About my Engine

Development

Design

Sixty Four Squares

What makes a chess engine?

Board

Make / Unmake

Bitboards

Bit twiddling

Move Generation

My engine, perft results

Pseudo-legal moves

Copy-modify, make-unmake

"Special" moves

Eval

Quiescence Search

Search

Minimax

Alpha Beta

Interface

UCI, Winboard

That's all you need, if you want your engine to suck...

Getting serious

Transposition Table

Zobrist hashing

Why is it fast

Optimize ALL the things

Intrinsics / Some Assembly required

Magic Bitboards

Move Ordering

Principal Variation Move

Other Move ordering techniques

Multithreading

Is hard!

But wait, there's more!

Quiescence pruning (Delta, futility, Bad capture / SEE)

Principal Variation Search

Reductions

Null move reductions

Late move reductions

Opening Books

Resources

Chess Wiki

Computer chess club