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Shatranj,

a [bitboard-based](#), chess programming [open source toolkit](#) written by [Sam Tannous](#) in [Python](#), which includes a simple chess engine which applies [alpha-beta](#) search and [iterative deepening](#), able to communicate with a [GUI](#) via the [Chess Engine Communication Protocol](#). The goal of the project is to aid in implementing a [Shannon Type B](#) chess programs, where execution speed becomes less important then code clarity and expressive power of the implementation language ^[1].

See also

- [python-chess](#)
- [Shatranj](#) (Chess Variant)

Selected Publications

- [Sam Tannous](#) (2007). [Avoiding Rotated Bitboards with Direct Lookup](#). [ICGA Journal](#), Vol. 30, No. 2, [pdf](#) » [Hashing Dictionaries](#)

External Links

- [Shatranj: Computer Chess Toolkit](#)
- [shatranj.py](#) by [Sam Tannous](#)
- [stannous/shatranj](#) · [GitHub](#)

References

1. [^ shatranj/README.md at master · stannous/shatranj · GitHub](#)

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