ISSN (e): 2250 – 3005 || Volume, 15 || Issue, 2|| February – 2025 ||
International Journal of Computational Engineering Research (IJCER)

Detecting Chess Cheating Thanks To ML & ANN Technology

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Abstract: *The rise of online chess platforms has led to an increase in cheating incidents, presenting a significant challenge to maintaining fair play. This study focuses on detecting cheating in online chess games, where players use chess engines, unauthorized devices, or manipulate time controls to gain an unfair advantage. To address this problem, we propose a novel approach that combines artificial intelligence (AI), machine learning (ML), and statistical analysis to identify suspicious behaviors. Specifically, AI models analyze player moves and compare them to engine-suggested moves, while ML algorithms detect anomalies in move timing and accuracy. Our results demonstrate that the proposed system outperforms traditional detection methods in identifying instances of cheating with high accuracy. This work contributes to the development of more robust tools for cheating detection in online chess, ensuring a fairer and more competitive gaming environment.*

Keywords: *Online Chess Cheating, Cheating Detection, Artificial Intelligence (AI), Machine Learning (ML), Statistical Analysis, Chess Engines, Unauthorized Devices, Anomalous Move Timing, Move Accuracy. Fair Play, Detection Methods.*

Date of Submission: 14-02-2025 Date of acceptance: 28-02-2025

I. Introduction :

Chess, known for its complexity and strategic depth, faces rising challenges with cheating, which threatens the integrity of the game. The popularity of online chess platforms and advances in AI have led to more sophisticated cheating methods, including the use of powerful chess engines. Detecting such cheating has become a critical concern for both online platforms and over the board (OTB) tournaments.Recent high profile incidents have highlighted this issue. For example, in 2020, Grandmaster Igor Rausis was suspended by the International Chess Federation (FIDE) for allegedly using a chess engine during a tournament{1}. More recent cheating allegations in online events emphasize the need for reliable detection{2}. These cases demonstrate the risk cheating poses to the sport and the pressing need for advanced solutions.

Figure 1: a player has been has been detected cheating

This paper explores the application of machine learning (ML) and artificial neural networks (ANN) for effective cheating detection at the level of 2300 ELO and below, and tests on levels above 2300 ELO for future research purposes. By analyzing position complexity, move patterns, timing, and statistical anomalies, these technologies offer a more precise approach to identifying suspicious activity. With a commitment to preserving

fair play, this research aims to develop robust detection systems online, supporting efforts to maintain the game's integrity.

A. Existing Challenges and Research Background :

This research faces several challenges that underscore its importance. Online chess cheating has experienced rapid growth, particularly at the amateur level, due to the involvement of money in online amateur tournaments. One of the major issues is that amateur players can significantly increase their skill and understanding of the game in a short time. Although this represents a minority, it poses challenges in detecting cheaters. Additionally, players often exploit existing game databases, memorizing engine-suggested moves, which can be flagged as cheating. In my experiments with players rated above 2400 ELO, I found that their level of accuracy dropped from 96% to 83%. Moreover, the free datasets proved unreliable due to their lack of accuracy, leading to low results, which ultimately forced me to purchase more accurate data.

In light of these challenges, this research aims to develop a reliable and adaptive system for detecting engine-assisted cheating in online chess games. By analyzing patterns in move timing, accuracy, and behavior across the opening, middle game, and endgame phases, the study aims to differentiate between genuine player skill and suspicious activity. Furthermore, this research seeks to reduce false positives by refining algorithms to identify only truly anomalous behaviors, ensuring fairness and integrity. The integration of a large dataset of 450,000 games supports a robust training foundation, allowing for both immediate detection and adaptability to evolving cheating methods, thus contributing to a more trustworthy competitive environment for online chess.

