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Me Worry? ^[6]

MadChess,
an [UCI](#) compliant [open source](#)
[chess engine](#) by [Erik Madsen](#),
written in [C#](#) to run under the
[Windows .NET framework](#). It was
first released under the [GNU](#)
[General Public License Version 3](#)
as successor of Erik's former C#
engine [RumbleMinze](#) in October
2012 ^[1], and features adjustable
[playing strength](#) with improved
algorithms since MadChess **1.4** ^[2]
^[3]. MadChess **2.1**, released in
February 2017 is using [.NET Core](#),
[Microsoft's cross-platform free and](#)
[open-source](#) managed software
framework to support not only
[Windows](#), but [Linux](#), and [Mac](#) ^[4] ^[5]
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Description

Move Generation

MadChess applies an incremental [move generation](#), using the C# [yield statement](#) ^[7] ^[8] ^[9] ^[10] ^[11] using [incrementally updated list of attackers](#) for any [rank](#), [file](#), [diagonal](#), or [anti-diagonal](#).

Search

MadChess performs a [principal variation search](#) along with [transposition table](#), [killer](#) and [history heuristic](#), [null move pruning](#) and [late move reductions](#) inside an [iterative deepening](#) framework with [aspiration](#). It eliminates all [reductions](#) and lazy evaluation along the principal variation.

Evaluation

The [evaluation](#) might be [lazy](#) with respect to bounds, and otherwise uses a [tapered evaluation](#) on [game phase](#) between speculative computed [middlegame](#) and [endgame scores](#), considering [piece-square tables](#), [mobility](#), [pawn structure](#), and [king safety](#) and various [piece evaluation](#) terms.

See also

- [Disease](#)
- [Madness Schach](#)
- [Matchess](#)
- [RumbleMinze](#)

Forum Posts

2012

- [MadChess 1.0 Released \(C# .NET Engine\)](#) by [Erik Madsen](#), [CCC](#), October 25, 2012
- [Score Inaccuracy: An Engine Weakening Algorithm](#) by [Erik Madsen](#), [CCC](#), October 31, 2012

2013

- [MadChess 1.1 Released](#) by [Erik Madsen](#), [CCC](#), January 06, 2013
- [MadChess 1.2 Released](#) by [Erik Madsen](#), [CCC](#), March 09, 2013
- [MadChess 1.3 Released](#) by [Erik Madsen](#), [CCC](#), September 28, 2013

2014

- [MadChess UCI LimitStrength Algorithm](#) by [Erik Madsen](#), [CCC](#), April 12, 2014
- [MadChess 1.4 Released](#) by [Erik Madsen](#), [CCC](#), April 12, 2014
- [MadChess With Odds Versus Elite Engines](#) by [Erik Madsen](#), [CCC](#), September 11, 2014
- [MadChess 2.0 Development](#) by [Erik Madsen](#), [CCC](#), November 12, 2014

2015 ...

- [MadChess 2.0 Released](#) by [Erik Madsen](#), [CCC](#), October 12, 2015
- [MadChess 2.1 Released - Supports Windows, Linux, Mac](#) by [Erik Madsen](#), [CCC](#), February 23, 2017
- [MadChess 2.2 Released](#) by [Erik Madsen](#), [CCC](#), July 04, 2017

External Links

Chess Engine

- [MadChess](#)
- [MadChess - User Guide](#)
- [MadChess](#) in [CCRL 40/40](#)

Misc

- [MAD from Wikipedia](#)
- [Mad \(magazine\) from Wikipedia](#)
- [Insanity from Wikipedia](#)

References

1. [^ MadChess 1.0 Released \(C# .NET Engine\)](#) by [Erik Madsen](#), [CCC](#), October 25, 2012
2. [^ MadChess UCI LimitStrength Algorithm](#) by [Erik Madsen](#), [CCC](#), April 12, 2014
3. [^ MadChess - User Guide](#)
4. [^ MadChess 2.1 Released – MadChess](#), February 22, 2017
5. [^ MadChess 2.1 Released - Supports Windows, Linux, Mac](#) by [Erik Madsen](#), [CCC](#), February 23, 2017
6. [^ A postcard with the public domain "me worry?" face that later inspired Mad magazine's Alfred E. Neuman](#), ca. 1910s, [Alfred E. Neuman from Wikipedia](#)
7. [^ Re: Question About CPP-C#, Performance, and Square Representation](#) by [Erik Madsen](#), [CCC](#), October 03, 2012
8. [^ yield - MSDN C# Reference](#)
9. [^ Behind the scenes of the C# yield keyword | Struggles](#) by [Lars Corneliussen](#), June 9, 2008
10. [^ Generator \(computer programming\) from Wikipedia](#)
11. [^ Coroutine from Wikipedia](#)

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