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[Hermann Heights Monument](#) ^[7] ^[8]

Hermann,

a [Chess Engine Communication Protocol](#) compliant chess engine by [Volker Annuss](#), able to play [Chess960](#). Hermann is [Arena](#) partner engine, participating the [Chess960CWC 2005](#), [Chess960CWC 2006](#), [CPT 2009](#), [CPT 2010](#) and various [Dutch Open Computer Chess Championships](#) and [International CSVN Tournaments](#), third place at [ICT 2009](#).

Hermann uses [bitboards](#) as basic data structure, determines [sliding piece attacks](#) with [fixed shift magic bitboards](#) ^[1], and applies [neural networks](#) for [material evaluation](#) and [timing](#) ^[2] ^[3] ^[4]. In 2011, Volker Annuss confirmed his soft spot for his engine names associated with the legacy of [romantic German nationalism](#) by calling Hermann's completely restructured successor with its [Latinised](#) name [Arminius](#) ^[5]. In Germany, Arminius was rechristened *Hermann* (Heer Mann - army man) by [Martin Luther](#), and he became an emblem of the revival of German nationalism fueled by the [wars](#) of [Napoleon](#) in the 19th century ^[6].

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[Volker Anuss](#) and [Ralf Dörr](#) in [Hermann](#) vs. [Argonaut](#), [ICT 2006](#) ^[9] ^[10]

```
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[White "Hermann"]  
[Black "Argonaut"]  
[Result "1-0"]
```

```
1.e4 e5 2.d4 exd4 3.c3 dxc3 4.Bc4 cxb2 5.Bxb2 Qe7 6.Nd2 Nc6 7.Ngf3 Nf6  
8.O-O Na5 9.e5 Nh5 10.Bd3 Nf4 11.Be4 Nc6 12.Nb3 Qb4 13.Re1 Ne6 14.Qc2  
Qb6  
15.h3 Nb4 16.Qc4 a5 17.a3 Nc6 18.Qc2 a4 19.Nc1 Be7 20.Ne2 Qb3 21.Qd2 N  
c5  
22.Bf5 O-O 23.Nf4 g6 24.Nh5 1-0
```

See also

- [Arminius](#)
- [Chess Engines with Neural Networks](#)
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Forum Posts

- [Hermann 2.3 : 2432](#) by [Patrick Buchmann](#), [CCC](#), June 05, 2008
- [Hermann 2.4 : 2416](#) by [Patrick Buchmann](#), [CCC](#), November 23, 2008
- [Hermann 2.5 : 2471](#) by [Patrick Buchmann](#), [CCC](#), October 12, 2009
- [Re: Chess program with Artificial Neural Networks \(ANN\)?](#) by [Volker Annuss](#), [CCC](#), January 08, 2010
- [Re: Programmers: what's the story behind the name of your engine](#) by [Volker Annuss](#), [CCC](#), June 21, 2011
- [Re: Is there place for neural networks in chess engines?](#) by [Volker Annuss](#), [CCC](#), December 04, 2011
- [Hermann 1.6.28](#) by [Wolfgang Battig](#), January 14, 2015

External Links

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- [Hermann 2.8 64-bit 2CPU](#) in [CCRL 40/4](#)

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- [Battle of the Teutoburg Forest](#) from Wikipedia
- [Völuspá - Norse and Germanic Lore site with Old Norse / English translations of the Poetic Edda and Prose Edda | Battle of Teutoburg Forest](#)
- [Heinrich von Kleist](#) (1777–1811), [Die Hermannsschlacht](#) (1808)
- [Friedrich Gottlieb Klopstock](#) (1724-1803), [Hermann und Thusnelda](#) from [literaturwelt.com - Deutsche Literaturgeschichte](#) (German) ^[1]
- [Franz Schubert](#) (1797–1828), [Opus D 322 Hermann und Thusnelda, 1815](#) from [Klassika](#) (German)

[Ingo Althöfer](#), [Hermann und Thusnelda verprügeln die Römer](#), [abstract board game](#), [BoardGameGeek](#)

- [Romantic nationalism from Wikipedia](#)
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- [SC1000 bomb from Wikipedia](#)

References

1. [^ Fixed shift magics with 800KB lookup table](#) by [Volker Annuss](#), [Winboard Forum](#), September 05, 2010
2. [^ Re: Chess program with Artificial Neural Networks \(ANN\)?](#) by [Volker Annuss](#), [CCC](#), January 08, 2010
3. [^ Re: Is there place for neural networks in chess engines?](#) by [Volker Annuss](#), [CCC](#), December 04, 2011
4. [^ Timing with a neural network](#) by [Volker Annuss](#), March 23, 2005, from [Free chess graphical user interface \(GUI\) Arena for chess engines](#), [News-Ticker](#), [Page 6](#), 86, FQ
5. [^ Pandix wins Dutch Open](#), [CSVN](#) site, October 22, 2011
6. [^ Arminius from Wikipedia - Martin Luther](#)
7. [^ Hermann Heights Monument from Wikipedia](#), [New Ulm, Minnesota](#)
8. [^ Arminius from Wikipedia](#)
9. [^ 6th International CSVN Tournament 2006 - Photo Gallery](#)
10. [^ Downloads | CSVN International Computerchess Tournament | Games | ICT Leiden 2006](#), [CSVN](#) site
11. [^ Thusnelda from Wikipedia](#)

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