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A young Hedgehog ^[4]

Hedgehog,

a small and simple [UCI](#) compliant chess engine by [Eugene Kotlov](#) released in February 2018 ^[1]. Hedgehog performs [alpha-beta](#) apparently using [fixed shift magic bitboards incorporating the offset](#) ^[2], and [tunable piece-square tables](#) for knights and king in the [endgame](#) derived from [center Manhattan-distance](#) ^[3].

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- [Hedgehog](#) by [Eugene Kotlov](#), [CCC](#), February 11, 2018
- [Hedgehog 1.804](#) by [Eugene Kotlov](#), [CCC](#), February 17, 2018

External Links

- [Hedgehog from Wikipedia](#)
- [hedgehog - Wiktionary](#)
- [Hedgehog \(chess\) from Wikipedia](#)

References

1. [^ Hedgehog](#) by [Eugene Kotlov](#), [CCC](#), February 11, 2018
2. [^ magic number comprising offset](#) by [Eugene Kotlov](#), [CCC](#), February 07, 2018
3. [^ Re: Learning piece-square table](#) by [Eugene Kotlov](#), [CCC](#), February 13, 2018
4. [^ A young Hedgehog \(Erinaceus europaeus\)](#), [Image](#) by [Gibe](#), [CC BY-SA 3.0](#), [Wikimedia Commons](#), [Erinaceidae from Wikipeda](#)

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Date Edited

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