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Phalanx formation ^[5]

Phalanx,

an [open source chess engine](#), originally released by a Czech student [Dušan Dobeš](#) under [GPL](#), also available as [Young Talent](#) by [ChessBase](#) running under the [Fritz6 GUI](#). In about 2000 the project has been abandoned ^[1], but it was resurrected in 2006 by [José de Paula Rodrigues](#) ^[2] ^[3]. In October 2014, after fourteen years and nine months, Phalanx XXIII was released by [Dušan Dobeš](#) ^[4].

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Description

Phalanx's board is [represented](#) by a [10x12 mailbox](#) with [piece-lists](#). The [search](#) uses [PVS](#) with [transposition table](#) inside an [iterative deepening](#) centiply framework for [fractional extensions](#) and [reductions](#) without [aspiration windows](#), performing state of the art [null move pruning](#), [late move reductions](#) and [futility pruning](#) near the tips. Phalanx pioneered in [tapered eval](#) and speculatively computes both [endgame](#) and [middlegame scores](#) to balance them by total [material](#). This prevents [evaluation discontinuity](#) when searching a position on the edge of middlegame and endgame. The [static evaluation](#) first extracts knowledge and prepares a [color flipped](#) board, and applies that knowledge in a second pass using the flipped board to do stuff for both sides with the same color independent code.

Quotes

by [Dušan Dobeš](#) from [rgcc](#), July 16, 1998 ^[6] :

Phalanx is my hobby project. It started in March 1997. It's developed under [Linux](#) and [GCC](#), I also prepared binary distribution for [Win32](#) with latter versions. Licensing policy is GPL (free and in sources). Interface is xboard/winboard/RoboFICS compatible. It plays on FICS as 'pikozrout', it's current blitz rating is 2380, standard 2210.

See also

- [Military](#)

Forum Posts

1997 ...

- [Phalanx III - chess playing program for Linux](#) by [Dušan Dobeš](#), [rgcc](#), July 08, 1997
- [Phalanx ?](#) by [Dušan Dobeš](#), [rgcc](#), July 16, 1998

2000 ...

- [Phalanx is dead?](#) by [Tord Romstad](#), [rgcc](#), March 27, 2002
- [Phalanx XXII - Reborn](#) by [José de Paula Rodrigues](#), [rgcc](#), January 19, 2006

2010 ...

- [Phalanx source code](#) by [Carlos Pesce](#), [CCC](#), February 09, 2012

- [New Phalanx code](#) by [Steven Atkinson](#), [CCC](#), April 26, 2014
- [Phalanx XXIII](#) by [Dušan Dobeš](#), [CCC](#), October 20, 2014
- [Phalanx XXIV](#) by [Dušan Dobeš](#), [CCC](#), December 24, 2014
- [Phalanx XXV](#) by [Dušan Dobeš](#), [CCC](#), May 01, 2016

External Links

Chess Engine

- [Phalanx Chess at SourceForge.net](#)
- [Phalanx Chess | Free software downloads at SourceForge.net](#)
- [Phalanx homepage | SourceForge.net](#)
- [Phalanx](#) in [CCRL 40/4](#)

Misc

- [phalanx - Wiktionary](#)
- [Phalanx disambiguation page from Wikipedia](#)
- [Phalanx formation from Wikipedia](#)
- [New Phalanx](#) Formation Live feat. [Epaminondas Ladas](#), [YouTube](#) Video

References

1. [^] [Phalanx is dead?](#) by [Tord Romstad](#), [rgcc](#), March 27, 2002
2. [^] [Phalanx XXII - Reborn](#) by [José de Paula Rodrigues](#), [rgcc](#), January 19, 2006
3. [^] [José de Paula](#) from [SourceForge.net](#)
4. [^] [Phalanx XXIII](#) by [Dušan Dobeš](#), [CCC](#), October 20, 2014
5. [^] An [EDSITEment-reconstructed](#) Greek phalanx based on sources from [The Perseus Project](#), [Phalanx formation from Wikipedia](#)
6. [^] [Phalanx ?](#) by [Dušan Dobeš](#), [rgcc](#), July 16, 1998

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