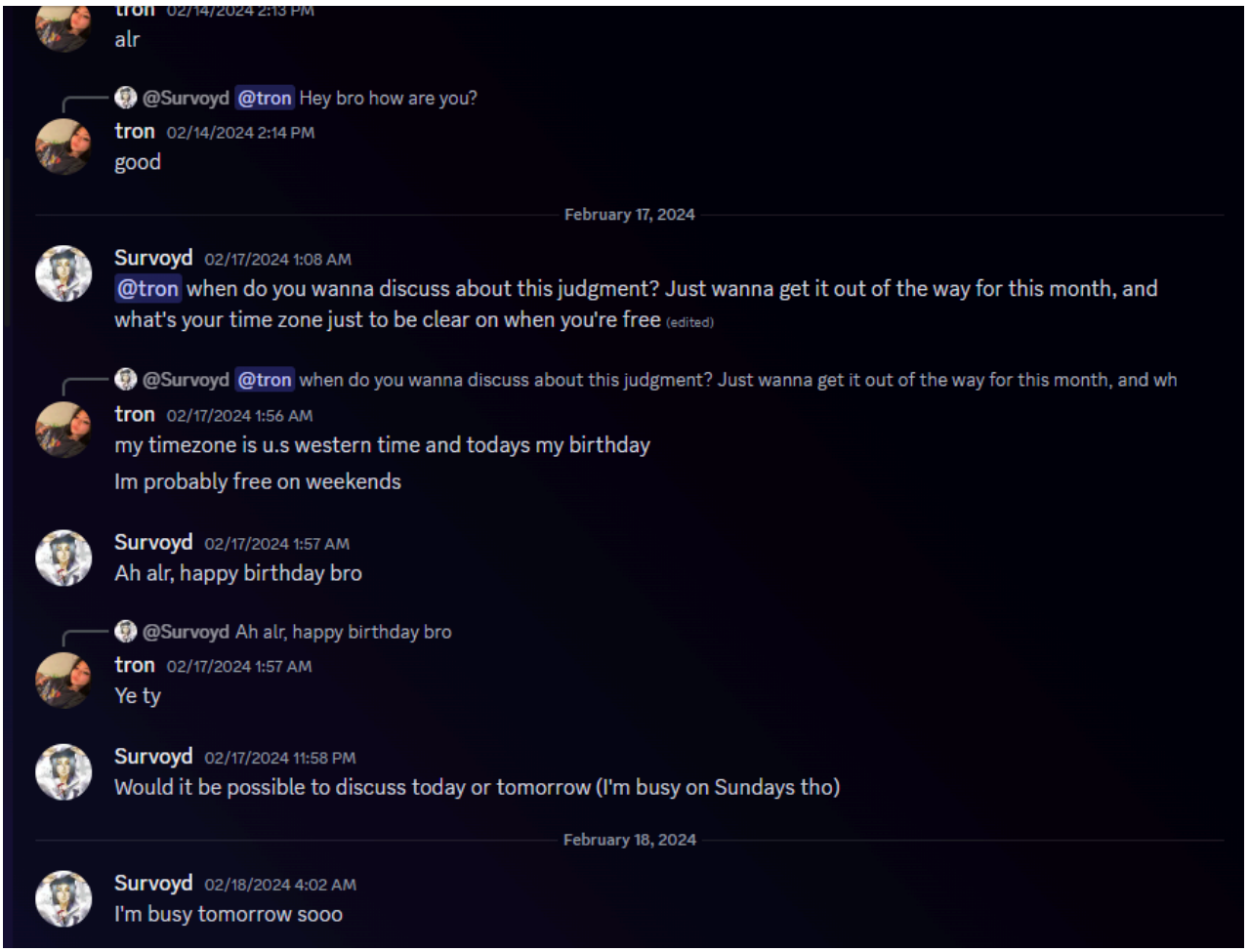


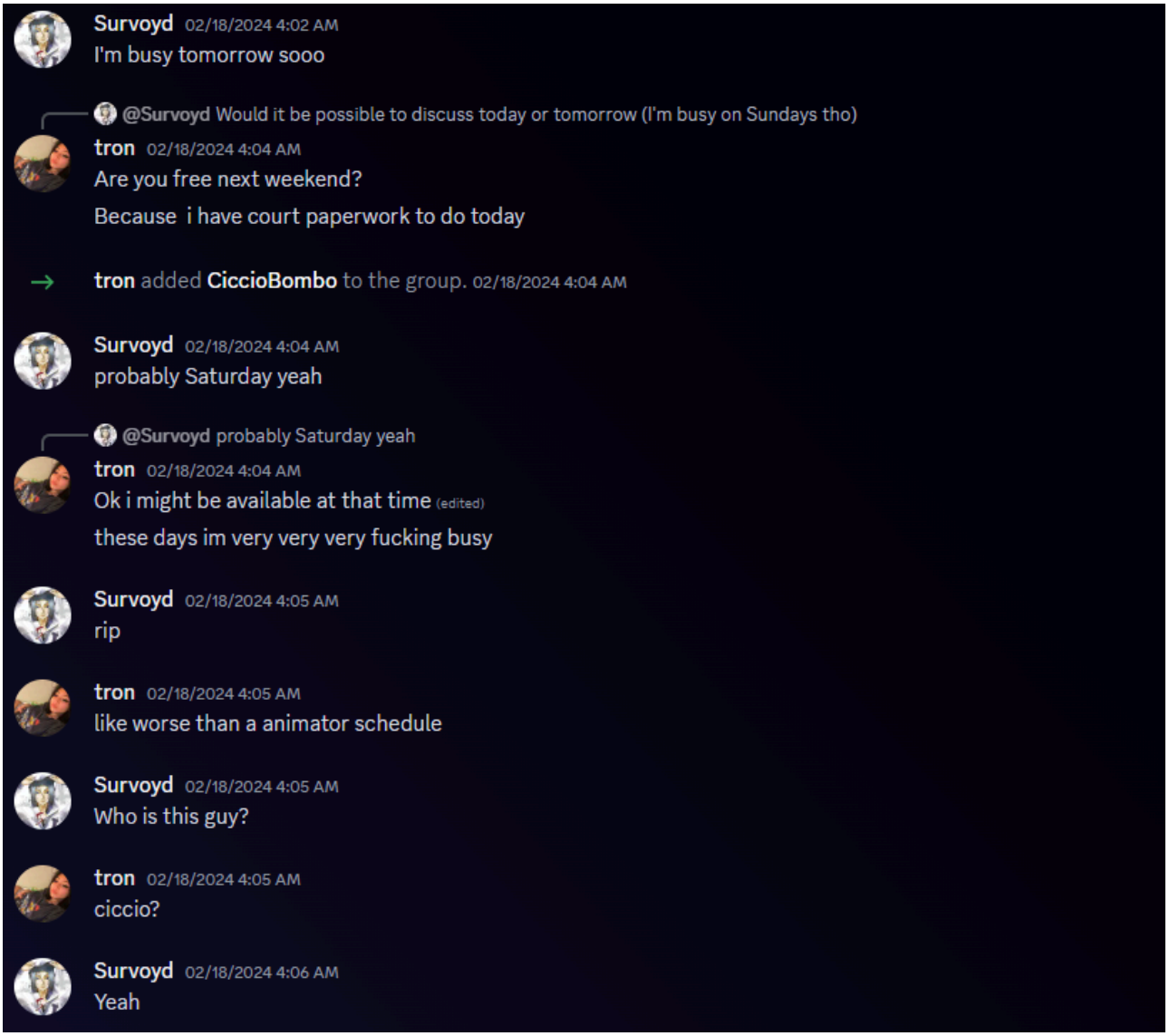
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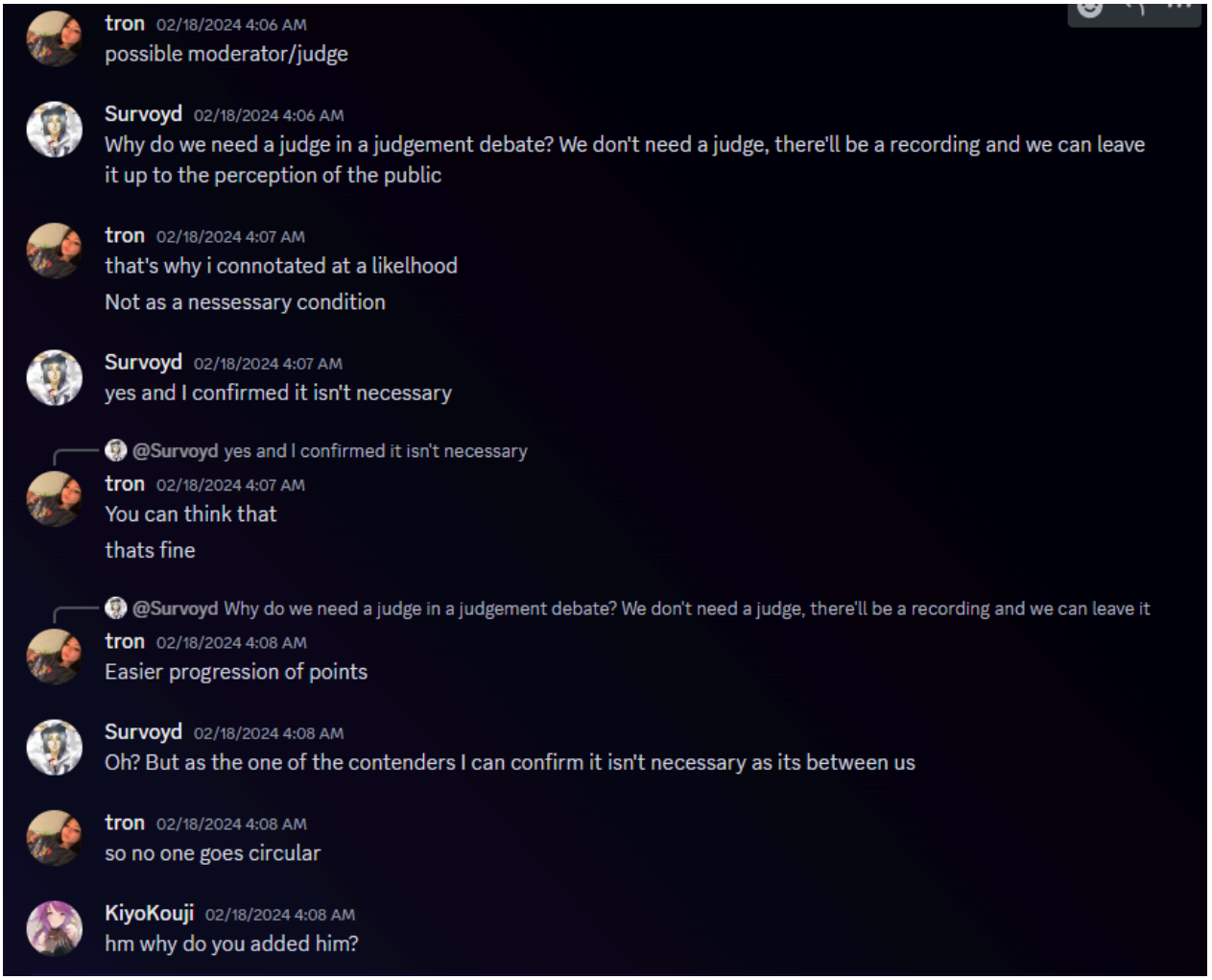


Now the rest will probably be in the group chat now created for the judging




tron 02/14/2024 2:13 PM
alr
@Survoyd @tron Hey bro how are you?
tron 02/14/2024 2:14 PM
good
February 17, 2024
Survoyd 02/17/2024 1:08 AM
@tron when do you wanna discuss about this judgment? Just wanna get it out of the way for this month, and what's your time zone just to be clear on when you're free (edited)
@Survoyd @tron when do you wanna discuss about this judgment? Just wanna get it out of the way for this month, and wh
tron 02/17/2024 1:56 AM
my timezone is u.s western time and todays my birthday
Im probably free on weekends
Survoyd 02/17/2024 1:57 AM
Ah alr, happy birthday bro
@Survoyd Ah alr, happy birthday bro
tron 02/17/2024 1:57 AM
Ye ty
Survoyd 02/17/2024 11:58 PM
Would it be possible to discuss today or tomorrow (I'm busy on Sundays tho)
February 18, 2024
Survoyd 02/18/2024 4:02 AM
I'm busy tomorrow sooo


