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BikJump,

an [UCI chess engine](#) written in [C++](#) by [Aart Bik](#) that features:

- [UCI](#) compliant chess engine (runs in e.g. [Chessbase Fritz](#), [Chess for Android](#), or [Arena GUI](#)).
- [Iterative deepening](#) with [alpha-beta](#) pruning and [quiescent search](#).
- [Transposition table](#), [null move pruning](#), and tactical extensions.
- Ability to query [Nalimov Endgame Tablebases](#) (3,4,5,6-piece) during search.

All source code of BikJump (except the probing and decompression code for the endgame tablebases, which are used with kind permission of [Eugene Nalimov](#) and [Andrew Kadatch](#)) has been built from the ground up by Aart as a simple after-hours project to gain some experience with chess engine programming and experiment with new ideas.

Java Version

A derived [Java](#) version is used as built-in engine in [Chess for Android](#) and [Chess for Glass](#). This application also supports the Universal Chess Interface (UCI) and the [Chess Engine Communication Protocol](#) to allow users to play against more powerful third party engines or even play tournaments between engines.

Platforms

BikJump is available for the following platforms:

- [32-bit Windows](#)
- [64-bit Windows](#)
- [32-bit Linux](#)
- [64-bit Linux](#)
- [64-bit MacOS](#)
- [Android](#)

History and Future Plans

BikJump was first released In January, 2007. The first generation (v1.x) was based on a [mailbox](#) representation, and over time increased in strength from about 1750 to 2000 [RUEL](#). The second and current generation (v2.x), based on a [bitboard](#) representation, was released in November, 2008. Aart now has started work on "Deep" BikJump, featuring multi-threading to perform the search in parallel (commonly referred to as SMP support). Upcoming versions will be designated with the suffix P (e.g. v2.1P) to denote this new parallel support.

External Links

- [Aart's Computer Chess Page](#)
- [Aart's Blog.](#)

What Links Here?

Page	Date Edited
Aart Bik	Mar 1, 2018
BikJump	Aug 11, 2014
Chess for Android	Mar 1, 2018
Chess for Glass	Dec 26, 2016
Eigenmann Endgame Test	Jun 1, 2017
Engines	Mar 10, 2018
Mathematician	Apr 9, 2018
PuppetMaster	Sep 17, 2015

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