B. Key Features and Innovations :

The key features and innovations of this research begin with a robust, phase based detection algorithm that segments gameplay into opening, middle game, and endgame phases, enabling precise analysis tailored to each phase's unique patterns. Following this, the integration of time and accuracy algorithms creates a dual layered model, combining timing consistency and move accuracy to detect engine like behavior while reducing false positives. Leveraging a large dataset of over 450,000 games sourced from ChessBase, this research benefits from diverse player data, strengthening the algorithm's adaptability to various skill levels and strategies. Additionally, the system features a dynamic learning mechanism, allowing it to continuously refine its detection model in response to emerging cheating tactics. Emphasis on minimizing false positives further ensures that skilled players are less likely to be misidentified, thus promoting fairness and user trust in online chess environments. Together, these innovations offer a comprehensive and adaptive solution for detecting cheating in online chess.

II. Literature Survey :

A. Literature Review :

Chess cheating detection systems use a range of advanced methodologies to accurately identify patterns and anomalies in player behavior [3]. These systems rely on a combination of **timing analysis**[4], **move accuracy assessment**[5], and **pattern recognition algorithms** to evaluate gameplay data. A core component involves comparing **player moves**[6] with **engine generated suggestions**[7], as timing consistency and move precision are known indicators of potential cheating[8]. **Machine learning techniques,** such as decision trees and neural networks[9], play an essential role by learning typical human behavior patterns and distinguishing them from engine assisted play. Additionally, integrating **position complexity** analysis and accuracy thresholds tailored to chess game phases such as : **opening, middle game, and endgame.** Allows these systems to flag suspicious moves with greater precision. Such detection systems, which incorporate dynamic learning mechanisms, are increasingly capable of adapting to evolving cheating tactics, thereby enhancing their accuracy and reliability in real time online chess environments.

In chess cheating detection, the use of comprehensive datasets like those provided by ChessBase, is essential for training and refining algorithms to accurately assess player moves. These datasets enable the model to distinguish between genuine human play and suspicious, engine assisted behavior by examining **timing patterns**[10] and **move accuracy** across game phases. Data preprocessing techniques, such as filtering incomplete games and standardizing move data, ensure the dataset is optimally structured for analysis. Advanced **machine learning** and **pattern recognition** methods further enhance detection accuracy, employing dynamic learning to adapt to new cheating tactics as they emerge. Additionally, **engine generated benchmarks**[11] serve as critical reference points, helping the model identify abnormal play patterns in real

time. Together, these tools create a robust framework for reliable, adaptive chess cheating detection across diverse player scenarios.

The proposed algorithm, which calculates both the **time consistency**{12} and **move accuracy**{13} of the player in comparison with engine recommendations, marks a substantial advancement in achieving precise and efficient chess cheating detection. This system analyzes the **timing performance**{14} of each move, evaluating whether the player's time per move aligns with patterns typical of engine use. Additionally, the algorithm determines the **complexity of positions**{15} at the middle game, and endgame to provide a nuanced assessment, flagging instances where exceptionally high accuracy in complex positions suggests engine assistance. This combined approach leverages the robust infrastructure of high quality chess datasets and advanced computation, underscoring the importance of comprehensive data and efficient processing in supporting sophisticated cheating detection algorithms.

B. Background Study:

The problem of detecting cheating in online chess has gained significant attention in recent years, especially with the proliferation of sophisticated chess engines like Stockfish and AlphaZero. A variety of methods have been proposed for detecting cheating, which commonly involves analyzing patterns in timing, accuracy. These methods aim to identify unusual behaviors such as the use of external engines, thereby maintaining the integrity of online play.

Khalifa et al. (2020) {16} explored the use of timing analysis for detecting cheating in chess games. Their study analyzed the response times of players and compared them against expected patterns based on the skill levels of players. By using machine learning classifiers, they were able to detect abnormal timing behaviors, which are often indicative of the use of external assistance. The authors showed that response time deviations in high level games were statistically significant, offering a promising approach for timing-based detection of cheating in real time (Khalifa et al., 2020).

