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Zochova,

an [open source chess engine](#) under the [GNU General Public License](#) written by [Gabor Buella](#) in [C++](#), compliant with the [Chess Engine Communication Protocol](#). Zochova is a [bitboard](#) engine, and requires some [Boost libraries](#), such as Boost.Signals ^[1], an implementation of managed [Signals and slots](#) for [Observer pattern](#), and uses the [Pro Deo](#) open source code [opening book](#) by [Ed Schröder](#) ^[2] ^[3]. [Sliding Piece Attacks](#) are calculated with some [bit-twiddling](#) and loops on the fly ^[4]. Its [search](#) is basically [PVS](#) with [verified nullmove pruning](#), and [late move reductions](#).

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- [Geography](#)

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- [Zochova chess engine](#) by [Norbert Raimund Leisner](#), [CCC](#), October 06, 2009
- [Please, Cluster Toga && Zochova](#) by [Arturo Ochoa](#), [CCC](#), November 28, 2012 » [Cluster Toga](#)

External Links

Chess Engine

- [Zochova - Revision 2](#)

- [Zochova](#) compiled by [Jim Ablett](#), hosted by [Kirill Kryukov](#)

Misc

- [Zochova \(Bratislava\) from Wikipedia](#)

References

1. ^ [Chapter 24. Boost.Signals - 1.52.0](#)
2. ^ [Zochova/RebelBook.cpp](#)
3. ^ [Source code Pro Deo Book](#)
4. ^ [Zochova/bitboardmoves.cpp](#)

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