



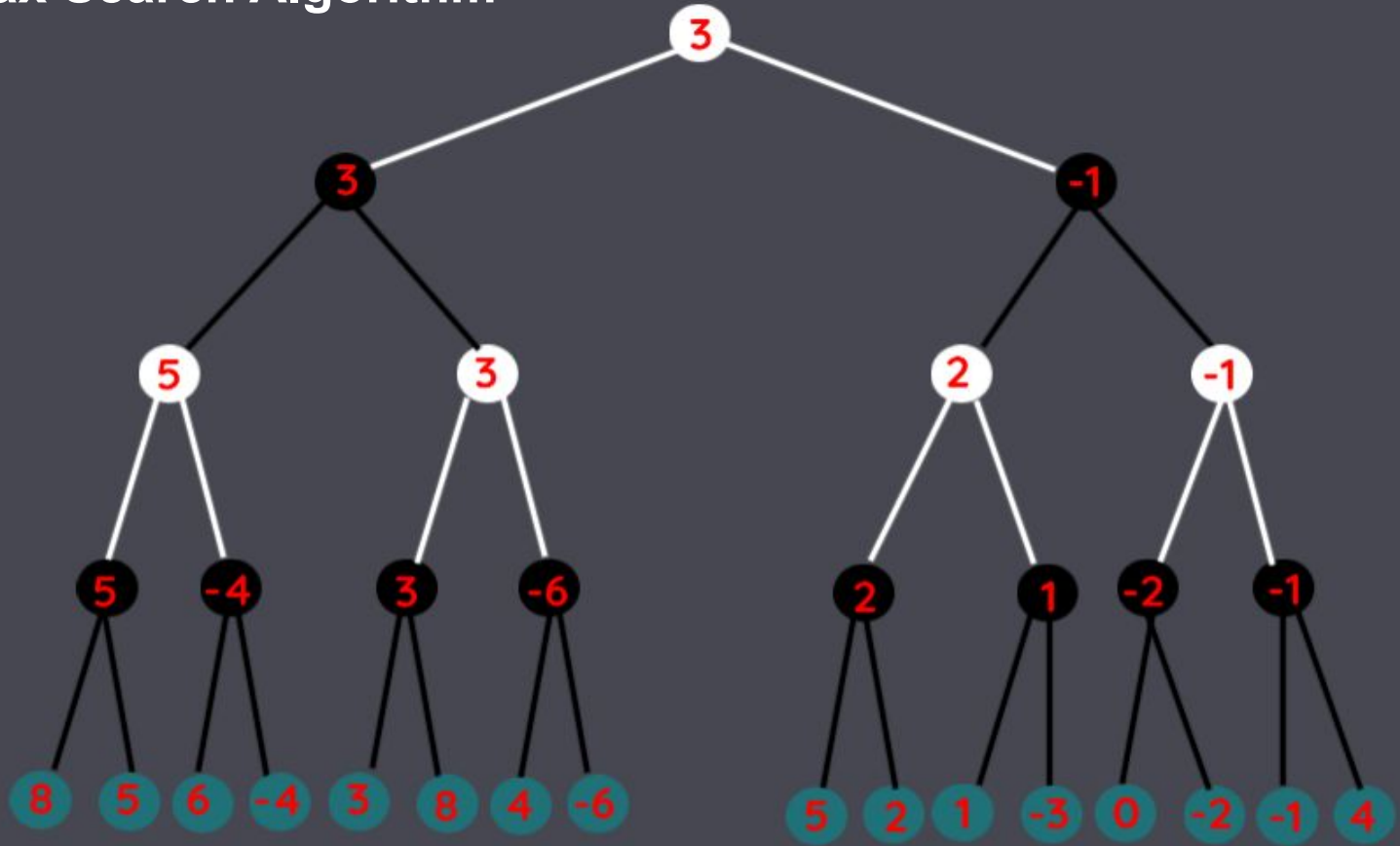
Bitboards

- Unsigned long longs
- Bit Operations increase efficiency versus string comparisons
- Need Several Bitboards i.e. All Pieces, White Pieces, Black Pawns etc.

