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1 /Users/elean/Documents/GitHub/projektSKI/venv/bin/
  python /Users/elean/Documents/GitHub/projektSKI/src
    /gameserver.py
2 pygame 2.5.2 (SDL 2.28.3, Python 3.12.3)
3 Hello from the pygame community. https://www.pygame
  .org/contribute.html
4 Board init:
5 internal board [137438953472          0
  68719476736          0]
6 current Board
7 [[0. 0. 0. 0. 0. 0. 0. 0.]
8  [0. 0. 0. 0. 0. 0. 0. 0.]
9  [0. 0. 0. 0. 0. 0. 0. 0.]
10 [0. 0. 1. 4. 0. 0. 0. 0.]
11 [0. 0. 0. 0. 0. 0. 0. 0.]
12 [0. 0. 0. 0. 0. 0. 0. 0.]
13 [0. 0. 0. 0. 0. 0. 0. 0.]
14 [0. 0. 0. 0. 0. 0. 0. 0.]]
15 1 = red, 4 = blue, 2 = rr, 3 = br, 5= rb, 8= bb
16 index 0
17 depth_left 2
18 Scorelist:
19 ('D5-E5', 'movescore=', 30, 'totalscore=', 34, [<
  BoardCommand.Move_Blue_Pawn_no_Change: 10>])
20 ('D5-D6', 'movescore=', 40, 'totalscore=', 44, [<
  BoardCommand.Move_Blue_Pawn_no_Change: 10>])
21
22 scoreList [(68719476736, 34359738368, 30, 34, [<
  BoardCommand.Move_Blue_Pawn_no_Change: 10>]), (
  68719476736, 17592186044416, 40, 44, [<BoardCommand
    .Move_Blue_Pawn_no_Change: 10>])]
23 Move: (68719476736, 17592186044416, 40, 44, [<
  BoardCommand.Move_Blue_Pawn_no_Change: 10>])
24 internal board [ 137438953472          0
  17592186044416          0]
25 current Board
26 [[0. 0. 0. 0. 0. 0. 0. 0.]
27  [0. 0. 0. 0. 0. 0. 0. 0.]
28  [0. 0. 0. 4. 0. 0. 0. 0.]
29  [0. 0. 1. 0. 0. 0. 0. 0.]
30  [0. 0. 0. 0. 0. 0. 0. 0.]

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31 [0. 0. 0. 0. 0. 0. 0. 0.]
32 [0. 0. 0. 0. 0. 0. 0. 0.]
33 [0. 0. 0. 0. 0. 0. 0. 0.]]
34 Game status: [<DictMoveEntry.CONTINUE_GAME: 18>]
35 1 = red, 4 = blue, 2 = rr, 3 = br, 5= rb, 8= bb
36 stop=depth_left 1
37 Scorelist:
38 ('C5-B5', 'movescore=', 20, 'totalscore=', 26, [<
  BoardCommand.Move_Red_Pawn_no_Change: 11>])
39 ('C5-D5', 'movescore=', 20, 'totalscore=', 26, [<
  BoardCommand.Move_Red_Pawn_no_Change: 11>])
40 ('C5-C4', 'movescore=', 30, 'totalscore=', 36, [<
  BoardCommand.Move_Red_Pawn_no_Change: 11>])
41
42 Move: (137438953472, 536870912, 30, 36, [<
  BoardCommand.Move_Red_Pawn_no_Change: 11>])
43 internal board [      536870912      0
  17592186044416      0]
44 current Board
45 [[0. 0. 0. 0. 0. 0. 0. 0.]
46 [0. 0. 0. 0. 0. 0. 0. 0.]
47 [0. 0. 0. 4. 0. 0. 0. 0.]
48 [0. 0. 0. 0. 0. 0. 0. 0.]
49 [0. 0. 1. 0. 0. 0. 0. 0.]
50 [0. 0. 0. 0. 0. 0. 0. 0.]
51 [0. 0. 0. 0. 0. 0. 0. 0.]
52 [0. 0. 0. 0. 0. 0. 0. 0.]]
53 Game status: [<DictMoveEntry.CONTINUE_GAME: 18>]
54 1 = red, 4 = blue, 2 = rr, 3 = br, 5= rb, 8= bb
55 depth_left 0
56 Scorelist:
57 ('D6-C6', 'movescore=', 40, 'totalscore=', 46, [<
  BoardCommand.Move_Blue_Pawn_no_Change: 10>])
58 ('D6-E6', 'movescore=', 40, 'totalscore=', 46, [<
  BoardCommand.Move_Blue_Pawn_no_Change: 10>])
59 ('D6-D7', 'movescore=', 50, 'totalscore=', 56, [<
  BoardCommand.Move_Blue_Pawn_no_Change: 10>])
60
61 MOVE GEFUNDEN, totalscore= 56
62 updated Board:
63 internal board [ 137438953472      0

