



CHEnalySiS

国际象棋数据分析

syqwq

ECNU Department of Data Science and Big Data Technology

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1. Chess 介绍
2. 参考资料





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1.1 Chess 基本布局

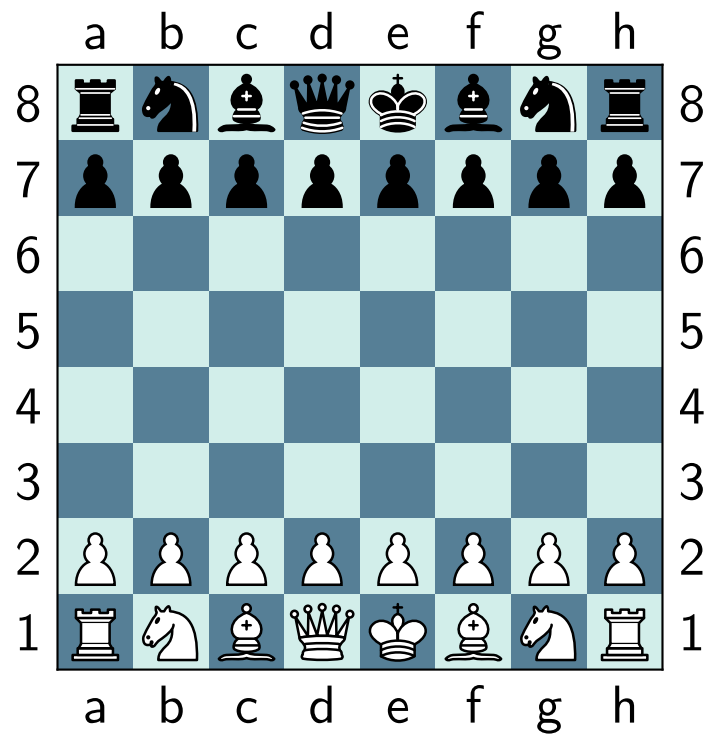


图 1 基本布局

1.2 Chess 基本走法

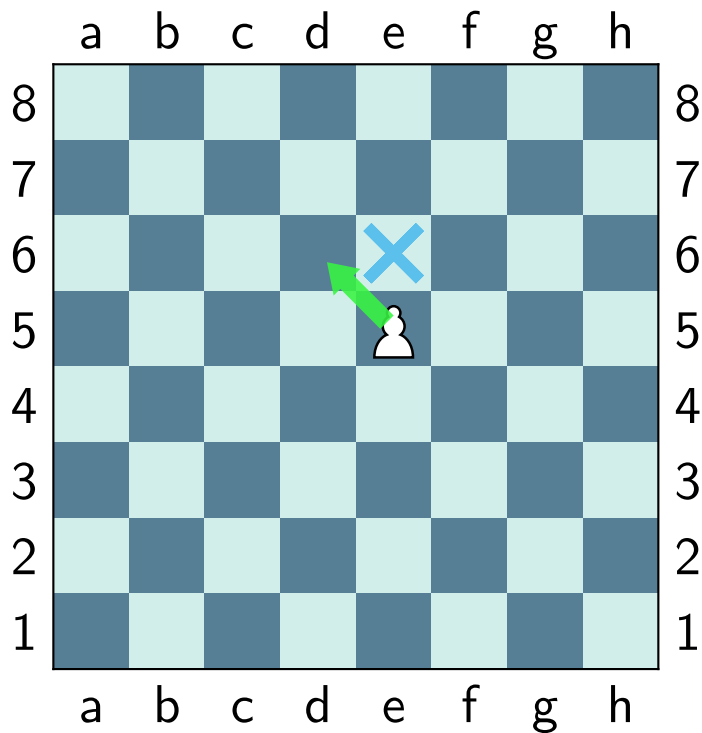


图 2 ♟ Pawn

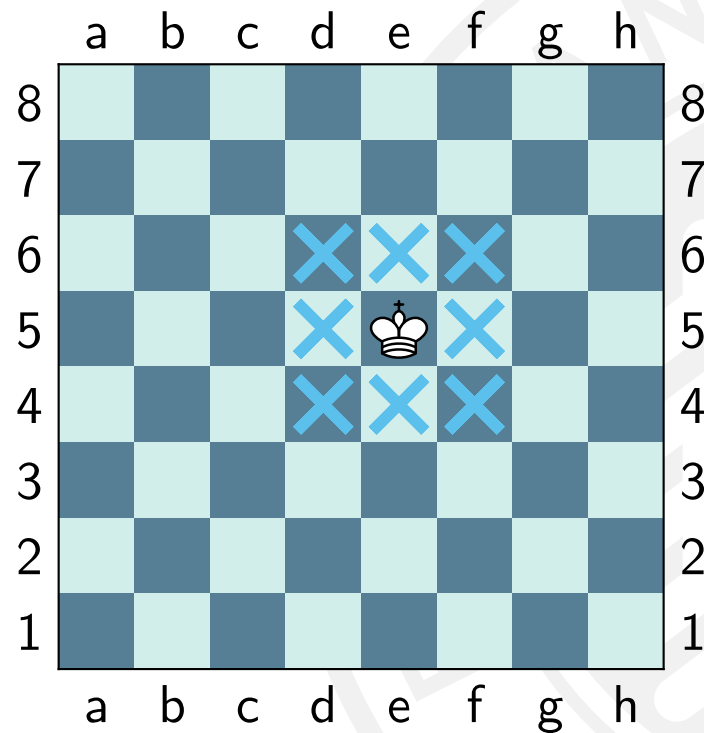


图 3 ♔ King

1.2 Chess 基本走法

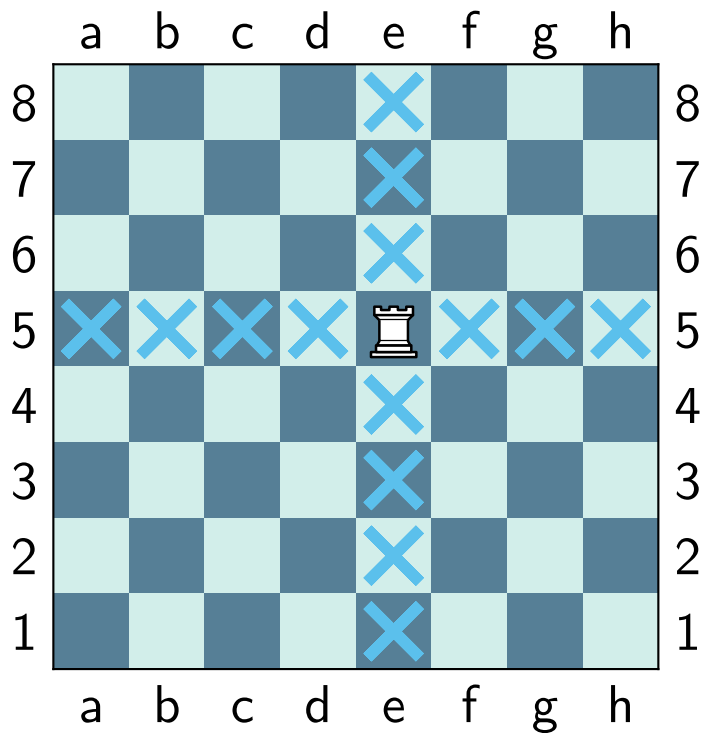


图 4 ♖ Rook