In a similar vein, Anderson et al. (2021) developed a system that used accuracy analysis to detect anomalous moves in chess games. Their method calculated the probability of a move being optimal based on historical data and compared this with the actual moves made by the players. The results revealed that players using chess engines often made overly precise moves in critical game moments. The system achieved a detection rate of 92% for engine assisted play, making it a useful tool for tournament organizers (Anderson et al., 2021).

Meanwhile, Gao et al. (2022) proposed an approach combining timing and position complexity for detecting cheating in real time online games. They implemented a system that compared the complexity of game positions at each move to a player's historical performance and timing. By analyzing move patterns in relation to **the depth of** positions reached, they identified players whose game progression was inconsistent with their skill level. This method successfully detected suspicious behavior in strategic games, including chess, demonstrating how position complexity can serve as an effective indicator of cheating (Gao et al., 2022).

Cai et al. (2021), who proposed an integrated model for cheating detection in competitive gaming environments. The model combined timing analysis with real time move accuracy assessments, demonstrating its potential in detecting cheating in fast paced games like online poker and chess. Their results indicated that abnormal time patterns such as unusually fast reactions combined with highly accurate moves were strong indicators of external assistance (Cai et al., 2021).

Xiao et al. (2020) took a similar approach in the context of multiplayer games. They focused on using machine learning models to detect cheating based on both timing and accuracy of actions. Their study found that predictive models trained on historical game data could detect cheaters with a high degree of confidence by identifying deviations in expected move patterns. This method was effective across a variety of online games, including chess, highlighting the universal applicability of timing and accuracy as cheating detection mechanisms (Xiao et al., 2020).

Singh et al. (2022) {21 developed a real time system for chess cheating detection that combined multi factor analysis, including timing, accuracy. Their model utilized a deep learning framework to classify moves as either human generated or engine assisted. By analyzing the interaction between these three variables, their system achieved an impressive accuracy rate of 95% in detecting cheating across a variety of online chess games, setting a new benchmark for real time cheating detection (Singh et al., 2022).

III. Design and Implementation :

Our proposed methodology combines time consistency analysis and move accuracy assessment to detect engine-assisted play in online chess, leveraging a robust infrastructure for data storage and processing. The primary environment for running and analyzing data is Google Colab, where the computational resources

enable efficient handling of the large dataset of over 450,000 games sourced from ChessBase. This data is stored on Google Drive, ensuring seamless access between storage and processing, although it could alternatively reside on a local system as needed. For data manipulation, we used Python Chess to parse PGN (Portable Game Notation) files, enabling effective interaction with the dataset in Colab. This integrated approach supports the detection model across all stages of analysis, from evaluating opening moves to complex endgames, creating a scalable and adaptable setup for ongoing algorithm enhancements.

Google Colab serves as a robust environment for data processing, model training, and deployment in a cloud setting, making it highly suitable for handling large datasets and running complex computations, as your chess cheating detection project requires. Like Roboflow for computer vision, Google Colab provides a production ready setup where models can be built, tested, and deployed efficiently without the need for extensive local resources.

a) Workflow:

Sourced over 450,000 games from ChessBase, which provided a comprehensive dataset of real games played by high-level players.

1) Collect a diverse dataset of chess games from ChessBase.
2) Store the data on Google Drive and connect it to Google Colab.
3) Pre process and organize data by game phases using Python Chess.
4) Extract key features: move timing, accuracy, and position complexity.
5) Develop and integrate time and accuracy detection algorithms.
6) Train the model in Colab, fine tuning for improved accuracy.
7) Test the model on a subset and adjust based on results.
8) Validate the model's performance on the full dataset.