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63 17592186044416          0]
64 current Board
65 [[0. 0. 0. 0. 0. 0. 0. 0.]
66 [0. 0. 0. 0. 0. 0. 0. 0.]
67 [0. 0. 0. 4. 0. 0. 0. 0.]
68 [0. 0. 1. 0. 0. 0. 0. 0.]
69 [0. 0. 0. 0. 0. 0. 0. 0.]
70 [0. 0. 0. 0. 0. 0. 0. 0.]
71 [0. 0. 0. 0. 0. 0. 0. 0.]
72 [0. 0. 0. 0. 0. 0. 0. 0.]]
73 Game status: [<DictMoveEntry.CONTINUE_GAME: 18>]
74 1 = red, 4 = blue, 2 = rr, 3 = br, 5= rb, 8= bb
75 Move: (137438953472, 68719476736, 20, 26, [<
    BoardCommand.Move_Red_Pawn_no_Change: 11>])
76 internal board [    68719476736          0
    17592186044416          0]
77 current Board
78 [[0. 0. 0. 0. 0. 0. 0. 0.]
79 [0. 0. 0. 0. 0. 0. 0. 0.]
80 [0. 0. 0. 4. 0. 0. 0. 0.]
81 [0. 0. 0. 1. 0. 0. 0. 0.]
82 [0. 0. 0. 0. 0. 0. 0. 0.]
83 [0. 0. 0. 0. 0. 0. 0. 0.]
84 [0. 0. 0. 0. 0. 0. 0. 0.]
85 [0. 0. 0. 0. 0. 0. 0. 0.]]
86 Game status: [<DictMoveEntry.CONTINUE_GAME: 18>]
87 1 = red, 4 = blue, 2 = rr, 3 = br, 5= rb, 8= bb
88 depth_left 0
89 Scorelist:
90 ('D5-C5', 'movescore=', 20, 'totalscore=', 26, [<
    BoardCommand.Move_Red_Pawn_no_Change: 11>])
91 ('D5-E5', 'movescore=', 20, 'totalscore=', 26, [<
    BoardCommand.Move_Red_Pawn_no_Change: 11>])
92 ('D5-D4', 'movescore=', 30, 'totalscore=', 36, [<
    BoardCommand.Move_Red_Pawn_no_Change: 11>])
93
94 MOVE GEFUNDEN, totalscore= 36
95 updated Board:
96 internal board [    137438953472          0
    17592186044416          0]
97 current Board

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98  [[0. 0. 0. 0. 0. 0. 0. 0.]
99  [0. 0. 0. 0. 0. 0. 0. 0.]
100 [0. 0. 0. 4. 0. 0. 0. 0.]
101 [0. 0. 1. 0. 0. 0. 0. 0.]
102 [0. 0. 0. 0. 0. 0. 0. 0.]
103 [0. 0. 0. 0. 0. 0. 0. 0.]
104 [0. 0. 0. 0. 0. 0. 0. 0.]
105 [0. 0. 0. 0. 0. 0. 0. 0.]]
106 Game status: [<DictMoveEntry.CONTINUE_GAME: 18>]
107 1 = red, 4 = blue, 2 = rr, 3 = br, 5= rb, 8= bb
108 Move: (137438953472, 274877906944, 20, 26, [<
      BoardCommand.Move_Red_Pawn_no_Change: 11>])
109 internal board [ 274877906944          0
      17592186044416          0]
110 current Board
111 [[0. 0. 0. 0. 0. 0. 0. 0.]
112 [0. 0. 0. 0. 0. 0. 0. 0.]
113 [0. 0. 0. 4. 0. 0. 0. 0.]
114 [0. 1. 0. 0. 0. 0. 0. 0.]
115 [0. 0. 0. 0. 0. 0. 0. 0.]
116 [0. 0. 0. 0. 0. 0. 0. 0.]
117 [0. 0. 0. 0. 0. 0. 0. 0.]
118 [0. 0. 0. 0. 0. 0. 0. 0.]]
119 Game status: [<DictMoveEntry.CONTINUE_GAME: 18>]
120 1 = red, 4 = blue, 2 = rr, 3 = br, 5= rb, 8= bb
121 depth_left 0
122 Scorelist:
123 ('D6-C6', 'movescore=', 40, 'totalscore=', 46, [<
      BoardCommand.Move_Blue_Pawn_no_Change: 10>])
124 ('D6-E6', 'movescore=', 40, 'totalscore=', 46, [<
      BoardCommand.Move_Blue_Pawn_no_Change: 10>])
125 ('D6-D7', 'movescore=', 50, 'totalscore=', 56, [<
      BoardCommand.Move_Blue_Pawn_no_Change: 10>])
126
127 MOVE GEFUNDEN, totalscore= 56
128 updated Board:
129 internal board [ 137438953472          0
      17592186044416          0]
130 current Board
131 [[0. 0. 0. 0. 0. 0. 0. 0.]
132 [0. 0. 0. 0. 0. 0. 0. 0.]

