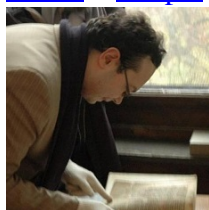


[Home](#) * [People](#) * **Pawel Koziol**



Pawel Koziol ^[3]

Pawel Koziol,

an amateur chess programmer from Poland. Author of [Hopeless](#) (open-source, written in [Delphi](#), characterized by very unbalanced playing style) and [CCCP](#) (free but closed source, derived from [TSCP](#), playing also [chess variant](#) called [knightmate](#)). Some time ago joined the team of organizers of this [wikispace](#). Has contributed mainly to the pages on [evaluation](#). Active as one of the developers of the [CPW-engine](#) and [Glass chess engine](#) ^[1], as well as his recent open source project [Rodent](#) ^[2].

Table of Contents

[Forum Posts](#)

[2007 ...](#)

[2010 ...](#)

[2015 ...](#)

[External Links](#)

[References](#)

[What links here?](#)

Forum Posts

2007 ...

- [is there a 10x8 equivalent of 0x88](#) by [Pawel Koziol](#), [CCC](#), October 26, 2007 » [0x88](#)
- [fractal null move](#) by [Pawel Koziol](#), [CCC](#), November 28, 2007 » [Null Move Pruning](#)
- [PVS and aspiration](#) by [Pawel Koziol](#), [CCC](#), May 31, 2008 » [PVS and Aspiration](#)

2010 ...

- [open source gift for Christmas](#) by [Pawel Koziol](#), [CCC](#), December 25, 2011
- [Rodent 0.12](#) by [Pawel Koziol](#), [CCC](#), February 29, 2012
- [Rodent 0.17 for New Year!](#) by [Pawel Koziol](#), [CCC](#), December 31, 2012
- [positional patterns for "human" engine](#) by [Pawel Koziol](#), [CCC](#), February 16, 2013 » [Evaluation Patterns](#)
- [Rodent turns 1.0 !](#) by [Pawel Koziol](#), [CCC](#), March 05, 2013
- [Rodent 1.1 released](#) by [Pawel Koziol](#), [CCC](#), September 30, 2013
- [Piece/square table challenge](#) by [Pawel Koziol](#), [CCC](#), January 09, 2014 » [Piece-Square Tables](#)
- [Rodent 1.3](#) by [Pawel Koziol](#), [CCC](#), January 21, 2014
- [fixing CPW-engine](#) by [Pawel Koziol](#), [CCC](#), December 30, 2014

2015 ...

- [pattern coding in bitboards](#) by [Pawel Koziol](#), [CCC](#), February 26, 2015 » [Defended Defenders](#), [Pawn chain](#)
- [Mini Rodent asks for code review](#) by [Pawel Koziol](#), [CCC](#), October 01, 2015
- [Mini Rodent 1.0](#) by [Pawel Koziol](#), [CCC](#), October 26, 2015
- [Rodent II is out](#) by [Pawel Koziol](#), [CCC](#), February 15, 2016
- [OpenTal - almost new engine](#) by [Pawel Koziol](#), [CCC](#), December 17, 2017

External Links

- [nescitus \(Pawel Koziol\) · GitHub](#)
- [Rodent Chess](#)

References

1. [^ Glass Homepage](#)
2. [^ Rodent Chess](#)
3. [^ nescitus \(Pawel Koziol\) · GitHub](#)

What links here?

Page	Date Edited
0x88	Nov 28, 2016
Brainless	Jun 24, 2017
Brainless (Forth)	Jun 24, 2017
CCCP	Jan 10, 2013
CCCP (US)	Dec 22, 2017
Chess System Tal	Jan 13, 2017
CPW-Engine	Dec 31, 2014
Defended Pawns (Bitboards)	Feb 27, 2015

Page	Date Edited
DGT Pi	Oct 22, 2017
Edmund Moshammer	Sep 23, 2017
Engines	Mar 10, 2018
Evaluation Patterns	Jun 24, 2013
Futility Pruning	Aug 30, 2017
Gavon	Apr 30, 2018
Glass	May 24, 2017
IGWT 2013	Jun 23, 2014
IGWT 2014	Feb 2, 2016
IOCSC 2010	Jul 13, 2013
Matthew Lai	Dec 6, 2017
Null Move Pruning	Dec 2, 2017
Open Source Engines	Jul 14, 2015
Pawel Koziol	Dec 17, 2017
Pawn chain	Jan 17, 2018
PCCC 2006	Mar 12, 2013
PCCC 2010	Aug 9, 2016
PCCC 2011	Mar 12, 2013
PCCC 2012	Mar 11, 2013
People	Feb 28, 2018
PicoChess	Mar 12, 2018
Piece-Square Tables	Mar 31, 2018
PVS and aspiration	Oct 8, 2014
Returning Bishop	Mar 16, 2013
Rodent	Jan 11, 2018
Space	Jan 18, 2018
Sungorus	Apr 11, 2014
Texel's Tuning Method	Dec 2, 2017
Toga Log	Apr 24, 2017

[Up one Level](#)