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[Diablo Cojuelo](#) ^[2]

Diablo,
an [UCI](#) compliant [open source](#)
[chess engine](#) by [Marcus Prewarski](#),
written in [C](#), distributed under the
[GNU General Public License](#), first
released in 2005, latest version
Diablo 0.5.1 released in October
2006, with [Jim Ablett](#) compiles
available [\[1\]](#).

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Description

Board Representation

Diablo is a [0x88](#) engine with [piece-lists](#) to determine [vector attacks](#) by 0x88 square difference. It performs [pseudo-legal move generation](#) and keeps an [attack table](#) per [ply](#) - initialized once per [node](#) during [evaluation](#), which later speeds up [in check](#) detection and [static exchange evaluation](#) by [lookup](#).

Search

The [search](#) is [PVS alpha-beta](#) inside the [fractional ply iterative deepening](#) framework without [aspiration](#). The [depth-preferred transposition table](#) based on [Zobrist hashing](#) is used in the main search only. Beside [quiescence](#), [selectivity](#) is due to [futility pruning](#) near the tips, [null move pruning](#) combined with [mate threat extensions](#), and further [fractional extensions](#) for [single replies](#), [check](#), [passed pawn to 7th rank](#) and [queening](#). [Move ordering](#) takes [PV-move](#), [MVV/LVA](#) plus fast SEE for [captures](#), two [killers](#) and the [history heuristic](#) into account. [Internal iterative deepening](#) is applied in case of [PV-nodes](#) if no move was found in the transposition table.

Evaluation

[Evaluation](#) considers [material](#) with [piece-square tables](#), [bishop pair](#), [development](#), [center control](#), [mobility](#) of bishops and rooks, in particular considering [trapped rooks](#), [rook on open file](#) and [on 7th rank](#). [Pawn structure](#) evaluation focuses on [passed pawns](#) and further punishes [backward](#) and [doubled pawns](#). [King safety](#) terms pay attention to an exposed king and [pawn shield](#). Appropriate [scores](#) are aggregated in [opening](#) and [endgame](#) accumulators and finally, if the sum of material is below some late endgame threshold, [tapered](#) by the current [game phase](#) aka sum of material.

See also

- [Chinese Dark Chess program Diablo](#)
- [Demonology](#)
- [DrunkenMaster](#)
- [Geography](#)
- [Novag Diablo](#)
- [Satana](#)

Forum Posts

- [Re: Gauntlets Chispa 4.0.3 Queen 3.02 and Diablo 0.1 - games](#) by [Marcus Prewarski](#), [CCC](#), March 13, 2005
- [Diablo 0.5.1 x64 version?](#) by [Harun Taner](#), [CCC](#), May 04, 2010

External Links

Chess Engine

- [Drunken Master Chess Engine - Diablo](#)
- [Index of /chess/engines/Jim Ablett/DIABLO](#) compiled by [Jim Ablett](#), hosted by [Kirill Kryukov](#)
- [Diablo](#) at [WBEC Ridderkerk](#)
- [Diablo 0.5.1 JA](#) in [KCEC](#)
- [Diablo 0.5.1](#) in [CCRL 40/40](#)

Misc

- [diablo - Wiktionary](#)
- [Diablo from Wikipedia](#)
- [Diablo from Wikipedia.es](#) (Spanish)
- [Diablo Cojuelo from Wikipedia.es](#) (Spanish)
- [El Diablo from Wikipedia](#)

Chess Computers

- [Novag Diablo](#) from [Chess Computer UK](#) by [Mike Watters](#)

Games

- [Diablo \(series\) from Wikipedia](#)
- [Diablo \(video game\) from Wikipedia](#)

Geography

- [Canyon Diablo \(canyon\) from Wikipedia](#)
- [Canyon Diablo, Arizona from Wikipedia](#)
- [Canyon Diablo \(meteorite\) from Wikipedia](#)
- [Diablo Lake from Wikipedia](#)
- [Diablo Range from Wikipedia](#)
- [Mount Diablo from Wikipedia](#)
- [Puerta del Diablo from Wikipedia.es](#)

Diabolo

- [Diabolo from Wikipedia](#)
- [Diabolo \(disambiguation\) from Wikipedia](#)

Music Video

- [Mario Flores Latin Jazz Band](#) - Mambo Diablo, [YouTube](#) Video

References

1. [^] [Diablo 0.5.1 JA](#) in [KCEC](#)
2. [^] [Diablo Cojuelo](#) by DRW2193, February 01, 2011, [Culture of the Dominican Republic - Festivals - Wikipedia](#), [Category: Diablo Cojuelo](#), [Diablo Cojuelo from Wikipedia.es](#), [Wikimedia Commons](#)

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Satana	May 3, 2017

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