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Cassandra ^[3]

Cassandra,
an [Chess Engine Communication Protocol](#) and [UCI](#) compliant [open source chess engine](#) under the terms of the [GNU General Public License](#) (GPL), written in [C++](#) by [Raphael Grundrich](#), [Thomas Adolph](#) and [Jean-Francois Romang](#), first released in March 2003. Cassandra started as a student project at [Louis Pasteur University, Strasbourg](#) ^[1]. It is based on [bitboards](#), in particular [Rotated bitboards](#) with 256 [occupancy states](#) to determine [sliding piece attacks](#), [bitscan](#) aka first- and last one by conditional 16-bit lookups, and [population count](#) by eight byte lookups credited to [Dann Corbit](#), and uses the [alpha-beta](#) algorithm [\[2\]](#).

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References

1. [^] [Cassandre - Chess Engine](#)
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3. [^] [Cassandra](#) by [Evelyn De Morgan](#) (1898, London). Cassandra in front of the burning city of [Troy](#) at the peak of her insanity, [Cassandra from Wikipedia](#)

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