Home * Engines * **Ifrit**

An Ifrit named Arghan Div [1]

Ifrit, (Ифрит)
an UCI compliant open source chess engine by Andrey Brenkman written in C++, distributed under the GNU General Public License, with executables built to run under Windows, Linux, and Android, 64, and 32 bit. The development started in 2006, as suggested by the copyright notice inside the source files, the most recent version m1.8 published on Bitbucket on June 14, 2012. Ifrit used several board representations and implementations in four series, namely 0x88 in series "c" , Bitboards in "b", object oriented Bitboards in series "j", and finally, Magic Bitboards in series "m". The search does not perform Negamax, but indirect recursion with White as max-player and Black as min-player. Some routines, such as bitscan, are instantiated in multiple source files, bitboard constants are defined as decimals rather than more intuitive hexadecimal for board pattern.

Table of Contents

Features

Move Generation

Search

Evaluation

See also

Forum Posts

External Links

Chess Engine

Misc

References

What links here?

Features

[2]

Move Generation

- Plain Magic Bitboards
- BitScan Forward by De Bruijn Multiplication [3]
- BitScan Reverse by Double Conversion
- SWAR-Popcount

Search

- Iterative Deepening
- Principal Variation Search
- Transposition Table
- Zobrist Hashing
- Move Ordering
    - History Heuristic
    - Killer Heuristic
    - MVV/LVA
- Selectivity
    - Check Extensions
    - Null Move Pruning
    - Late Move Reductions
    - Futility Pruning
    - Razoring
    - Quiescence Search
    - Delta Pruning

Evaluation

- Material
- Piece-Square Tables
- Pawn Structure
- Evaluation of Pieces
- King Safety
    - Pawn Shield
    - Square Control

See also

- Djinn
- Genie
- Metaphysics
- Mythology

Forum Posts

- Ifrid?? by Tony Thomas, CCC, December 17, 2007
- Ifrit by Gabor Szots, CCC, December 24, 2007
- Ifrit Updated by Swaminathan Natarajan, January 29, 2010
- [STS 1-10] Ifrit 3.6 by Swaminathan Natarajan, August 14, 2010

External Links

Chess Engine

- Шахматная программа Ифрит
- abrenkman / Ifrit_chess_engine / source / — Bitbucket
- Index of /chess/engines/Jim Ablett/IFRIT by Jim Ablett hosted by Kirill Kryukov
- Ifrit at CCRL 40/40

Misc

- Ifrit from Wikipedia
  Ифрит — Википедия
- ifrit | Islamic mythology | Britannica.com
- GitHub - tedsuo/ifrit: a simple process model for go

References

1. ^ "An Ifrit named Arghan Div brings the chest of armor to Hamza", unknown artist, between 1562 and 1577, Brooklyn Museum, Wikimedia Commons, Ifrit from Wikipedia
2. ^ Based on Ifrit_m1_9_Beta_24_June_2012, abrenkman / Ifrit_chess_engine / source / —

Bitbucket

3. ^ Bitscan forward by De Bruijn Multiplication with De Bruijn constant from CPW, 0x03F79D71B4CB0A89, used as decimal magic 285870213051386505, implementation (decimal conversion?) credited to Jim Ablett, routine by Charles Leiserson, Harald Prokop and Keith H. Randall, end of abrenkman / Ifrit_chess_engine / source / move_generation.cpp — Bitbucket, also instantiated elsewhere

What links here?

Page	Date Edited
Andrey Brenkman	Feb 7, 2016
Djinn	Feb 8, 2016
Engines	Mar 10, 2018
Gavon	Apr 30, 2018
Genie	Feb 7, 2016
Ifrit	Feb 7, 2016

Up one Level