Survoyd 02/18/2024 4:02 AM
I'm busy tomorrow sooo
@Survoyd Would it be possible to discuss today or tomorrow (I'm busy on Sundays tho)
tron 02/18/2024 4:04 AM
Are you free next weekend?
Because i have court paperwork to do today
tron added CiccioBombo to the group. 02/18/2024 4:04 AM
Survoyd 02/18/2024 4:04 AM
probably Saturday yeah
@Survoyd probably Saturday yeah
tron 02/18/2024 4:04 AM
Ok i might be available at that time (edited)
these days im very very very fucking busy
Survoyd 02/18/2024 4:05 AM
rip
tron 02/18/2024 4:05 AM
like worse than a animator schedule
Survoyd 02/18/2024 4:05 AM
Who is this guy?
tron 02/18/2024 4:05 AM
ciccio?
Survoyd 02/18/2024 4:06 AM
Yeah


tron 02/18/2024 4:06 AM
possible moderator/judge
Survoyd 02/18/2024 4:06 AM
Why do we need a judge in a judgement debate? We don't need a judge, there'll be a recording and we can leave it up to the perception of the public
tron 02/18/2024 4:07 AM
that's why i connotated at a likelhood
Not as a nessessary condition
Survoyd 02/18/2024 4:07 AM
yes and I confirmed it isn't necessary
@Survoyd yes and I confirmed it isn't necessary
tron 02/18/2024 4:07 AM
You can think that
thats fine
@Survoyd Why do we need a judge in a judgement debate? We don't need a judge, there'll be a recording and we can leave it
tron 02/18/2024 4:08 AM
Easier progression of points
Survoyd 02/18/2024 4:08 AM
Oh? But as the one of the contenders I can confirm it isn't necessary as its between us
tron 02/18/2024 4:08 AM
so no one goes circular
KiyoKouji 02/18/2024 4:08 AM
hm why do you added him?

@tron Easier progression of points

Survoyd 02/18/2024 4:08 AM
I think we can do that ourselves

tron 02/18/2024 4:08 AM
you do vc right?

Survoyd 02/18/2024 4:08 AM
Yeah
Of course

@Survoyd I think we can do that ourselves

tron 02/18/2024 4:09 AM
So if both is going circular to ad infinitum without realizing?

