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Much, the [Maastricht University](#) Chess Program by primary authors [Roger Hünen](#), [Harry Nefkens](#), [Tom Pronk](#) and [Jaap van den Herik](#) ^[1], represented and operated at the [WCCC 1989](#) by [Jos Uiterwijk](#) and [Harm Bakker](#). Much was written in [C](#), and run on a [Sun-4 workstation](#).

Authors

- [Roger Hünen](#)
- [Harry Nefkens](#)
- [Tom Pronk](#)
- [Jaap van den Herik](#)

Description

based on [WCCC 1989](#) booklet ^[2]:

Much consists of several programs. The user-interface program accepts a move from the operator and subsequently generates evaluation tables for the search program. The user-interface program also handles [time control](#), the [opening library](#), and the [endgame library](#). The search program receives the [board position](#) and [evaluation tables](#) from the user-interface program. The evaluation tables are tuned with the opening played. Before each move they are [incrementally updated](#) according to the board position (strategical evaluation of squares), but also bonus points are provided to undeveloped pieces, the [pair of Bishops](#) in open positions ([middlegame/endgame](#)), the Color of the Pawns and Bishop on the board (endgame). Moreover, several plans are encouraged. The configuration belonging to the execution of a plan is supplied with bonus points such that every piece and pawn involved tries to reach the plan-ideal

square. The plan as a whole, once started to be carried out, increases the bonus points for every piece/pawn to be played at each move. Much then searches until it is interrupted by the user-interface program. The search program, based on the [alpha-beta](#) algorithm and its refinements, uses [PVS-search](#), [killer](#) and [transposition tables](#). [Move generation](#) is done incrementally. Much uses specialized sub-programs to handle the KBBK, KBNK, KBPK and KNPK endgames. These programs use a goal-directed search.

See also

- [Acronym](#)

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- [Much's ICGA Tournaments](#)

References

1. [^](#) [Much's ICGA Tournaments](#)
2. [^](#) [Kings Move - Welcome to the 1989 AGT World Computer Chess Championship](#). Edmonton, Alberta, Canada, Courtesy of [Peter Jennings](#), from [The Computer History Museum](#), [pdf](#)

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