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Mahavira's Nirvana ^[6]

Nirvanachess, (Nirvana) an [UCI](#) compliant chess engine by [Thomas Kolarik](#), written in [C++](#), first released in April 2013 ^[1]. Nirvanachess applies a [principal variation search](#) with a four bucket [transposition table](#), [null move pruning](#), [late move reduction](#), and [futility pruning](#) and [razoring](#) with [CLOP](#) optimized margins inside an [iterative deepening framework](#) with [aspiration windows](#), [move ordering](#) improved by the [killer heuristics](#). Its [evaluation](#) uses [material](#) and [piece-squares tables](#), and further places emphasis on [mobility](#), [pawn structure](#) with focus on [passed pawns](#) and [pawn chains](#), and [king safety](#), considering [pawn storms](#), how many [squares around the king](#) are attacked by how many attackers, and the quality of the [pawn shelter](#) ^[2]. Nirvana **2.0**, released in December 2014, was a complete rewrite using [bitboards](#) instead of a [10x12 board](#) with an improved evaluation and a [parallel search](#) using the [lazy SMP](#) approach ^[3]. Nirvanachess **2.1** improved due to [singular extensions](#), [logistic regression tuning](#) aka [Texel's Tuning Method](#) of evaluation weights, as well as [SPSA](#) ^[4] ^[5] tuning for pruning margins.

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- [Nirvanachess 1.2 Release](#) by [Thomas Kolarik](#), [CCC](#), August 22, 2013
- [Nirvanachess 1.3 Release](#) by [Thomas Kolarik](#), [CCC](#), November 12, 2013

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- [Nirvanachess 1.4 Release](#) by [Thomas Kolarik](#), [CCC](#), January 09, 2014
- [Nirvanachess 1.5 Release](#) by [Thomas Kolarik](#), [CCC](#), March 05, 2014
- [Hyper Bullet Rating List](#) by [Thomas Kolarik](#), [CCC](#), March 08, 2014
- [Nirvanachess 1.6 Release](#) by [Thomas Kolarik](#), [CCC](#), April 18, 2014
- [Nirvanachess 1.7 Release](#) by [Thomas Kolarik](#), [CCC](#), July 03, 2014
- [Nirvanachess 1.8 Release](#) by [Thomas Kolarik](#), [CCC](#), August 27, 2014
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- [Nirvanachess 2.0 Release](#) by [Thomas Kolarik](#), [CCC](#), December 17, 2014

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- [Nirvanachess 2.1 Release](#) by [Thomas Kolarik](#), [CCC](#), May 05, 2015
- [Nirvanachess 2.2 Release](#) by [Thomas Kolarik](#), [CCC](#), October 15, 2015
- [Nirvanachess 2.3 Release](#) by [Thomas Kolarik](#), [CCC](#), July 31, 2016
- [Nirvanachess 2.4 Release](#) by [Thomas Kolarik](#), Nirvanachess , August 11, 2017 ^[7]

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Misc

- [nirvana - Wiktionary](#)
- [Nirvana \(disambiguation\) from Wikipedia](#)
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- [Nirvana - Smells Like Teen Spirit](#) (1991), [YouTube](#) Video

References

1. [^] [Nirvanachess 1.0 Release](#) by [Thomas Kolarik](#), [CCC](#), April 10, 2013
2. [^] [Nirvanachess](#)
3. [^] [Nirvanachess 2.0 Release](#) by [Thomas Kolarik](#), [CCC](#), December 17, 2014
4. [^] [Nirvanachess: Nirvanachess 2.1 Release](#), May 04, 2015
5. [^] [Nirvanachess 2.1 Release](#) by [Thomas Kolarik](#), [CCC](#), May 05, 2015
6. [^] [Mahavira's Nirvana](#) or [Moksha](#). Note the crescent shaped [Siddhashila](#) (a place where all [Siddhas](#) reside after Nirvana). Folio 53r from [Kalpa Sūtra](#) series, loose leaf manuscript, [Patan, Gujarat](#), ca. 1472, [Wikimedia Commons](#)
7. [^] [Nirvanachess 2.4 has been released](#) by [Graham Banks](#), [CCC](#), August 15, 2017

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