tron possible moderator/judge

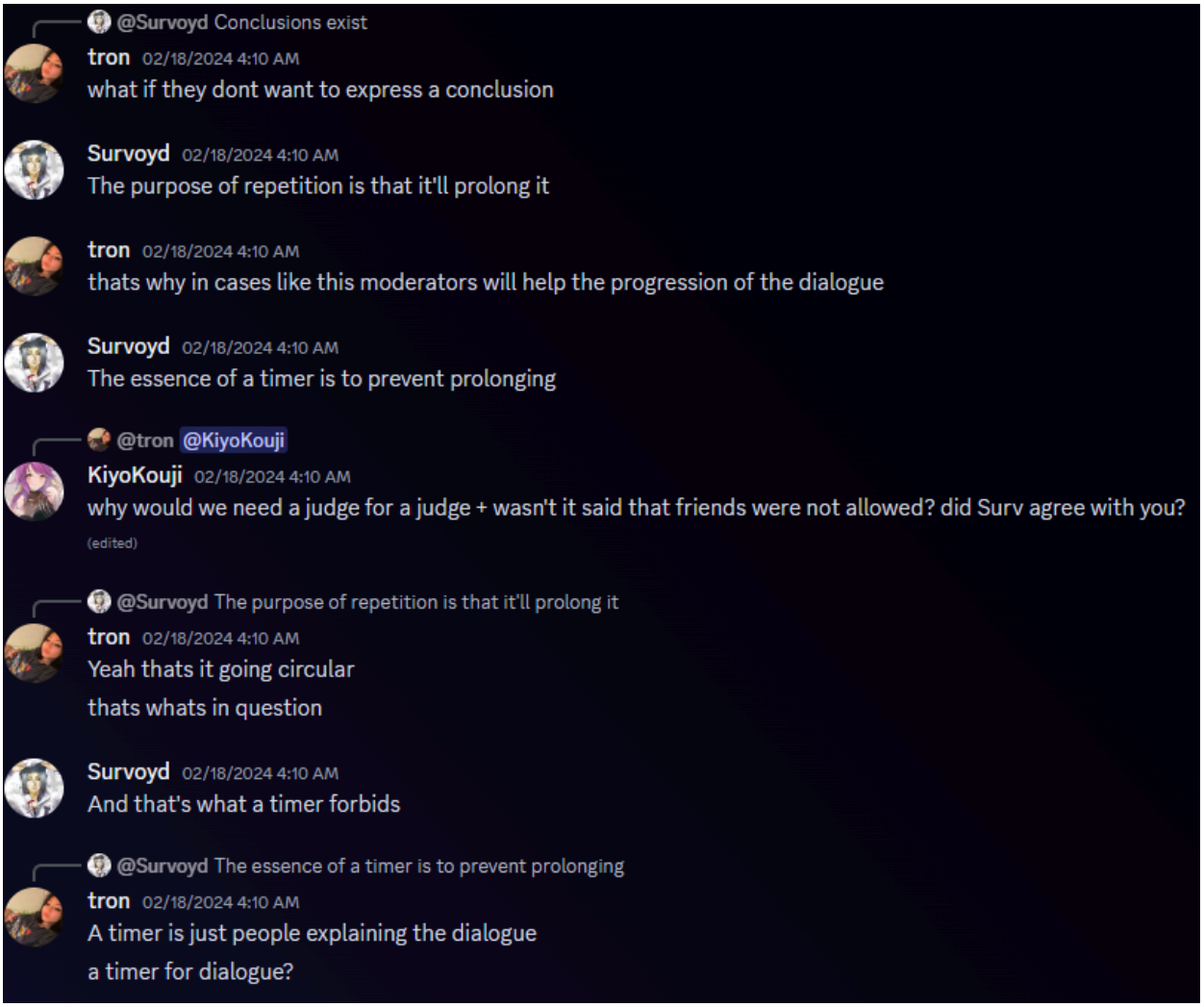
tron 02/18/2024 4:09 AM
@KiyoKouji

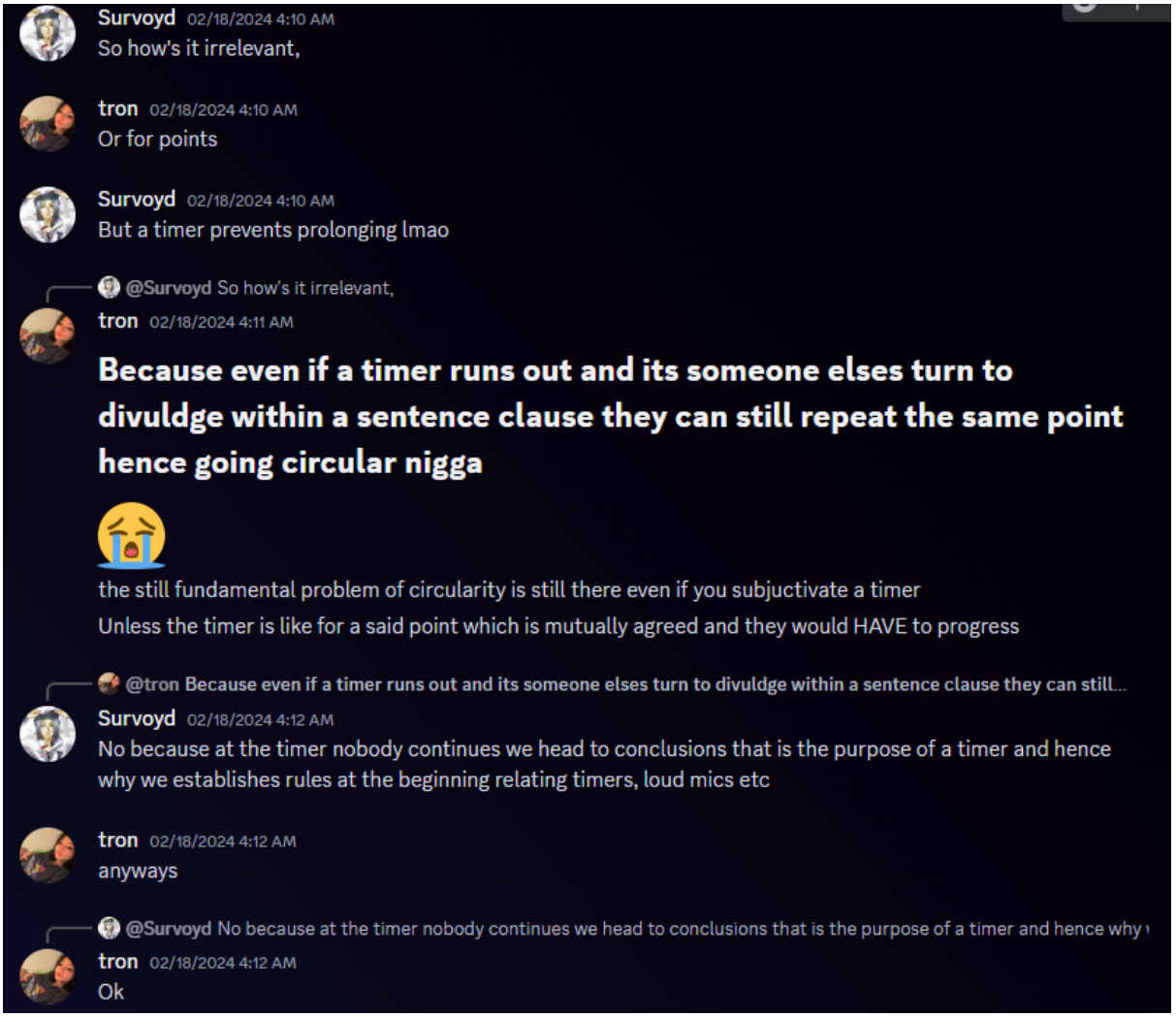
Survoyd 02/18/2024 4:09 AM
Why not set a timer?
Conclusions exist
Aswell

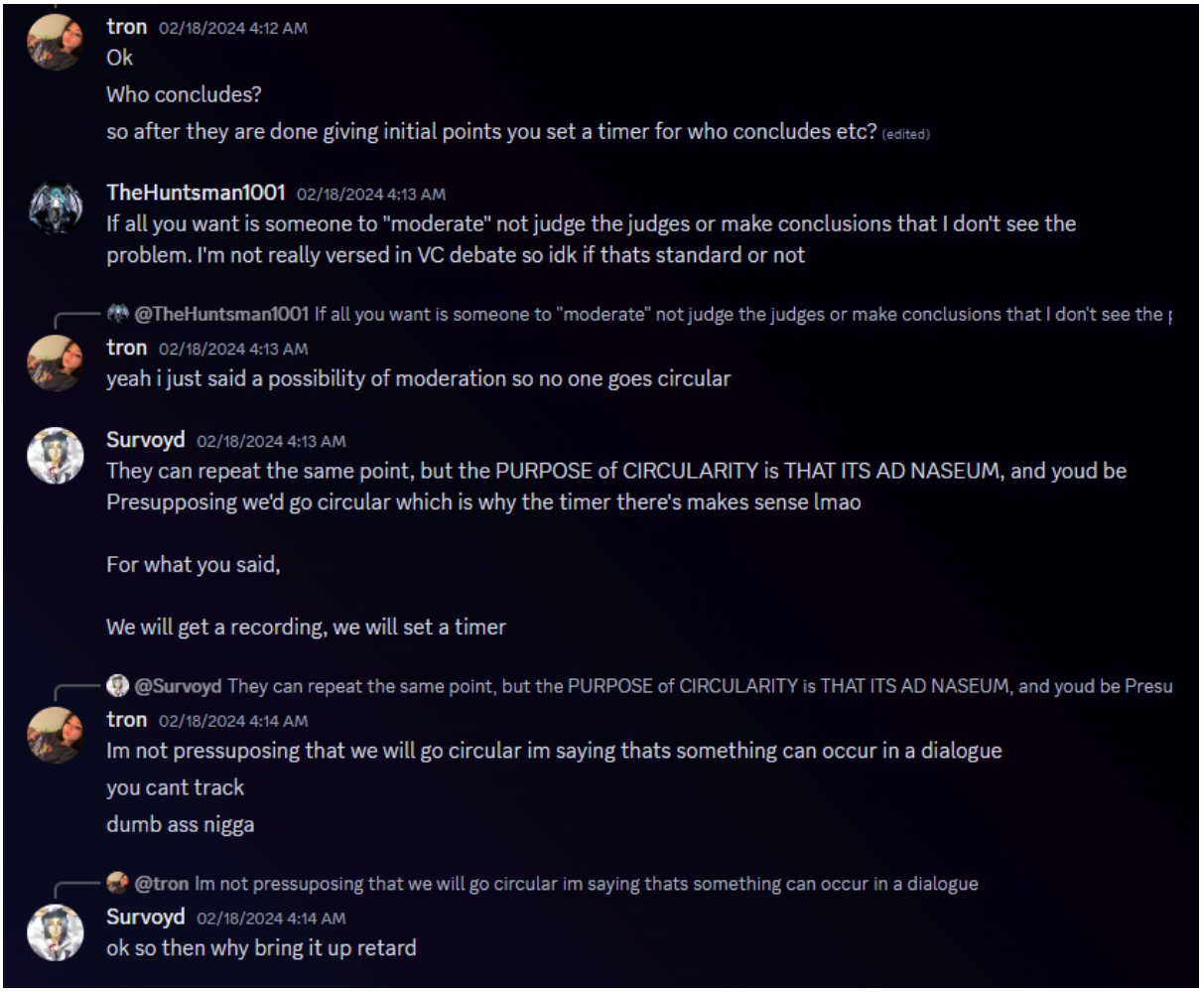
@Survoyd Why not set a timer?

