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Hrafn Eiríksson <sup>[3]</sup>

**Hrafn Eiríksson**, an Icelandic computer scientist with a B.Sc. from [Reykjavík University](#), where he re-investigates [Multi-Cut pruning](#) in [game-tree search](#), under supervision of [Yngvi Björnsson](#) <sup>[1]</sup>. He proposed an enhancement to apply Multi-cut if a [transposition table](#) probe indicates a [beta-cutoff](#) without sufficient [draft](#) stored. The experiments as elaborated in his thesis were conducted with his own [open source engine Ziggy](#), written in [Java](#) <sup>[2]</sup>, also available from [Jim Ablett's](#) site.

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## Publications

- [Hrafn Eiríksson](#) (2011). [Investigation of Multi-Cut Pruning in Game-Tree Search](#). B.Sc. thesis, [Reykjavík University](#), [pdf](#)

## Forum Posts

- [Hrafn Eiríksson's contribution to chess](#) by [Norbert Raimund Leisner](#), [CCC](#), March 16, 2012

## External Links

- [Hrafn Eiríksson - Google+](#)
- [Hrafn Eiríksson - Iceland | LinkedIn](#)
- [krummi/ChessEngine · GitHub](#)

## References

1. [^ Hrafn Eiríksson](#) (2011). *Investigation of Multi-Cut Pruning in Game-Tree Search*. B.Sc. Thesis, Reykjavík University, pdf
2. [^ krummi/ChessEngine · GitHub](#)
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