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Chess Players ^[4]

Joanna,

the first Polish chess program developed from 1992 to 1994 by [Adam Kujawski](#) as part of his masters thesis at [University of Warsaw](#) ^[1]. First written in [Turbo Pascal](#) and re-written in [C](#). Joanna has been revived by [Jim Ablett](#), who added [Chess Engine Communication Protocol](#) support to the version which played the [PCCC 2002](#).

The published source applies plain [alpha-beta search](#) with [aspiration windows](#) at the [root](#), but no classical [iterative deepening](#). Instead, a leading two [ply](#) search is used to calibrate the final depth of the main search, dependent on the [average thinking time](#). Its [evaluation](#) concepts such as [king-piece tropism](#), are partly adopted in [Evaluation function draft](#). Following [point values](#) were defined to determine the [material balance](#): [Pionek](#) = 100, [Skoczek](#) = 290, [Goniec](#) = 310, [Wieża](#) = 500, [Hetman](#) = 950 and [Król](#) = 20.000. The thesis further mentions a [learning approach](#) adopted from [Bebe](#), dubbed BeBe+, utilizing a [Persistent Hash Table](#) ^[2], not available in the published C source [\[3\]](#).

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Selected Games

[PCCC 2002](#), round 7, [Joanna 2002](#) - [Bread Chess](#) ^[5]

```
[Event "PCCC 2002"]
[Site "Lodz"]
[Date "2002.09.15"]
[Round "7"]
[White "Joanna 2002"]
[Black "Bread Chess"]
[Result "1/2-1/2"]
```

```
1.e4 d5 2.Nc3 dxe4 3.Nxe4 e5 4.Qh5 Nd7 5.Bc4 g6 6.Qg5 Be7 7.Qg3 f5
8.Qf3 Nh6 9.Qe3 Nb6 10.Bb5+ c6 11.Qxh6 fxe4 12.Be2 Bg5 13.Qg7 Bf6
14.Qh6 Bg5 15.Qg7 Bf6 16.Qh6 Bg5 1/2-1/2
```

See also

- [Given Name](#)

Publications

- [Adam Kujawski](#) (1994). *Programowanie gry w szachy*. Masters thesis, [University of Warsaw](#), [pdf](#) (Polish)

External Links

Chess Engine

- [Program szachowy Joanna](#) (Polish) [Translation](#) by [Google Translate](#)
- [joanna2002sources.zip](#)

Misc

- [Joanna from Wikipedia](#)
- [Joanna \(disambiguation\) from Wikipedia](#)

References

1. ^ [Adam Kujawski](#) (1994). *Programowanie gry w szachy*. Masters thesis, [University of Warsaw](#), [pdf](#) (Polish)
2. ^ [Tony Scherzer](#), [Linda Scherzer](#), [Dean Tjaden](#) (1991). *Learning in Bebe*. [ICCA Journal](#), Vol. 14, No. 4
3. ^ [joanna2002sources.zip](#)
4. ^ [Chess players](#) by [Joanna Margaret Paul](#), 1998
5. ^ [I Mistrzostwa Polski Programów Szachowych - Partie \(PGN\)](#)

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