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133 [0. 0. 0. 4. 0. 0. 0. 0.]
134 [0. 0. 1. 0. 0. 0. 0. 0.]
135 [0. 0. 0. 0. 0. 0. 0. 0.]
136 [0. 0. 0. 0. 0. 0. 0. 0.]
137 [0. 0. 0. 0. 0. 0. 0. 0.]
138 [0. 0. 0. 0. 0. 0. 0. 0.]]
139 Game status: [<DictMoveEntry.CONTINUE_GAME: 18>]
140 1 = red, 4 = blue, 2 = rr, 3 = br, 5= rb, 8= bb
141 new Beta = [36]
142 updated Board:
143 internal board [137438953472          0
        68719476736          0]
144 current Board
145 [[0. 0. 0. 0. 0. 0. 0. 0.]
146 [0. 0. 0. 0. 0. 0. 0. 0.]
147 [0. 0. 0. 0. 0. 0. 0. 0.]
148 [0. 0. 1. 4. 0. 0. 0. 0.]
149 [0. 0. 0. 0. 0. 0. 0. 0.]
150 [0. 0. 0. 0. 0. 0. 0. 0.]
151 [0. 0. 0. 0. 0. 0. 0. 0.]
152 [0. 0. 0. 0. 0. 0. 0. 0.]]
153 Game status: [<DictMoveEntry.CONTINUE_GAME: 18>]
154 1 = red, 4 = blue, 2 = rr, 3 = br, 5= rb, 8= bb
155 score>=beta: 36 >= [36]
156 score>alpha: 36 > [-inf]
157 depth: 2, time: 0.005741119384765625
158 index 1
159 depth_left 2
160 Traceback (most recent call last):
161   File "/Users/elean/Documents/GitHub/projektSKI/
    src/gameserver.py", line 28, in <module>
162     main()
163   File "/Users/elean/Documents/GitHub/projektSKI/
    src/gameserver.py", line 24, in main
164     alpha_beta.search(True)
165   File "/Users/elean/Documents/GitHub/projektSKI/
    src/eric.py", line 42, in search
166     return self._iterative_deepening_search()
167         ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
168   File "/Users/elean/Documents/GitHub/projektSKI/
    src/eric.py", line 55, in

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168 _iterative_deepening_search
169     _, move = self._alpha_beta_max(self.alpha,
    self.beta, depth, self.bitboards)
170         ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
    ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
171     File "/Users/elean/Documents/GitHub/projektSKI/
    src/eric.py", line 85, in _alpha_beta_max
172         scorelist = self.eval.computeOverallScore(self
    .moveGen.genMoves(self.player, self.gameOver),
    board=bitboards)
173         ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
    ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
    ^^^^^^^^^^^^^^^^^^^^^
174     File "/Users/elean/Documents/GitHub/projektSKI/
    src/evalFunction.py", line 272, in
    computeOverallScore
175         tempScore.append(self._pieceSquareTable(index[
    0],index[1], board,index[2]))
176         ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
    ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
177     File "/Users/elean/Documents/GitHub/projektSKI/
    src/evalFunction.py", line 160, in
    _pieceSquareTable
178         raise ValueError("Error in MoveList, please
    check Zuggenerator, targetmoves=", MoveLib.move(
    startPos,*targetmoves,3))
179 ValueError: ('Error in MoveList, please check
    Zuggenerator, targetmoves=', 'D5-D6')
180
181 Process finished with exit code 1
182

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