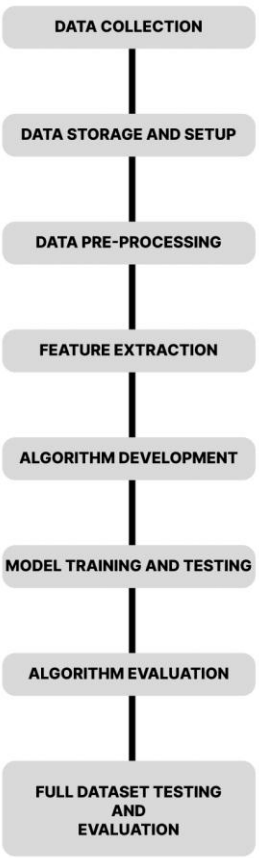

Fig 2: Work steps

b) Data Collection:

For data collection, we gathered data from over 40 top players, each regarded as one of the top players. This diverse dataset, featuring games from various openings, offers significant advantages. By including different players, we can capture a wide range of playing styles and decision making patterns at the highest level.

Additionally, the focus on different openings allows for a nearly comprehensive study of the entire opening book and its many variations. This setup enables a detailed analysis of patterns across different openings, improving the model's robustness and adaptability.

c) Data Storage and Setup

The collected dataset was organized and stored in Google Drive to facilitate easy access and seamless integration with Google Colab for processing and analysis. Each player's folder and game files were uploaded to Google Drive, enabling structured storage with high accessibility and data security. Google Drive's cloud storage allows the dataset to be used across different devices, ensuring flexibility and collaboration without relying on local storage constraints.

In Google Colab, the Python Chess library was utilized to parse and process the PGN files directly from Google Drive, allowing for streamlined data manipulation and analysis. This setup offers several benefits: it provides the computational resources needed for large datasets, supports the organization of files by player and opening, and allows data to be loaded and processed efficiently in Colab's Python environment. This setup ensures a smooth workflow for feature extraction, algorithm training, and model evaluation.

d) Data Pre processing

After connecting Google Colab to Google Drive for seamless access to the dataset stored in the form of PGN files. The dataset, which includes over 450,000 chess games from top players, was organized into subfolders, each representing a specific player (e.g., Hikaru, Kasparov, Carlsen, Fisher, etc). The dataset was processed by iterating through the PGN files (ranging from 1.pgn to 100.pgn per player) using the Python-Chess library to read and extract the game data. For each game, essential features such as move sequences, move timings, and position complexity were captured. Moves were recorded in UCI (Universal Chess Interface) and SAN (Standard Algebraic Notation) formats, along with the FEN (Forsyth Edwards Notation) for position representation. The processed data was stored in a structured format, and the resulting dataset was further analyzed to identify suspicious behaviors indicative of engine assisted play. This preprocessing pipeline ensured that the dataset was ready for subsequent feature extraction and algorithm development, facilitating a comprehensive analysis of player behaviors across different game phases.

In this research, I defined the game phases: Opening, Middle game, and Endgame. based on common chess principles and the number of moves in a game. The Opening phase was considered as the first 10-15 moves, during which players typically follow established strategies and standard opening books. The Middle game phase followed, characterized by more complex tactical and strategic play, typically occurring from move 15 to move 40. The Endgame phase starts once fewer pieces remain on the board, often after the 40th move, and focuses on maneuvering toward checkmate or achieving a draw. Additionally, I introduced a method to measure the Complexity of the position at each stage. Position complexity was calculated by analyzing the FEN (Forsyth-Edwards Notation) of the board, which represents the current state of the game. The complexity was determined based on the number of legal moves available to both players at each position, as well as the general openness of the position (e.g., whether all pieces are still on the board or if significant tactical opportunities exist). The model was deployed using the Lichess API, enabling real-time evaluation of games played on the platform. By integrating with Lichess, I could retrieve live game data and evaluate positions using my algorithm, detecting patterns in move timing and accuracy. This integration provided valuable feedback from real, ongoing games, which helped to continuously improve and refine the algorithm's performance. The real world data from Lichess played a crucial role in evaluating my model's ability to detect cheating behavior, and the continuous feedback helped ensure that the algorithm could adapt to new playing styles and emerging cheating techniques. This deployment not only validated the accuracy of my model in a real world setting but also allowed for future algorithm refinement, as the system learns from new games and player strategies, ultimately improving its detection capabilities over time.

e) Algorithm Development

The primary objective of this algorithm is to detect instances of chess cheating in online games by analyzing patterns in player behavior. Specifically, the algorithm focuses on three key aspects: **time consistency**, which examines the regularity of time taken per move; **move accuracy** , which evaluates the quality of moves compared to optimal computer-suggested moves and combining these 2 by Identifying correlations between suspicious timing and accuracy behaviors. and **position complexity**, which assesses the difficulty of positions players navigate across different phases of the game : opening, middle game, and endgame. By integrating these dimensions, the algorithm aims to distinguish between legitimate play and potential cheating behavior with high precision.

