

Table of Contents

[Features](#)

[Board Representation](#)

[Search](#)

[Evaluation](#)

[See also](#)

[Forum Posts](#)

[2005 ...](#)

[2008 ...](#)

[2010 ...](#)

[External Links](#)

[References](#)

[What links here?](#)

[Home](#) * [Engines](#) * **Xpdnt**

Xpdnt,

an [open source chess engine](#) by [David B. Weller](#), written in [C](#) and compliant to the [Chess Engine Communication Protocol](#). Already announced in 2005, Xpdnt was first released in April 2006 ^[1], the so far latest update appeared in October 2009 ^[2].

Features

^[3]

[Board Representation](#)

- [16x16 Vector Attacks](#)

- [Piece-Lists](#)

[Search](#)

- [Iterative Deepening](#)
- [Aspiration Windows](#)
- [Principal Variation Search](#)
- [Transposition Table](#)
- [Selectivity](#)
 - [Quiescence Search](#)
 - [Delta Pruning](#)
 - [Futility Pruning](#)
 - [Mate Distance Pruning](#)
 - [Null Move Pruning](#)
 - [Razoring](#)
 - [Check Extensions](#)
 - [One Reply Extensions](#)
 - [Mate Threat Extensions](#)
 - [Pawn to 7th Rank Extensions](#)
- [Move Ordering](#)
 - [Killer Heuristic](#)
 - [History Heuristic](#)
 - [Internal Iterative Deepening](#)
 - [Static Exchange Evaluation](#)

[Evaluation](#)

- [Material](#)
- [Trapped Pieces](#)
- [Outposts](#)
- [Mobility](#)
- [Piece-Square Tables](#)
- [Pawn Structure](#)
 - [Passed Pawns](#)
 - [Weak Pawns](#)
- [King Safety](#)
 - [Pawn Shield](#)
 - [Pawn Storm](#)
 - [Tropism](#)
 - [Square Control](#)
 - [Rook](#) or [Queen](#) on [open files](#) near the [King](#)
 - [Scaling by Material](#)
- [King Centralization](#) in the [Endgame](#)

See also

- [GES](#)

Forum Posts

2005 ...

- [NPS](#) by [David B. Weller](#), [Winboard Forum](#), August 27, 2005
- [Beta Testers needed](#) by [David B. Weller](#), [Winboard Forum](#), April 16, 2006
- [New version of Xpdnt](#) by [David B. Weller](#), [Winboard Forum](#), June 02, 2006
- [XPDNT 061120 released](#) by [David B. Weller](#), [Winboard Forum](#), November 20, 2006
- [xpdnt_071017 released](#) by [David B. Weller](#), [CCC](#), October 17, 2007
- [Xpdnt 071115 win32 Intel compiler 10 p.g.o available](#) by [Jim Ablett](#), [CCC](#), November 15, 2007

2008 ...

- [Xpdnt 080209](#) by [David B. Weller](#), [CCC](#), February 10, 2008
- [Xpdnt 080209](#) by [David B. Weller - Win32 JA build](#) by [Jim Ablett](#), [Winboard Forum](#), February 10, 2008
- [Xpdnt_080716](#) by [David B. Weller](#), [CCC](#), July 16, 2008
- [Xpdnt 080904](#) by [David B. Weller](#), [CCC](#), September 10, 2008
- [Xpdnt 080927](#) by [David B. Weller](#), [CCC](#), October 09, 2008
- [xpdnt 090704 released](#) by [David B. Weller](#), [CCC](#), July 10, 2009
- [Xpdnt_091007 Released](#) by [David B. Weller](#), [Winboard Forum](#), October 14, 2009

2010 ...

- [Xpdnt 091007 - CCRL 40/4 Result](#) by [Adam Hair](#), [CCC](#), August 22, 2010

External Links

- [Xpdnt: Free chess engine](#)
- [Xpdnt 091007](#) in [CCRL 40/4](#)
- [Index of /chess/engines/Jim Ablett/XPDNT](#) compiled by [Jim Ablett](#), hosted by [Kirill Kryukov](#)
- [Index of /chess/JA-Bundle-Final/XPDNT](#)

References

1. [Beta Testers needed](#) by [David B. Weller](#), [Winboard Forum](#), April 16, 2006
2. [The Gaviota Saga](#) by [Graham Banks](#), [CCC](#), November 09, 2009
3. [based on the sources Xpdnt: Free chess engine](#)

What links here?

Page	Date Edited
David B. Weller	Sep 13, 2015
Engines	Mar 10, 2018
GES	Sep 13, 2015
Nodes per second	Feb 28, 2018
Xpdnt	Sep 13, 2015

[Up one Level](#)