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**JikChess**,

a [Chess Engine Communication Protocol](#) compliant chess engine by [Janne I. Kokkala](#), written in [C++11](#). Its development started in early 2013, and the first version was released in November 2014 <sup>[1]</sup>.

## Features

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## Search

- [Iterative Deepening](#)
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  - [Killer Heuristic](#)
  - [Internal Iterative Deepening](#)

## Evaluation

- [Linear Combination](#) of Numerical Positional Features
- [Tapered Eval](#)
- [Pawn Hash Table](#)
- [Automated Tuning](#)
  - [Logistic Regression](#) (Simiar to [Texel's Tuning Method](#))
  - [Regularization](#) - [Prior](#) added to the [Cost Function](#) (encourages unimportant parameters to become zero)

## Misc

- [PolyGlott Opening Book](#)
- [Gaviota Tablebases](#)

## Forum Posts

- [JikChess 0.01](#) by [Janne I. Kokkala](#) by [Ruxy Sylwyka](#), [CCC](#), December 09, 2014
- [JikChess 0.02 released](#) by [Graham Banks](#), [CCC](#), October 22, 2015

## External Links

- [JikChess chess engine](#)
- [JikChess 0.02 64-bit](#) in [CCRL 40/40](#)

## References

1. [^ JikChess - History](#)
2. [^ based on JikChess - Technical](#)

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Date Edited

Mar 10, 2018

Nov 29, 2015

Nov 29, 2015

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