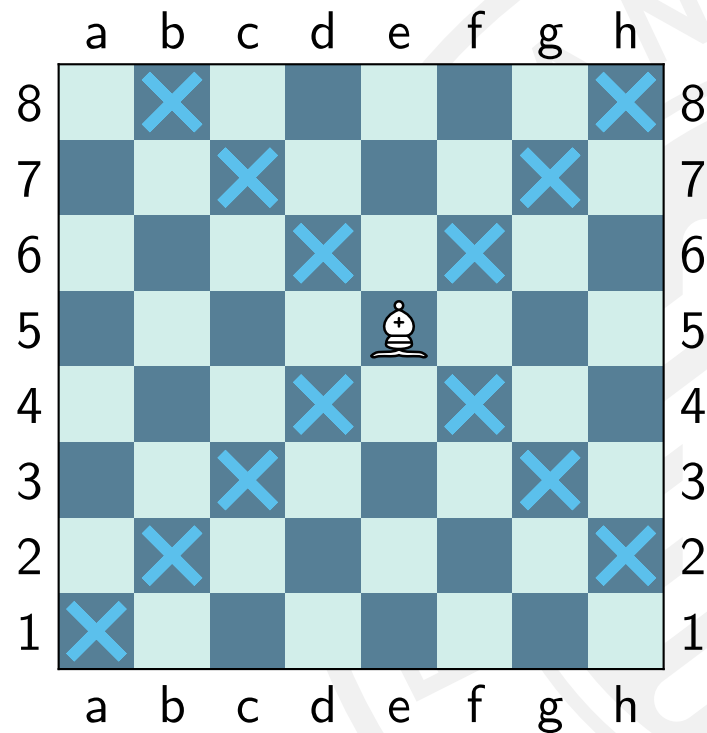


图 5 ♗ Bishop

1.2 Chess 基本走法

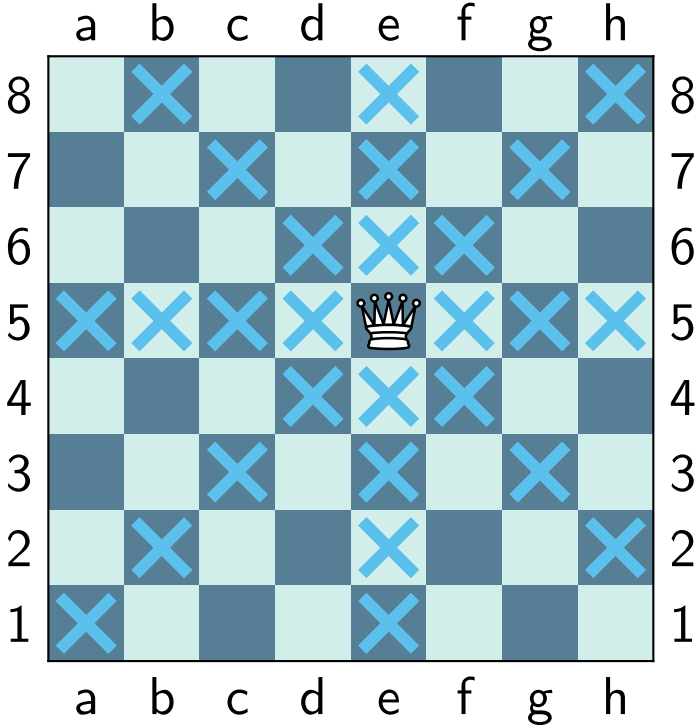


图 6 ♛ Queen

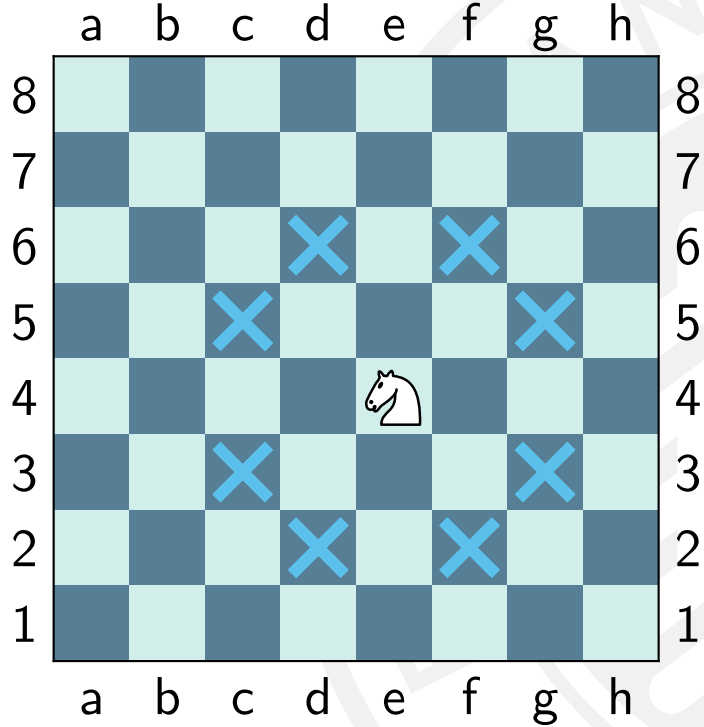


图 7 ♞ Knight



1.2 Chess 基本走法

- **Castling** 王车易位
- **Promotion** 升变
- **En passant** 过路兵



1.3 Material Points

Piece						
	Pawn	Knight	Bishop	Rook	Queen	King
Material Points	1	3	3	5	9	∞

表 1 Chess Standard Material Points System

Piece values exist because calculating to checkmate in most positions is beyond even top computers. Thus, players aim primarily to create a material advantage, which is helpful to quantitatively **approximate the strength of an army of pieces**.¹

¹Chess piece relative value: https://en.wikipedia.org/wiki/Chess_piece_relative_value

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- (1) [lichess.org Open Database](#): 国际象棋开源对局数据库
- (2) [Disservin/chess-library](#): c++ 棋谱解析库
- (3) [nlohmann/json](#): c++ JSON 数据解析库
- (4) [Chess piece relative value Wikipedia](#)

Thanks for Listening!