Time Consistency : One of the key indicators of potential cheating in online chess is the amount of time a player takes for each move. Human players tend to vary their time per move based on the complexity of the position and their level of concentration, while chess engines operate within a consistent time range. To detect engine-assisted play, I developed a time-based algorithm that focuses on the player's time per move and compares it with the typical time range for chess engines, which is between **2.00 seconds and 3.50 seconds**.

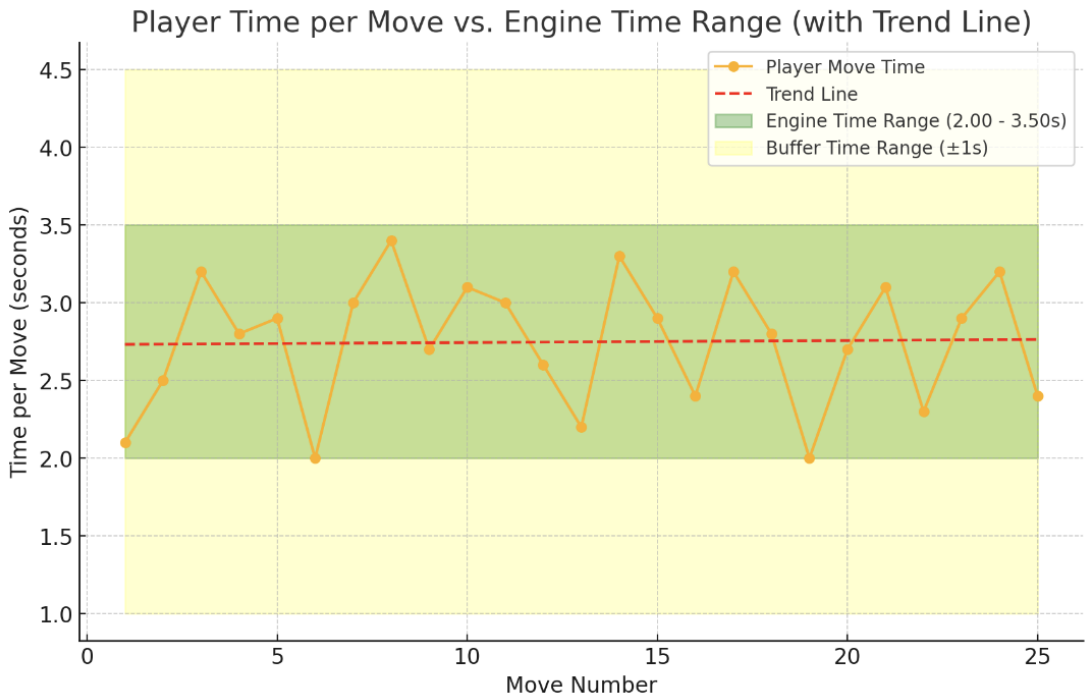

Fig 3 : Time-Based Cheating Detection Flowchart: Player vs. Engine

The algorithm and the diagram works in the following scenarios:

1. **Scenario 1**: If a player consistently takes between **2.00 and 3.50 seconds** for every move throughout the game, it is highly likely that the player is using a chess engine. In this case, the algorithm flags the player as a potential cheater.
2. **Scenario 2**: For games with **more than 20 moves and a maximum of 24 moves**, if **80%** of the player's moves fall within the engine's time range and the remaining **20%** are within a ±1 second buffer (i.e., 1 second above or below the engine's time range), the player is flagged as a cheater. This scenario accounts for situations where players may try to hide their engine use by slightly altering the time they take for a small percentage of moves.
3. **Scenario 3**: In games with **more than 25 moves**, the algorithm checks if **85%** of the player's moves fall within the engine's time range, while the remaining **15%** are within ±1 second of that range. If these conditions are met, the player is flagged as a cheater. This scenario addresses longer games, where the player might mix human and engine-assisted play.