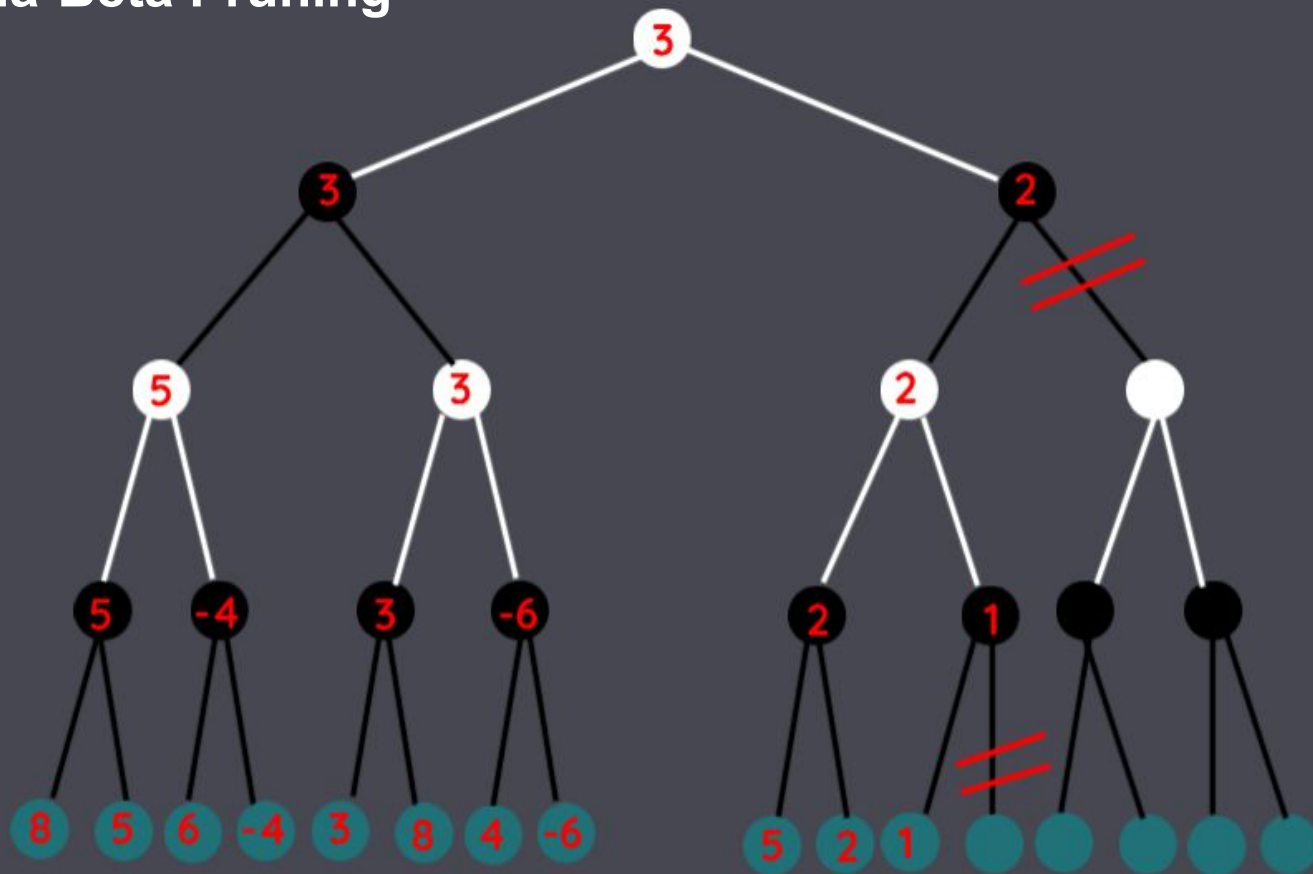
`Ki_mvs = KLT[square] ^ (pieces[color] & KLT[square]);`

8	56	57	58	59	60	61	62	63
7	48	49	50	51	52	53	54	55
6	40	41	42	43	44	45	46	47
5	32	33	34	35	36	37	38	39
4	24	25	26	27	28	29	30	31
3	16	17	18	19	20	21	22	23
2	8	9	10	11	12	13	14	15
1	0	1	2	3	4	5	6	7
	a	b	c	d	e	f	g	h

