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Gopher ^[4]

GopherCheck,
an [UCI](#) compliant open source
chess engine by [Stephen Lovell](#),
written in the [Go programming
language](#), first released in June
2016 ^[1] available under the [MIT
license](#). GopherCheck supports a
[parallel search](#), defaulting to one
search [process](#) (goroutine) ^[2] per
logical core. GopherCheck is
[bitboard](#) based and determines
[sliding piece attacks](#) with [magic
bitboards](#) with plain, homogenous
arrays, which performed better
than the common [fancy
implementations](#) with individual
table sizes, thus less memory but
variable shift while calculating the
index ^[3].

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See also

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Forum Posts

- [GopherCheck 0.1.0 released](#) by [Stephen Lovell](#), [CCC](#), June 06, 2016
- [Chess Engine - Gopher Check](#) by [Norbert Raimund Leisner](#), [CCC](#), October 01, 2014
- [GopherCheck 0.2.0 released](#) by [Stephen Lovell](#), [CCC](#), January 31, 2017

External Links

Chess Engine

- [GitHub - stephenjlovell/gopher_check: Concurrent UCI Chess Engine written in Go](#)

Misc

- [Gopher from Wikipedia](#)
- [Gopher \(disambiguation\) from Wikipedia](#)
- [Gopher \(protocol\) from Wikipedia](#)
- [gopher - Wiktionary](#)

References

1. [↑] [GopherCheck 0.1.0 released](#) by [Stephen Lovell](#), [CCC](#), June 06, 2016
2. [↑] [Concurrency — An Introduction to Programming in Go | Go Resources](#)
3. [↑] [gopher_check/bitboard_magic.go at master · stephenjlovell/gopher_check · GitHub](#)
4. [↑] [Line art drawing of a gopher](#) by [Pearson Scott Foresman](#), [Wikimedia Commons](#)
5. [↑] [gopher_check/readme.md at master · stephenjlovell/gopher_check · GitHub](#)

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