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Pawny,

an [UCI](#) compatible [open source chess engine](#) under the [GPL](#), written by [Mincho Georgiev](#) in [C](#). From Mincho's description, Pawny's board was [represented](#) as [16*16 array](#), filled with [piece codes](#). [Piece Lists](#) are represented as array of [linked lists](#). It searches by [PVS](#) with [aspiration](#), [IID](#), [adaptive null move pruning](#), and [futility](#) and [delta pruning](#) in [quiescence](#) using [SEE](#). It further applies [LMR](#), various [fractional extensions](#) and considers [killer-](#) and [history heuristics](#) to [order moves](#). [Evaluation](#) is based on [material](#), [piece-square tables](#), [pawn structure](#), [mobility](#) and [center control](#) in conjunction with [king safety](#). Pawny is able to probe 3-5 men [Gaviota Tablebases](#).

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Pawny 1.0

Pawny 1.0, released in May 2013, is an entirely rewritten engine applying [magic bitboards](#) ^[2].

Forum Posts

2009

- [New open source engine called "Pawny"](#) by [Graham Banks](#), [CCC](#), September 03, 2009
- [Pawny - new version \(0.11\)](#) by [Mincho Georgiev](#), [CCC](#), September 15, 2009

2010 ...

- [Pawny 0.15 is out](#) by [Mincho Georgiev](#), [CCC](#), January 01, 2010
- [Pawny 0.1.6](#) by [Mincho Georgiev](#), [CCC](#), February 13, 2010
- [Pawny - Updated](#) by [Mincho Georgiev](#), [CCC](#), March 02, 2010
- [Pawny 0.2](#) by [Mincho Georgiev](#), [CCC](#), July 01, 2010
- [Pawny 0.2.1](#) by [Mincho Georgiev](#), [CCC](#), February 01, 2011
- [Pawny updated](#) by [Mincho Georgiev](#), [CCC](#), November 24, 2011
- [New Pawny](#) by [Gabor Szots](#), [CCC](#), May 31, 2013

2015 ...

- [Pawny 1.1](#) by [Graham Banks](#), [CCC](#), June 14, 2015

External Links

- [Pawny's Homepage](#)
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References

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