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Orion Nebula [2]

Orion,
an UCI compliant chess engine written by David Carteau, first released in May 2014. Orion is a bitboard engine and applies plain magic bitboards to determine sliding piece attacks. Search is PVS alpha-beta with transposition table, quiescence search, futility pruning, null move pruning and LMR inside an iterative deepening framework with aspiration windows. The rudimentary evaluation considers mobility and pawn structure with focus on passed pawns, and has some basic endgame knowledge [1].

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- Orion 0.2 64-bit Gauntlets for CCRL 40/40 by Graham Banks, CCC, June 30, 2014
- New Orion release : v0.3 ! by David Carteau, CCC, April 03, 2016
- New Orion release : v0.4 ! by David Carteau, CCC, October 15, 2017

External Links

Chess Engine

- Orion UCI chess engine
- Orion 0.2 64-bit in CCRL 40/40

Misc

- Orion (disambiguation) from Wikipedia
- Orion (mythology) from Wikipedia
- Orion (constellation) from Wikipedia
- Orion Nebula from Wikipedia
- Orion Arm from Wikipedia
- Orion (satellite) from Wikipedia
- Orion (spacecraft) from Wikipedia
- Raumpatrouille – Die phantastischen Abenteuer des Raumschiffes Orion - Wikipedia
- Metallica - Orion, Seoul Olympic Stadium, August 15, 2006, YouTube Video

References

1. ^ Orion UCI chess engine
2. ^ In one of the most detailed astronomical images ever produced, NASA/ESA's Hubble Space Telescope captured an unprecedented look at the Orion Nebula. This extensive study took 105 Hubble orbits to complete. All imaging instruments aboard the telescope were used simultaneously to study Orion. The Advanced Camera mosaic covers approximately the apparent angular size of the full moon, January 11, 2006 Orion Nebula from Wikipedia, HubbleSite - NewsCenter - Hubble Panoramic View of Orion Nebula Reveals Thousands of Stars (01/11/2006) - Introduction

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