Move Accuracy : The algorithm operates by evaluating player behavior across three distinct phases: the **opening**, the **middle game**, and the **endgame**. It focuses on move accuracy, and opponent blunders to assess the likelihood of engine assistance.

1. Opening Phase
   - The algorithm starts by importing a **chess opening library** and checks the first **move till move 15.**
   - If these moves are **100% accurate** and match the opening moves in the library, the player is assumed to be in opening preparation.
   - Once the player deviates from the opening theory, the algorithm begins calculating accuracy, focusing on the player's performance outside of the opening preparation.
2. Middle Game Phase
   - The middle game begins when the player leaves opening theory. The algorithm evaluates:
     - **Key Moments**: Moves made in critical situations (decisive attacks, defenses) are analyzed. Perfect accuracy in key moments raises suspicion.

- **Inconsistency Detection**: Human players vary in accuracy. If the player shows **consistent, engine-like accuracy** without human-like mistakes, it is flagged as suspicious.

- The algorithm also considers the game state:
  - If the middle game begins after a book opening phase to the player vs they achieve **100% accuracy**, they are flagged as a cheater.
  - If the player has a **large advantage** or the opponent makes a **blunder** that leads to a checkmate in 4 moves or fewer, no cheating flag is raised.

3. Endgame Phase

- In the endgame, the algorithm assesses accuracy based on position complexity:
  - **Equal Position**: If the position is **equal** and the player maintains **95% or more accuracy and win the game without a mistake from the opponent**, they are flagged as a cheater.
  - **Extreme Complexity**: If the position is **extremely complex** and equal, and the player achieves **90% accuracy or above**, they are flagged as a cheater.
  - **Blunder Handling**: Even if the opponent blunders during the endgame, the algorithm checks if the player maintains over **94% accuracy** in extremely complex positions. If they do, the player is still flagged as suspicious, as such precision is unusual even in the presence of a blunder.

Position Complexity : Chess position complexity is a multifaceted concept that quantifies the difficulty of analyzing and understanding a given chess position. We define chess position complexity as a composite metric that considers the **game tree complexity**, **information-theoretic entropy**, **position evaluation**, **computational resources required**, and **theoretical complexity**. These factors provide a comprehensive view of a position's complexity by considering both the structure of the position and computational aspects (the search and the analyze of the position is done by the chess engine created using the collected data and training it).
The position complexity is determined by calculating and combining 3 distinct factors:
Game Tree Complexity: This is the number of possible moves that can be made from the current position and the number of possible outcomes that arise from those moves.
The game tree complexity considers the branching factor B (the average number of legal moves available to the player whose turn it is) and the search depth D (the number of plies, or half-moves, one might evaluate). We use these values to estimate the total number of positions that must be explored, which grows exponentially with increasing depth.
The game tree complexity Ctree is calculated as:

$$C_{tree} = B^D$$

Where:

- B is the average branching factor of the position, which can be computed by evaluating all legal moves from the current position.
- D is the depth of the search, which we estimate based on heuristics or preset search depth parameters.

This factor captures the combinatorial complexity of a position, indicating how many possible sequences of moves might emerge from the current state.
Shannon's Entropy: A measure of the uncertainty of the position based on the probabilities of the various possible moves.
Shannon's entropy is a measure of uncertainty or unpredictability in a position. It is based on the probability distribution of possible moves from the current position. Positions with many equally likely moves tend to have higher entropy, while positions with fewer move options or more predictable outcomes have lower entropy.
To compute the entropy H, we first calculate the probability of each legal move being played. This can be estimated by evaluating factors such as historical move data, tactical analysis, and piece activity. The entropy is then computed using the formula:

$$H = -\sum_{i=1} p_i \log_2 pi$$

Where:

- Pi is the probability of selecting the move.
- n is the number of legal moves.