tron 02/18/2024 4:09 AM
this isn't relevant even if you set a timer someone can still go on a repition upon said point
lmfao

Survoyd 02/18/2024 4:10 AM
Why isn't it relevant?


@Survoyd Conclusions exist
tron 02/18/2024 4:10 AM
what if they dont want to express a conclusion
Survoyd 02/18/2024 4:10 AM
The purpose of repetition is that it'll prolong it
tron 02/18/2024 4:10 AM
thats why in cases like this moderators will help the progression of the dialogue
Survoyd 02/18/2024 4:10 AM
The essence of a timer is to prevent prolonging
@tron @KiyoKouji
KiyoKouji 02/18/2024 4:10 AM
why would we need a judge for a judge + wasn't it said that friends were not allowed? did Surv agree with you?
(edited)
@Survoyd The purpose of repetition is that it'll prolong it
tron 02/18/2024 4:10 AM
Yeah thats it going circular
thats whats in question
Survoyd 02/18/2024 4:10 AM
And that's what a timer forbids
@Survoyd The essence of a timer is to prevent prolonging
tron 02/18/2024 4:10 AM
A timer is just people explaining the dialogue
a timer for dialogue?


Survoyd 02/18/2024 4:10 AM
So how's it irrelevant,
tron 02/18/2024 4:10 AM
Or for points
Survoyd 02/18/2024 4:10 AM
But a timer prevents prolonging lmao
@Survoyd So how's it irrelevant,
tron 02/18/2024 4:11 AM
Because even if a timer runs out and its someone elses turn to divuldge within a sentence clause they can still repeat the same point hence going circular nigga
the still fundamental problem of circularity is still there even if you subjuctivate a timer
Unless the timer is like for a said point which is mutually agreed and they would HAVE to progress
@tron Because even if a timer runs out and its someone elses turn to divuldge within a sentence clause they can still...
Survoyd 02/18/2024 4:12 AM
No because at the timer nobody continues we head to conclusions that is the purpose of a timer and hence why we establishes rules at the beginning relating timers, loud mics etc
tron 02/18/2024 4:12 AM
anyways
@Survoyd No because at the timer nobody continues we head to conclusions that is the purpose of a timer and hence why
tron 02/18/2024 4:12 AM
Ok


tron 02/18/2024 4:12 AM
Ok
Who concludes?
so after they are done giving initial points you set a timer for who concludes etc? (edited)
TheHuntsman1001 02/18/2024 4:13 AM
If all you want is someone to "moderate" not judge the judges or make conclusions that I don't see the problem. I'm not really versed in VC debate so idk if thats standard or not
@TheHuntsman1001 If all you want is someone to "moderate" not judge the judges or make conclusions that I don't see the
tron 02/18/2024 4:13 AM
yeah i just said a possibility of moderation so no one goes circular
Survoyd 02/18/2024 4:13 AM
They can repeat the same point, but the PURPOSE of CIRCULARITY is THAT ITS AD NASEUM, and youd be Presupposing we'd go circular which is why the timer there's makes sense lmao
For what you said,
We will get a recording, we will set a timer
@Survoyd They can repeat the same point, but the PURPOSE of CIRCULARITY is THAT ITS AD NASEUM, and youd be Presu
tron 02/18/2024 4:14 AM
Im not pressuposing that we will go circular im saying thats something can occur in a dialogue
you cant track
dumb ass nigga
@tron Im not pressuposing that we will go circular im saying thats something can occur in a dialogue
Survoyd 02/18/2024 4:14 AM
ok so then why bring it up retard

@Survoyd They can repeat the same point, but the PURPOSE of CIRCULARITY is THAT ITS AD NASEUM, and youd be Presu

tron 02/18/2024 4:14 AM
Ok so if they repeat the same point thats going circular which is the inital problem which prevents a dialogue from progressing
so there is still a fundamental problem with progressions
which is why i said we may POSSIBLY need moderation
idk why its such a huge deal

Survoyd 02/18/2024 4:15 AM
yeah and I said it isn't necessary even you confirmed so
if its not a big deal let's not be hung up on it for us both

@Survoyd yeah and I said it isn't necessary even you confirmed so

tron 02/18/2024 4:15 AM
And ur justification for this is something that doesnt elucidate it not being nessary

@tron And ur justification for this is something that doesnt elucidate it not being nessary

Survoyd 02/18/2024 4:15 AM
what was my justification then?

tron 02/18/2024 4:16 AM
just prolongs a fundamental problem

Survoyd 02/18/2024 4:16 AM
not asking how you interpret my justification

@Survoyd what was my justification then?

tron 02/18/2024 4:16 AM
rationalizing about timers which still by ur own admission wouldnt inherently stop all possibilities of someone going circular

@Survoyd No because at the timer nobody continues we head to conclusions that is the purpose of a timer and hence why

tron 02/18/2024 4:17 AM
I think u keep forgetting that this is just for a likelehood of an occurence
we can set the prerequisites

Survoyd 02/18/2024 4:18 AM
ok so instead of going straight forward I'll align it like this

why do we need moderation if we have rules set in the first place

@Survoyd ok so instead of going straight forward I'll align it like this why do we need moderation if we have rules set in the fi

tron 02/18/2024 4:19 AM
is it not possible to break ur own rules?

