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Fire ^[4]

Fire, (Firebird, Fire xTreme) an [UCI](#) compliant chess engine by [Norman Schmidt](#) ^[1], until version 3.0 derived from [IvanHoe](#) and the [Ippolit](#) series of programs with some help of [Milos Stanisavljevic](#). Initially called Firebird, and later renamed to Fire due to a trademark naming conflict ^[2], it was released as open source, Fire licensed under the [GNU GPL](#). The sources were later closed with [Windows](#) executables available for download for recent [Intel](#) processors ^[3]. Fire features [magic bitboards](#), it can be configured with more than 70 UCI options, and applies a [SMP parallel search](#).

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Fire 4

Fire 4, released in December 2014, was a complete re-write and does not use any source code from or related to [Ippolit](#). It supports [Syzygy Bases](#) ^[5] ^[6], and includes a revamped memory management which uses [OpenMP #pragmas](#) to utilize [thread local storage](#) ^[7] and minimize the amount of 'shared' resources among [threads](#) for its [SMP implementation](#). [Testing](#) was done via massive parallel, automated 24/7 ultra-fast chess engine matches using [Cutechess-cli](#) and [LittleBlitzer](#). Code changes were tested to a very high level of confidence using [LOS](#) and [SPRT](#) (min. 40,000 games) against a pool of top engines. Development and testing included approx. 200,000 - 240,000 ultra-fast games per day ^[8].

Fire 5, Fire 6.1

Fire 5, released in November 2016, improved with new [evaluation](#) terms, and [SPSA](#) tuned evaluation and [search](#) parameters, and supports [Chess960](#). Fire 6.1, released in September 2017, added approximately 30-40 Elo in [playing strength](#) ^[9].

See also

- [Bird](#)
- [Disaster](#)
- [Firefly](#)
- [Firenzina](#)
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- [Phoenix](#)

Forum Posts

2010 ...

- [Firebird 1.0....](#) by [Dr.Wael Deeb](#), [CCC](#), January 12, 2010
- [+ Firebird wins Amar Gambit + related chess notes +](#) by [Rainer Neuhausler](#), [CCC](#), January 30, 2010
- [+ Firebird wins Ware Gambit +](#) by [Rainer Neuhausler](#), [CCC](#), February 02, 2010
- [I should mention that I also made a few small fixes to fire](#) by [Dann Corbit](#), [CCC](#), March 09, 2011
- [Houdini, Fire, IvanHoe, \(and Rybka?\) are 'clones'...?](#) by [Norman Schmidt](#), [CCC](#), April 30, 2011
- [Fire 3.0 released](#) by [Stefan Pohl](#), [CCC](#), December 13, 2013

2015 ...

- [Fire 4 for linux](#) by Lucas Braesch, [CCC](#), July 03, 2015
- [Fire 5](#) by [Rainer Neuhäusler](#), [CCC](#), May 31, 2016
- [Fire 5 is out!](#) by [Dmitri Gusev](#), [CCC](#), November 14, 2016
- [Fire 6 is available!](#) by Anton Ross, [CCC](#), September 22, 2017
- [Re: Fire 6 is available!](#) by [Norman Schmidt](#), [CCC](#), September 23, 2017

External Links

Chess Engine

- [Fire Chess Engine](#)
- [Fire - www.chesslogik.com](#)
- [Fire – the chess engine releases a new version](#), [Chessdom](#), October 02, 2017 » [TCEC Season 10](#)
- [Fire](#) in [CCRL 40/40](#)

Misc

- [Fire from Wikipedia](#)
- [Portal:Fire from Wikipedia](#)
- [Fire \(disambiguation\) from Wikipedia](#)
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- [Firebird from Wikipedia](#)
- [Firebird \(database server\) from Wikipedia](#)
- [The Foundation for Individual Rights in Education - FIRE](#)
- [The Rolling Stones - Play with Fire \(1965\)](#), [YouTube](#) Video

References

1. [^](#) [Re: Fire 3.0 released](#) by [Norman Schmidt](#), [CCC](#), December 13, 2013
2. [^](#) [Chess Engine List](#) from [Ron Murawski's Computer-Chess Wiki](#)
3. [^](#) [Fire 3.0 released](#) by Stefan Pohl, [CCC](#), December 13, 2013
4. [^](#) [Photo of a fire](#) taken with a 1/4000th of a second [exposure](#) by Awesomoman, 2009, [Fire from Wikipedia](#)

5. [^ Fire chess engine | ABOUT](#)
6. [^ Fire chess engine | HISTORY](#)
7. [^ Use Thread-local Storage to Reduce Synchronization | Intel® Developer Zone](#), November 2, 2011
8. [^ Information provided by Norman Schmidt](#), July 2015
9. [^ Fire – the chess engine releases a new version](#), [Chessdom](#), October 02, 2017

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