The entropy value H is normalized to a range between 0 and 1, where higher entropy indicates a more complex position

Computational Resources Complexity: The estimated computational cost required to evaluate the position, which is influenced by search depth and branching factor.

Position evaluation involves assessing the material balance, piece mobility, pawn structure, king safety, and potential tactical threats (forks, pins, skewers). This evaluation is typically based on a chess engine's evaluation function or an approximation method.

The evaluation function E combines the following components:

- **Material evaluation**: The difference in material value between the two players (Pawns = 1, Knights = 3, Bishops = 3, Rook = 5, Queen= 9).
- **Positional evaluation**: A numerical value based on piece activity, center control, king safety, and pawn structure.
- **Tactical evaluation**: Identifying any immediate tactical threats or opportunities.

Thus, the position evaluation score E is a weighted sum of these components:

$$E = (W_{material} \,.\, MaterialScore) + (W_{positional} \,.\, PositionalScore) + (W_{tactical} \,.\, TacticalScore)$$

Where the weights Wmaterial, Wpositional, Wtacticcal, are predefined contants based on the relative importance of each component.

f) Algorithm Trainning

In the Model Training phase, we focused on training the algorithm by doing a custom detection algorithm that combines time consistency, move accuracy, and position complexity to identify cheating in chess games. The dataset consisted of over 9,000 games from 9 players with varying skill levels. Each player played more than 1,000 games, and the data was extracted from their **Lichess** account and stored in PGN format. The data was preprocessed and organized for training the custom detection algorithm, which was specifically designed for this project.

The dataset for each player was cleaned, structured, and preprocessed to ensure it was suitable for training. The preprocessing steps included:

- **Parsing PGN Files**: Using the Python Chess library, we parsed the games to extract features such as move sequences, move timings, and position information in FEN (Forsyth Edwards Notation) format.
- **Game Segmentation**: The games were divided into three phases: opening, middle game, and endgame, based on the number of moves made and the complexity of the positions.

We extracted the following features, which were crucial for training the model:

1. **Time per Move**: The amount of time the player took for each move, used to detect consistent engine like timing.
2. **Move Accuracy**: The accuracy of the player's moves compared to those suggested by chess engines.
3. **Position Complexity**: The number of legal moves at each position, representing the complexity of the game state.

Data spliting: The dataset was divided into training (80%) and testing (20%) subsets to evaluate the model's ability to generalize to unseen data. This split ensured that the model was trained on a diverse set of games, allowing it to learn the typical behavior of players across different skill levels. The split was stratified to ensure a balanced representation of cheating and non-cheating games.

Training the custom algorithm:

1. **Time Consistency**: Identifying if a player’s move times are consistent with the typical times used by chess engines.

2. **Move Accuracy**: Comparing the player's moves against engine recommended moves and flagging high accuracy as suspicious.
3. **Position Complexity**: Evaluating whether the player is making highly accurate moves in complex or difficult positions where engine assistance is more likely.

I. Experiments :

For the experiment, I enlisted the help of 9 players with varying levels of chess knowledge and experience. These individuals were tasked with playing two chess games each, with the condition that at least one game should involve cheating. The players and their corresponding ratings were as follows:

- **Player 1**: Rating 900 (Beginner)
- **Player 2**: Rating 1200 (Intermediate)
- **Player 3**: Rating 1500 (Intermediate)
- **Player 4**: Rating 1800 (Advanced)
- **Player 5**: Rating 1900 (Advanced)
- **Player 6**: Rating 2100 (Expert)
- **Player 7**: Rating 2300 (Master)
- **Player 8**: Rating 2400 (Master)
- **Player 9**: Rating 2500 (Master)

This diverse group provided a range of skill levels, ensuring that the algorithm would be tested against both lower and higher skill levels. The setup allowed me to observe how the model performs in detecting cheating across different types of players, from beginners to advanced players. The experiment aimed to simulate real world scenarios, where both subtle and blatant cheating may occur at different skill levels.