@tron I think u keep forgetting that this is just for a likelehood of an occurence

Survoyd 02/18/2024 4:19 AM
ok so we don't necessarily need a moderate then yeah I decline the moderator and we'll set rules there you go

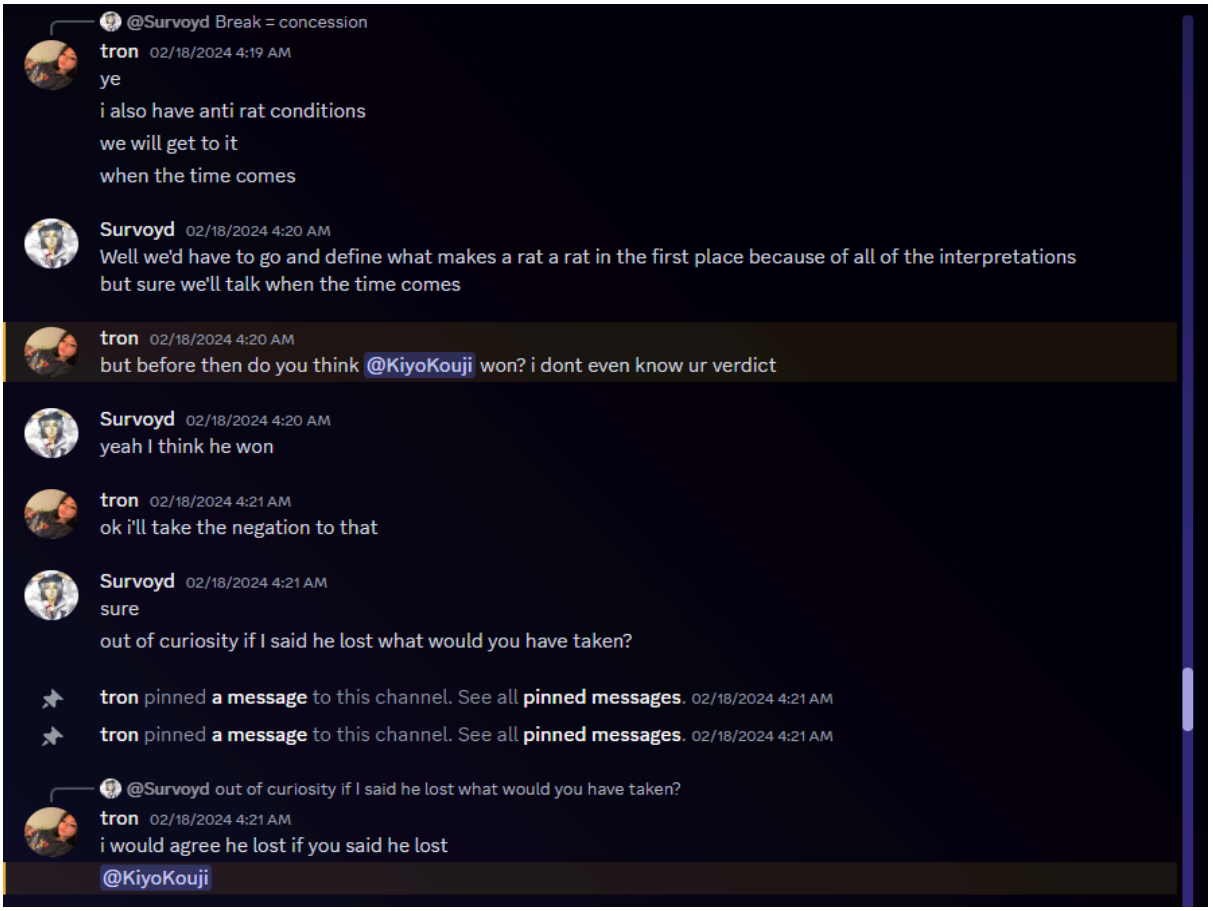
@Survoyd ok so we don't necessarily need a moderate then yeah I decline the moderator and we'll set rules there you go