Minimax Search Algorithm



With Alpha-Beta Pruning

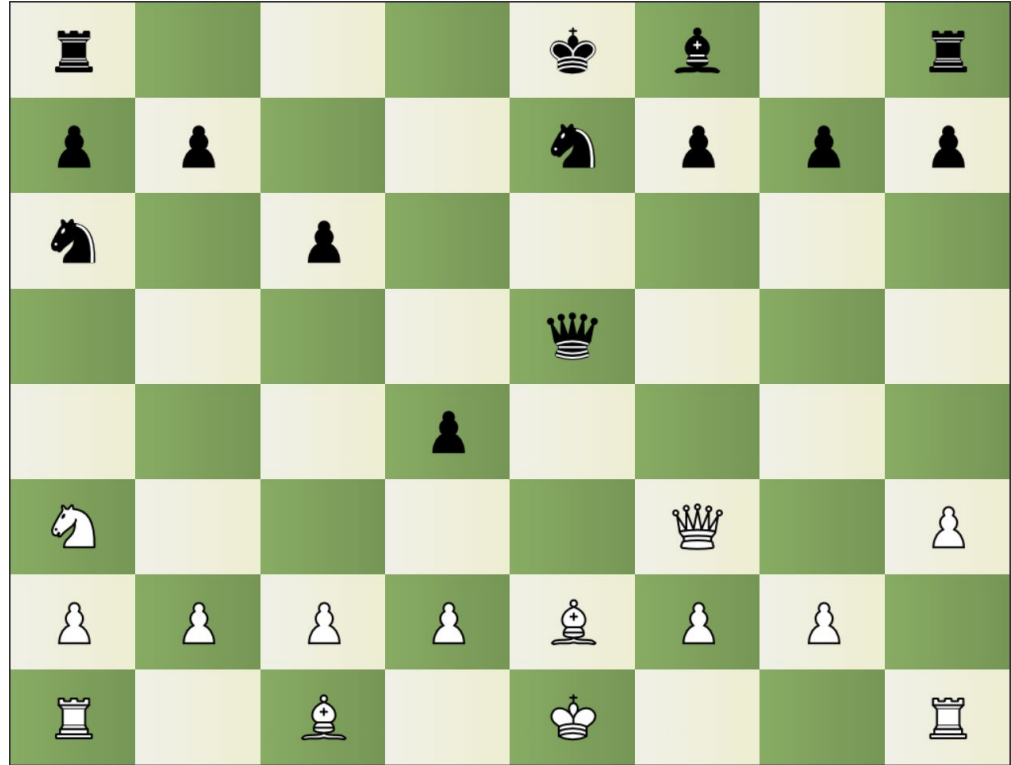


Evaluation

Engine scores each position based on certain characteristics:

- Material Imbalance
- King Safety
- Piece Development

This score is used in the Minimax search algorithm to find the best position.



WebAssembly

Works as a C++ compiler.

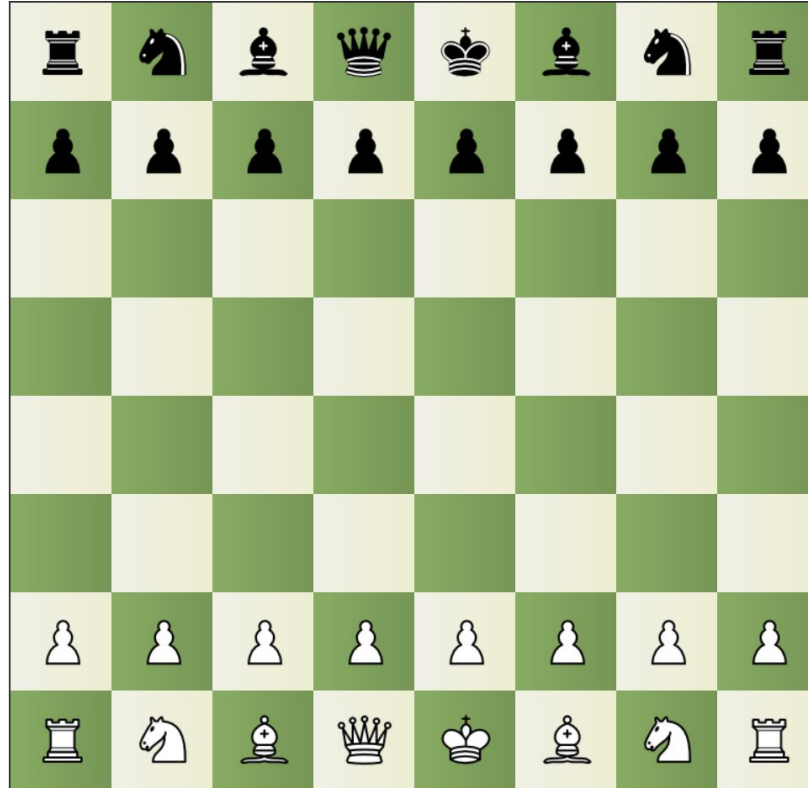
Instead of an executable it generates a .js and .wasm file.