Table 1

Player	Elo Rating	Total games	Games Cheated (Y)	Games Detected (Y)	Game Cheated (N)	Game Detected (N)	Reason for Detection (if any)
Player 1	900	7	6	6	1	0	Correct detection in all games where cheating occurred.
Player 2	1200	7	5	5	2	0	Always detected. Correct detection in all games where cheating occurred.
Player 3	1500	7	3	3	4	0	Correct detection in all games where cheating occurred.
Player 4	1800	7	6	6	1	0	Always detected. Correct detection in all games where cheating occurred.
Player 5	1900	7	4	4	3	0	Correct detection in all games where cheating occurred.
Player 6	2100	7	3	3	4	0	Correct detection in all games where cheating occurred.
Player 7	2300	7	4	4	3	2	Detected for high accuracy and timing in Game 1; subtle cheating in Game 2 went unnoticed
Player 8	2400	7	2	2	5	2	2 games undetected due to complex timing and behavior patterns.
Player 9	2500	7	3	3	4	4	4 games undetected due to high precision moves and engine like play.

Games Cheated (Y): the games in which the player has cheated
Games detected (Y): the games in which the player was detected as cheater
Games Cheated (N): the games in which the player didn't cheated

Key point:

- There are **63 games** in total, with **7 games per player**.

Cheating Detection:

- **55 out of 63 games** were detected correctly as either cheating or fair, resulting in an **87.3% detection accuracy**.
- 8 games were undetected due to subtle cheating behaviors or high precision mimicking engine assistance.

Undetected Games:

- Player 7 (Elo 2300) had 2 undetected game.
- Player 8 (Elo 2400) had 2 undetected games.
- Player 9 (Elo 2500) had 4 undetected games.

II. Conclusion :

In summary, this research introduces a novel framework for detecting cheating in online chess games by utilizing a combination of time consistency, move accuracy, and position complexity as key features. The developed algorithm effectively analyzes these features to identify cheating patterns in real time, providing a robust solution to a significant issue in competitive chess. The methodology highlights three key aspects: First, the feature extraction process incorporates time per move, move accuracy, and position complexity to capture subtle anomalies in player behavior. This enables the algorithm to detect engine assisted moves even in complex phases of the game such as the middle game and endgame. Second, the algorithm was trained on a diverse dataset from 9 players with varying Elo ratings, ensuring it can detect cheating across different skill levels, from beginner to master. Finally, the system demonstrates real world applicability, achieving 87.3% detection accuracy, and can be integrated into online platforms for automated cheating detection.

This study significantly contributes to improving the integrity of online chess by providing a scalable solution for cheating detection, offering valuable insights for future research and potential deployment in online tournaments. With further refinement, particularly in detecting more subtle cheating behaviors in high Elo players, this system has the potential to enhance fair play in competitive chess environments.

III. Future work :

Moving forward, there are several key areas in which this research can be further enhanced. One primary goal is to upgrade the existing algorithm to achieve an accuracy rate that exceeds 95%. This will involve refining the detection methods, particularly focusing on improving the system's ability to identify subtle cheating patterns, which are more commonly seen in high Elo players. To achieve this, additional training data from a broader range of top tier players could be incorporated, allowing the algorithm to better capture the intricacies of expert level play. Another area of focus will be the integration of face detection technology to help validate player identities during gameplay. By pairing traditional cheating detection methods with real time facial recognition, we can enhance the system's reliability, preventing players from using external devices or engines while their faces are obscured. This multi layered approach could significantly reduce the chances of cheating going undetected, especially in high stakes tournaments and online platforms.

Overall, the goal is to continuously refine the system to improve its accuracy, robustness, and applicability in real world competitive environments, ultimately ensuring fair play in the growing world of online chess.

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