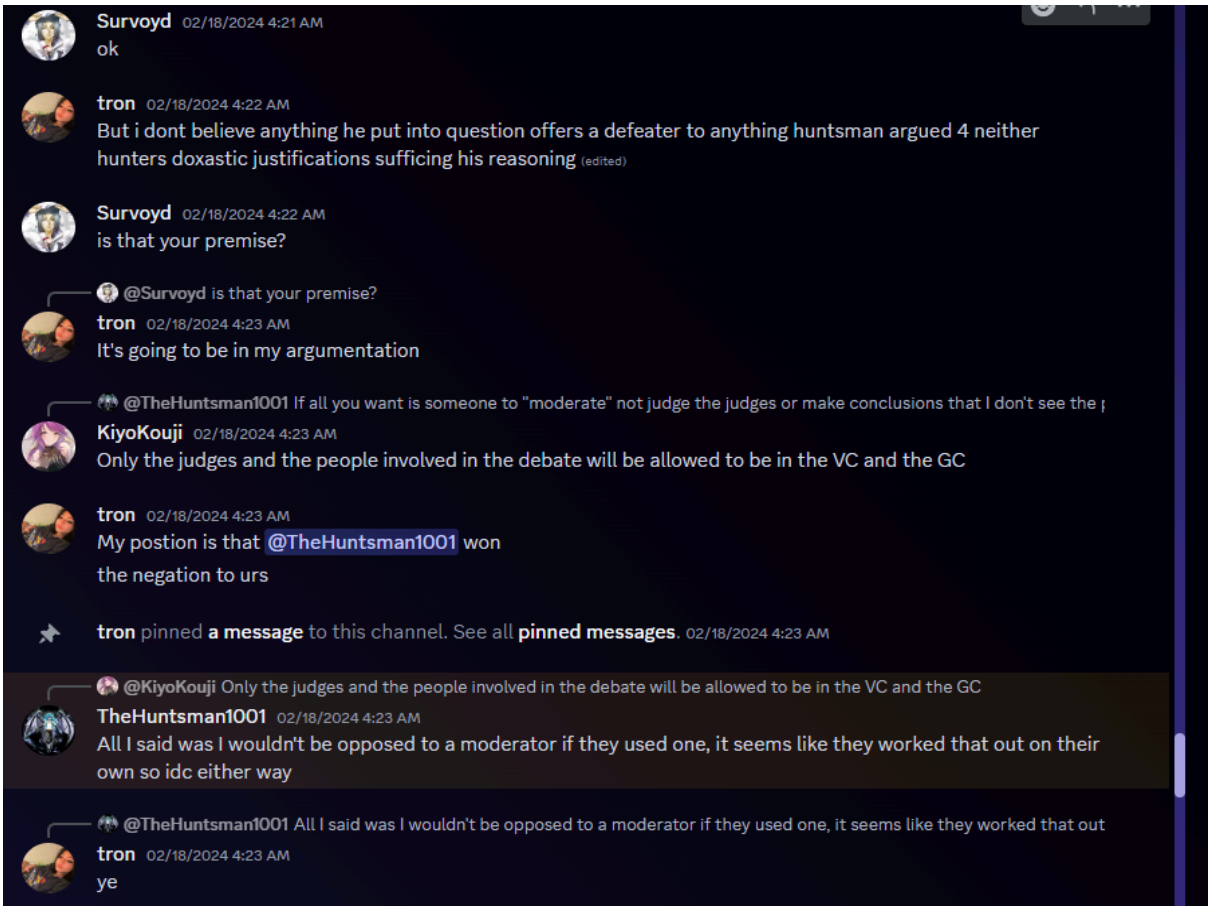
tron 02/18/2024 4:19 AM
Ok thats fine

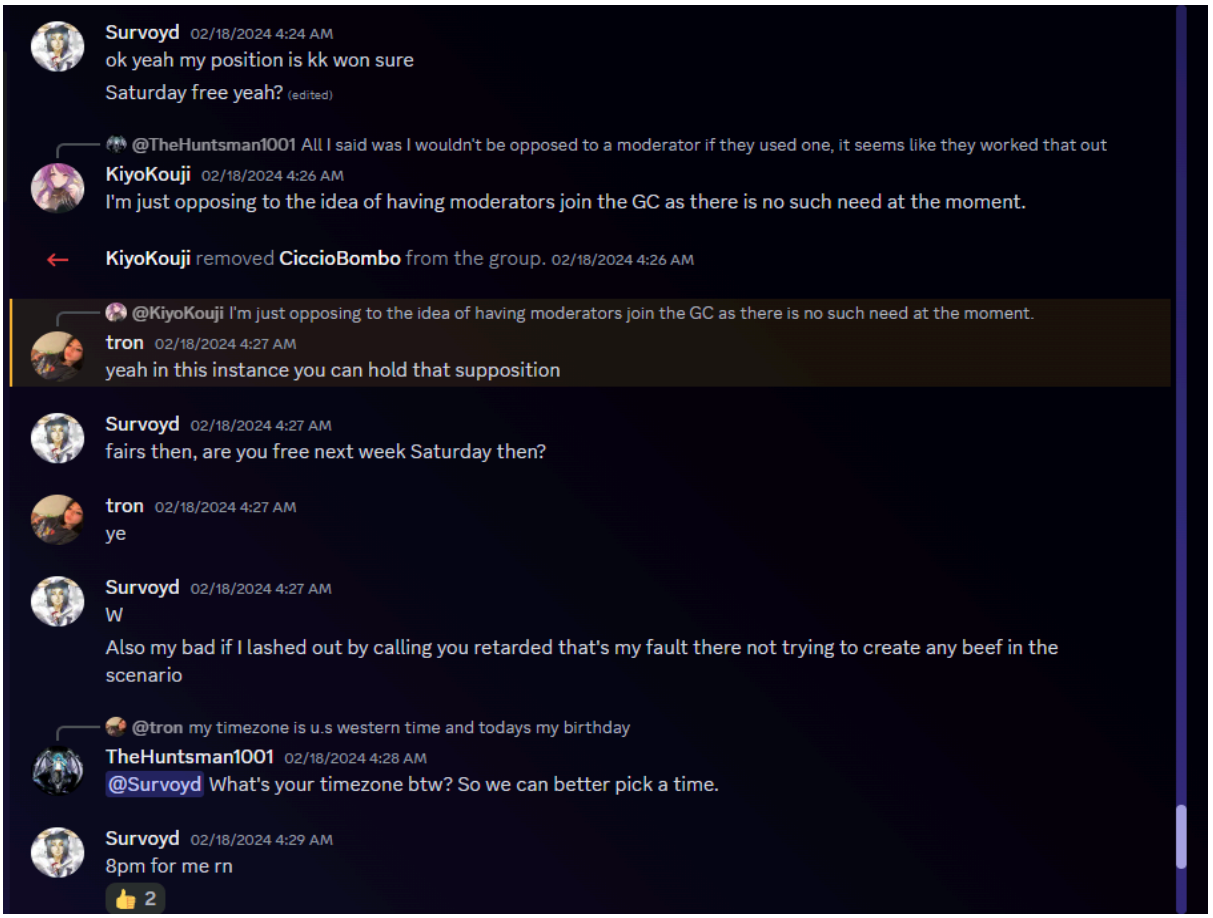
@tron is it not possible to break ur own rules?

