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Woodpusher mascot

Woodpusher,

a chess program developed in 1989 by [John Hamlen](#) as part of a university project looking into [null-move](#) search techniques.

Woodpusher played various [World Computer-](#), [World Microcomputer Chess Championships](#) and [Computer Olympiads](#). *Woodpusher 1997* played the [WCCC 2004](#) in [Ramat-Gan](#) and the [WCCC 2011](#) in [Tilburg](#) as an experiment to play with a seven respectively fourteen years old program.

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Description

Description given in 1995 from the [ICGA](#) tournament site ^[1]:

Woodpusher is a small chess program (iterative deepening [alpha-beta search](#) with [PVS](#) and [aspiration window](#) enhancements. The first version

of Woodpusher was born in 1989 as part of a university project looking into [null-move](#) search techniques. True to it's origins, this new version of the program still uses the null-move throughout the search to recognize threats and to [forward prune](#) branches of the [search tree](#). A [database of attacks](#) from and to all the squares on the board is maintained by using [CHESS 4.5's bit-board](#) implementation. These data structures are used for both [generating moves](#) and making positional [evaluations](#). Woodpusher's position evaluation is maintained almost entirely [incrementally](#) while [making](#) and [un-making](#) moves during the search, with very little work done at the [terminal nodes](#). The evaluation is therefore necessarily simple, but does include true measures of [mobility](#) rather than relying on [piece-square evaluations](#).

Photos



[WCCC 2011](#), [Woodpusher 1997](#) by [John Hamlen](#) vs. [Pandix](#) by [Gyula Horváth](#) (left) ^[2]

Namesakes

- [WoodPusher](#) a chess application written in [C#](#) by [Jamin P. Gray](#)

See also

- [Knowledge | Search versus Evaluation](#)
- [Null Move Pruning](#)
- [Woodpecker](#)

Publications

- [John Hamlen](#) (2004). *Seven Year Itch*. [ICGA Journal](#), Vol. 27, No. 4, pp. 255-258. ^[3] » [WCCC 2004](#)
- [John Hamlen](#) (2012). *Game Over for the Woodpusher Experiment: 7+7=0*. [ICGA Journal](#), Vol. 35, No. 1 » [WCCC 2011](#)

Forum Posts

- [I think that woodpusher is the surprise of the tournament](#) by [Uri Blass](#), [CCC](#), July 13, 2004 » [WCCC 2004](#)
- [Re: Search or Evaluation?](#) by [Mark Uniacke](#), [Hiarcs Forum](#), October 14, 2007 » [Search versus Evaluation](#), [1st Computer Olympiad](#)

External Links

- [Woodpusher's ICGA Tournaments](#)
- [Definition of Woodpusher at Dictionary.com](#)

References

1. [^] [Woodpusher's ICGA Tournaments](#)
2. [^] Photos by [Gerd Isenberg](#)
3. [^] [Seven Year Itch \(disambiguation\) from Wikipedia](#)

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