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Nesik,

a [WinBoard](#) compliant chess engine by [Marek Strejczek](#), written in [C++](#) and released in 2004, described in detail in Marek's master thesis *Some aspects of chess programming*, Chapter 3 ^[1]. Nesik played four [Polish Computer Chess Championships](#), the [PCCC 2004](#), where it became runner-up in the in the Uniform Hardware Category and third in the Open Category, and further the [PCCC 2005](#), [PCCC 2006](#), and the [IOPCCC 2007](#).

Features

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- [Alpha-Beta function](#)
- [Aspiration Window Search](#)
- [Iterative Deepening](#)
- [Bitboard](#) and [Rotated Bitboards](#) [Move Generation](#)
- [Static Exchange Evaluation](#)
- [Quiescence Search](#)
- [Transposition Table](#)
- [Killer Heuristic](#)
- [History Heuristic](#)
- [Null Move Pruning](#)
- [Some \(fractional\) Extensions](#)

- [Pondering](#)
- [Evaluation function](#) (considerable chess knowledge, but not tuned yet - poor in endings)
- [Opening Book](#) (about 200,000 positions)

Selected Games

[IOPCCC 2007](#), round 9, [Atak](#) - [Nesik](#) ^[3]

```
[Event "IOPCCC 2007"]  
[Site "Lodz POL"]  
[Date "2007.07.01"]  
[Round "9"]  
[White "Atak"]  
[Black "Nesik"]  
[Result "1/2-1/2"]
```

```
1.e4 e5 2.f4 exf4 3.Nf3 d5 4.exd5 Nf6 5.Bb5+ c6 6.dxc6 bxc6 7.Bc4 Bd6  
8.Qe2+ Qe7 9.Qxe7+ Kxe7 10.d4 Be6 11.Bxe6 fxe6 12.Bd2 Nbd7 13.Nc3 Rab8  
  
14.O-O-O Nb6 15.Rde1 h6 16.Ne4 Nxe4 17.Rxe4 Nc4 18.Bc3 g5 19.Rhe1 Ne3  
20.g3 Nd5 21.Ne5 Bxe5 22.Rxe5 f3 23.Rxe6+ Kd7 24.R6e5 Nxc3 25.bxc3 Rhe  
8  
26.Rxe8 Rxe8 27.Rxe8 Kxe8 28.Kd2 g4 29.c4 c5 30.c3 Kd7 31.Ke1 Kc7 32.a  
4  
h5 33.Kd1 Kb6 34.Kd2 Ka5 35.d5 Kb6 36.Kd1 Kc7 1/2-1/2
```

Publications

- [Marek Strejczek](#) (2004). *Some aspects of chess programming*. [Technical University of Łódź](#), Faculty of Electrical and Electronic Engineering, Department of Computer Science, Supervisor [Maciej Szmit](#), [zipped pdf](#), [pdf](#) - Chapter 3 Implementation of my own chess program, pp. 62 ^[4]

Forum Posts

- [Another Polish chess engine](#) by [Grzegorz Sidorowicz](#), [Winboard Forum](#), April 23, 2004
- [Nesik - new version](#) by [Marek Strejczek](#), [Winboard Forum](#), May 08, 2004
- [Nesik 0.7.0](#) by [Marek Strejczek](#), [Winboard Forum](#), September 30, 2004

External Links

- [Nesik chess engine](#)
- [Nesik chess engine - download page](#)
- [Nesik](#) from [WBEC Ridderkerk](#)

- [Nesik 0.7.0 alpha](#) in [CCRL 40/4](#)
- [Nesik 0.7.0 alpha](#) in [KCEC](#)

References

1. [^ Marek Strejczek \(2004\)](#). *Some aspects of chess programming*. [Technical University of Łódź](#), Faculty of Electrical and Electronic Engineering, Department of Computer Science, Supervisor [Maciej Szmit](#), [zipped pdf](#), [pdf](#) - Chapter 3 Implementation of my own chess program, pp. 62
2. [^ Nesik chess engine](#)
3. [^ Szachowa Vistula - partie \(games\) 1997-2013](#)

[lodz07c.pgn](#)

- [Details](#)
- [Download](#)
- 47 KB

4. [^ "Some aspects of chess programming"](#) by [Grzegorz Sidorowicz](#), [Winboard Forum](#), October 02, 2004

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Page	Date Edited
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IOPCCC 2007	Nov 19, 2016
Marek Strejczek	Jan 24, 2014
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PCCC 2004	Jun 16, 2013
PCCC 2005	Jun 26, 2013
PCCC 2006	Mar 12, 2013
Technical University of Łódź	Apr 15, 2014

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