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Clarabit,

a [Chess Engine Communication Protocol](#) and [UCI](#) compatible chess engine by [Salvador Pallares Bejarano](#), dedicated to his daughter Clara ^[1]. Clarabit is [Bitboard](#) based and applies [Magic bitboards](#), as acknowledged to [Pradu Kannan](#) in the Readme.txt file ^[2]. Salvador provides executables running under [Linux](#) and [Windows](#), 32 as well as 64 bit versions.

Search

Clarabit's [search](#) performs and uses ^[3]:

- [Principal Variation Search](#)
- [Limited Quiescence Search](#)
- [Static Exchange Evaluation](#) and [MVV-LVA](#)
- [Adaptive Null Move Pruning](#)
- [Transposition Table](#)
- [Pawn Hash Table](#)
- [History Heuristic](#)
- [Killers](#) and [Mate Killers](#)
- [Check Extensions](#)
- [Late Move Reductions](#)

Evaluation

Clarabit's [evaluation](#) is based on:

- [Material](#)
- [Mobility](#) (attack bitboards)
- [Piece-Square Tables](#)
- [Piece type Positional Knowledge](#)
- [Pawn Structure](#)
 - [Doubled Pawn](#)
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- [King Safety](#)
- Specific [Endgame](#) Knowledge

External Links

- [Clarabit Chess Engine](#)
- [clarabit - Wiktionary](#)

References

1. [^ Clarabit Chess Engine](#)
2. [^ Clarabit Chess Engine - downloads](#)
3. [^ Clarabit Chess Engine - Technical Info](#)

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CCT10	May 5, 2013
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CCT9	Aug 25, 2013
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WCRCC 2007	Nov 21, 2016

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