Can then use any functions or classes you bind by using the .js file generated.



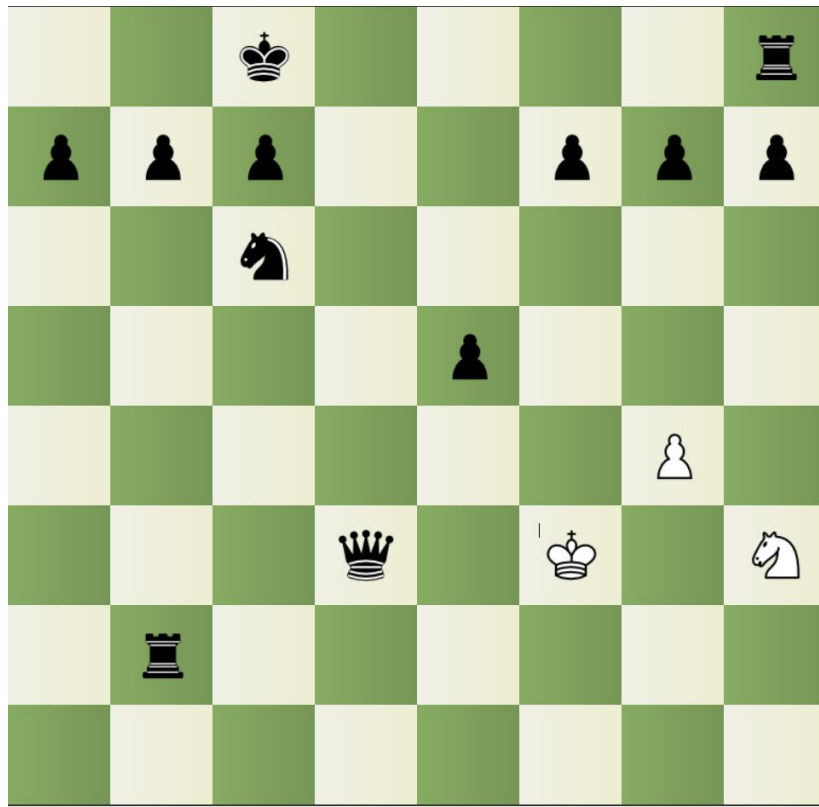
Fenstrings

rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR w KQkq - 0 1



Fenstrings 2

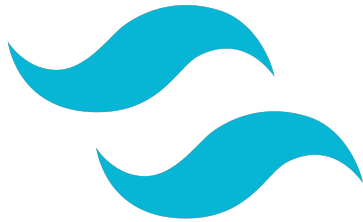
2k4r/ppp2ppp/2n5/4p3/6P1/3q1K1N/1r6/8 w - - 0 23



The Web Application

- Svelte (front-end framework used)
- TailwindCSS (majority of styling)
- HTML, CSS, JavaScript (used on chess board)

Take a look: <http://localhost:5173>



Citations for Images Used in Presentation

<https://github.com/sveltejs/branding>

<https://en.wikipedia.org/wiki/WebAssembly>

<https://tailwindcss.com/>

<https://www.freepnglogos.com/images/html5-logo-31816.html>