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[Home](#) \* **Recommended Reading**

Recommended readings and viewings about computer [chess programming](#).

## Online Resources

- [A Beginner's Guide to Chess Programming](#) by [Adam Oellermann](#)
- [Adam's Computer Chess Pages](#) by [Adam Hair](#)
- [Arasan Programmer's Guide](#) by [Jon Dart](#) » [Arasan](#) <sup>[1]</sup>
- [ChessBin.com](#) by [Adam Berent](#)
- [Chess Programming](#) by [Russell Newman](#) and [Chris Moreton](#) » [Rival](#)
- [Chess Programming Part I: Getting Started](#) by [François-Dominic Laramée](#), [gamedev.net](#), May 2000
- [Chess Programming - Home](#) by [Thomas Petzke](#)
- [Computer Chess](#) from the [Parallel Computing Works](#) ebook
- [Computer Chess](#) by [Harm Geert Muller](#)
- [Computer Chess News](#) by [Alexander Schmidt](#)
- [Computer Chess Programming](#) by [Steve Maughan](#)
- [Computer Chess Programming Theory](#) by [Colin Frayn](#)
- [Computer Chess Sites](#) by [Paul Verhelst](#)
- [Computer-Chess Wiki](#) by [Ron Murawski](#)
- [G13GAM -- Game Theory -- computer chess notes](#) by [Andy Walker](#)
- [Games Playing with Computers](#) by [Alex Bell](#), hosted by [Rutherford Appleton Laboratory \(RAL\)](#)

- [mACE Chess](#) by [Thomas Petzke](#) [iCE](#), [mACE](#)
- [Mediocre Chess](#) by [Jonatan Pettersson](#) » [Mediocre](#)
- [Online technical papers](#) by [Robert Hyatt](#)
- [Programmer Corner](#) by [Ed Schroder](#) (old) » [Rebel](#) <sup>[2]</sup>
- [Programmer corner](#) by [Ed Schroder](#)
- [Programming Topics](#) by [Bruce Moreland](#)
- [Strategy Game Programming](#) by [Martin Fierz](#)
- [Winglet. Writing a Chess Program in 99 Steps](#) by [Stef Luijten](#), [Wayback Machine](#) » [Winglet](#)

## Viewings

- [Chess Engine In C](#) - [YouTube](#) Videos by [BlueFeverSoft](#) » [Vice](#), [C](#)
- [Programming A Javascript Chess Engine](#) - [YouTube](#) Videos by [BlueFeverSoft](#) » [JavaScript](#)
- [Simple Chess Engine in Java](#) - Video Series by [Jonathan Warkentin](#) ([Java](#))
- [Advanced Chess Engine in Java](#) - Video Series by [Jonathan Warkentin](#) ([Java](#))

## Papers

- [Tony Marsland](#) (1992). *Computer Chess and Search*. Encyclopedia of Artificial Intelligence (2nd ed.) (ed. S.C. Shapiro) pp. 224-241. John Wiley & Sons, Inc., New York, NY. ISBN 0-471-50305-3. [pdf](#) <sup>[3]</sup> <sup>[4]</sup>
- [Marek Strejczek](#) (2004). *Some aspects of chess programming*. [Technical University of Łódź](#), Faculty of Electrical and Electronic Engineering, Department of Computer Science, Supervisor [Maciej Szmit](#), [zipped pdf](#), [pdf](#)

## Booklists

- [Booklist](#) by [Tom Likens](#)
- [Chess Psychology Booklist](#)
- [Computer Chess Books](#) by [Louis Kessler](#)
- [Computer Chess books reviews](#) by [Valentin Albillo](#) <sup>[5]</sup>

## Books

- All the Right Moves, A VLSI Architecture for Chess. [Carl Ebeling](#). MIT Press. 1986. 145 pages.
- Beautiful Mates: Applying Principles of beauty to Computer Chess Heuristics. Ben P. Walls. Dissertation.com. 1997. 115 pages.
- Behind Deep Blue. [Feng-Hsiung Hsu](#). Princeton University Press. 2002. 300 pages.
- Chess and Computers. [David Levy](#). Computer Science Press. 1976. 145 pages.
- Chess and Machine Intuition. [George Atkinson](#). Intellect. 1998. 175 pages. [Google books](#)
- [Chess Skill in Man and Machine](#). Edited by [Peter W. Frey](#). Springer-Verlag. 1977. 217 pages.
- Computer Chess. [Monroe Newborn](#). ACM Monograph Series. 1975. 200 pages.
- [Computers, Chess, and Cognition](#). Edited by [Tony Marsland](#) and [Jonathan Schaeffer](#). Springer-

Verlag. 1990. 323 pages.

- [Computers, Chess and Long Range Planning](#). [Mikhail Botvinnik](#). The English Universities Press. 1970. 89 pages.
- [Computer Chess Compendium](#) by [David Levy](#)
- How Computers Play Chess by [David Levy](#) and [Monty Newborn](#). Computer Science Press. 1990. 246 pages.
- [Memory versus Search in Games](#), [Dennis Breuker's](#) Ph.D thesis
- New Architectures in Computer Chess, [Fritz Reul's](#) Ph.D. Thesis, June 2009, [pdf](#)
- [Scalable Search in Computer Chess](#), [Ernst A. Heinz](#). 1999. 268 pages
- The Machine Plays Chess? [Alex G. Bell](#). Pergamon Press. 1978. 114 pages.
- The Chess Computer Handbook. [David Levy](#). Batsford. 1984. 128 pages.

## See also

- [Papers](#) lists all CPW pages referring papers and publications
- [ICGA Journal](#)
- [Periodical](#)
- [Videos](#)

## Postings

- [Excellent Computer-Chess Overview Paper Found!](#) by [Ernst A. Heinz](#), [rgcc](#), March 6, 1997
- [Computer Chess Books](#) by [Brian McKinley](#), [CCC](#), August 07, 1998

## References

1. [^](#) [Arasan Programmer's Guide](#) by [Jon Dart](#), [CCC](#), June 21, 2017
2. [^](#) How Rebel Plays Chess as [pdf reprint](#)
3. [^](#) [Excellent Computer-Chess Overview Paper Found!](#) by [Ernst A. Heinz](#), [rgcc](#), March 6, 1997
4. [^](#) [Great article for people who wants to write a chess engine](#) by [Miguel A. Ballicora](#), [CCC](#), April 03, 2002
5. [^](#) [Welcome to the WWW Chess page of Valentin Albillo](#)

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