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Psycho,

a chess program by [Ian Kennedy](#), which played the [UPCCC 1993](#) ^[1] and [UPCCC 1994 Uniform-Platform Computer Chess Championship](#) organized by [Don Beal](#). An early prototype of Psycho applied [floating point](#) arithmetic, and as reported by Kennedy speed up by a factor of 10 after conversion to an integer [evaluation score](#) ^[2]. In 1997, Psycho applied a [parallel search](#) on an [Intel](#) dual [Pentium SMP](#) system running [Windows NT 4.0](#), splitting at the [root](#) ^[3].

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- [QMW computer chess](#) by [Don Beal](#), [rec.games.chess](#), August 19, 1993

- [Re: Which is better, IYHO](#) by [Ian Kennedy](#), [rgcc](#), August 20, 1995
- [Re: Playing for position \(mobility\)](#) by [Ian Kennedy](#), [rgcc](#), October 01, 1995 » [Mobility](#)
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References

1. [^](#) [Don Beal](#) (1993). *Report on the QMW 1993 Uniform-Platform Computer-Chess Championship*. [ICCA Journal](#), Vol. 16, No. 3
2. [^](#) [Re: Which is better, IYHO](#) by [Ian Kennedy](#), [rgcc](#), August 20, 1995
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