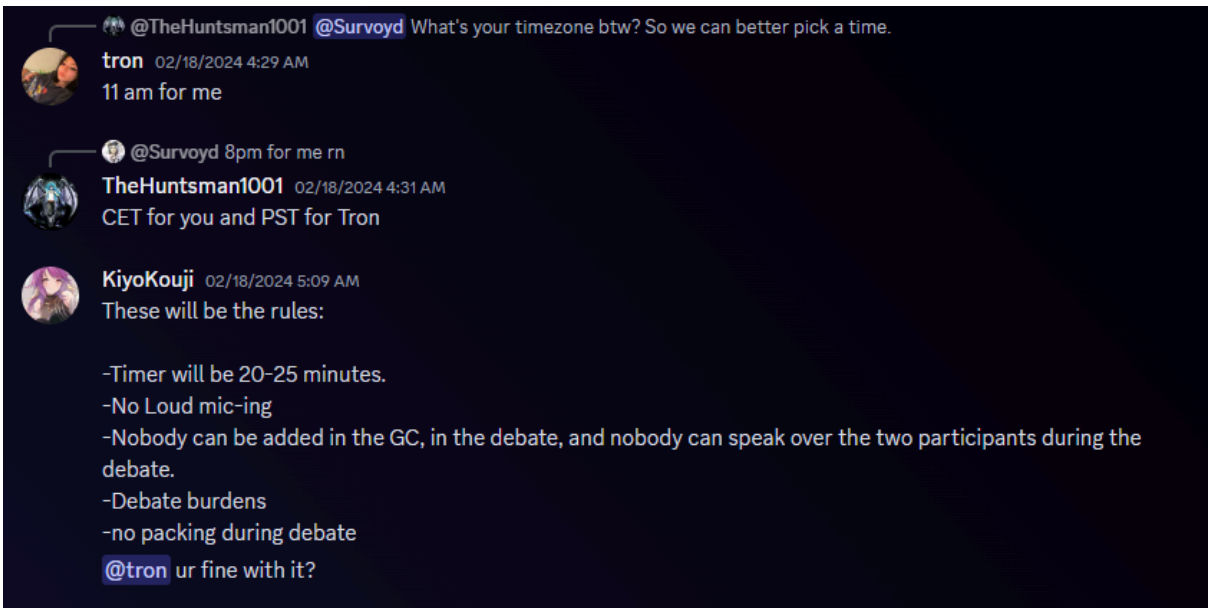
Survoyd 02/18/2024 4:19 AM
Break = concession
That good?

tron 02/18/2024 4:19 AM
what you hold permissable is irrelevant to me deontistically


@Survoyd Break = concession
tron 02/18/2024 4:19 AM
ye
i also have anti rat conditions
we will get to it
when the time comes
Survoyd 02/18/2024 4:20 AM
Well we'd have to go and define what makes a rat a rat in the first place because of all of the interpretations but sure we'll talk when the time comes
tron 02/18/2024 4:20 AM
but before then do you think @KiyoKouji won? i dont even know ur verdict
Survoyd 02/18/2024 4:20 AM
yeah I think he won
tron 02/18/2024 4:21 AM
ok i'll take the negation to that
Survoyd 02/18/2024 4:21 AM
sure
out of curiosity if I said he lost what would you have taken?
tron pinned a message to this channel. See all pinned messages. 02/18/2024 4:21 AM
tron pinned a message to this channel. See all pinned messages. 02/18/2024 4:21 AM
@Survoyd out of curiosity if I said he lost what would you have taken?
tron 02/18/2024 4:21 AM
i would agree he lost if you said he lost
@KiyoKouji


Survoyd 02/18/2024 4:21 AM
ok
tron 02/18/2024 4:22 AM
But i dont believe anything he put into question offers a defeater to anything huntsman argued 4 neither hunters doxastic justifications sufficing his reasoning (edited)
Survoyd 02/18/2024 4:22 AM
is that your premise?
@Survoyd is that your premise?
tron 02/18/2024 4:23 AM
It's going to be in my argumentation
@TheHuntsman1001 If all you want is someone to "moderate" not judge the judges or make conclusions that I don't see the
KiyoKouji 02/18/2024 4:23 AM
Only the judges and the people involved in the debate will be allowed to be in the VC and the GC
tron 02/18/2024 4:23 AM
My postion is that @TheHuntsman1001 won
the negation to urs
tron pinned a message to this channel. See all pinned messages. 02/18/2024 4:23 AM
@KiyoKouji Only the judges and the people involved in the debate will be allowed to be in the VC and the GC
TheHuntsman1001 02/18/2024 4:23 AM
All I said was I wouldn't be opposed to a moderator if they used one, it seems like they worked that out on their own so idc either way
@TheHuntsman1001 All I said was I wouldn't be opposed to a moderator if they used one, it seems like they worked that out
tron 02/18/2024 4:23 AM
ye


Survoyd 02/18/2024 4:24 AM
ok yeah my position is kk won sure
Saturday free yeah? (edited)
@TheHuntsman1001 All I said was I wouldn't be opposed to a moderator if they used one, it seems like they worked that out
KiyoKouji 02/18/2024 4:26 AM
I'm just opposing to the idea of having moderators join the GC as there is no such need at the moment.
KiyoKouji removed CiccioBombo from the group. 02/18/2024 4:26 AM
@KiyoKouji I'm just opposing to the idea of having moderators join the GC as there is no such need at the moment.
tron 02/18/2024 4:27 AM
yeah in this instance you can hold that supposition
Survoyd 02/18/2024 4:27 AM
fairs then, are you free next week Saturday then?
tron 02/18/2024 4:27 AM
ye
Survoyd 02/18/2024 4:27 AM
W
Also my bad if I lashed out by calling you retarded that's my fault there not trying to create any beef in the scenario
@tron my timezone is u.s western time and todays my birthday
TheHuntsman1001 02/18/2024 4:28 AM
@Survoyd What's your timezone btw? So we can better pick a time.
Survoyd 02/18/2024 4:29 AM
8pm for me rn
2


@TheHuntsman1001 @Survoyd What's your timezone btw? So we can better pick a time.
tron 02/18/2024 4:29 AM
11 am for me
@Survoyd 8pm for me rn
TheHuntsman1001 02/18/2024 4:31 AM
CET for you and PST for Tron
KiyoKouji 02/18/2024 5:09 AM
These will be the rules:
-Timer will be 20-25 minutes.
-No Loud mic-ing
-Nobody can be added in the GC, in the debate, and nobody can speak over the two participants during the debate.
-Debate burdens
-no packing during debate
@tron ur fine with it?