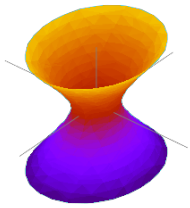


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[Anti-de Sitter space](#) ^[3]

Space,

a loosely defined evaluation feature related to [square control](#), in particular [center control](#) considered by [piece placement](#) dependent on [pawn structure](#). A player controlling more squares than the other is said to have a spatial advantage ^[1]. [Tarrasch's](#) concept of force, space and time ^[2] and their equivalence (to some extent) is considered by [material](#) (force), piece placement and center control (space) and roughly by [mobility](#) (space and time).

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Implementations

Some programs have explicit evaluation terms concerning space. For instance, [Stockfish](#) defines a space area bonus by the number of safe squares for minor pieces on the central four files on ranks 2 to 4,

counting twice if on a [rearspan](#) of an own pawn. The space area bonus is multiplied by a weight, determined by the number of own pieces minus number of open files ^[4]. [Toga II](#) 3.0 gives a non-linear bonus for pieces on the opponent half of the board - the more the better ^[5]. [Senpai 2.0](#) considers space by the "glorified" [pawn chain piece-square tables](#) ^[6].

See also

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- [Pawn chain](#)
- [Piece-Square Tables](#)
- [Search Space](#)
- [Space-Time Tradeoff](#)
- [Square Control](#)
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Blog & Forum Posts

- [Space and the Attack](#) by [Bryan Smith](#), [Chess.com](#), December 08, 2011,
- [Space](#) by [James Stripes](#), [ChessSkill Blog](#), June 22, 2013
- [Calculating space](#) by [Shawn Chidester](#), [CCC](#), August 07, 2016
- [Re: Calculating space](#) by [Pawel Koziol](#), [CCC](#), August 08, 2016

External Links

Space in Chess

- [Chess strategy - Space | Wikipedia](#)
- [Glossary of chess - Space | Wikipedia](#)

Chess in Space

- [Chess in Space - NASA 1970 First Chess Experiments](#) from [Carolus Chess](#) » [Daly CP](#)
- [Chess in Space: Houston, we have a checkmate](#), [ChessBase News](#), August 29, 2008
- [NASA - First Earth vs. Space Chess Match Ends – Earth Wins](#) by [Greg Chamitoff](#), December 16, 2009

Space elsewhere

- [space - Wiktionary](#)
- [Space from Wikipedia](#)
- [Space \(disambiguation\) from Wikipedia](#)
- [Space \(mathematics\) from Wikipedia](#)
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- [State space from Wikipedia](#)

References

1. [^] [Glossary of chess - Space](#)
2. [^] [Siegbert Tarrasch \(1931\). Das Schachspiel.](#) Die Eröffnung I. Allgemeiner Teil Die Kräfte, Der Raum, Die Zeit (German)
3. [^] Image of (1 + 1)-dimensional [anti-de Sitter space](#) embedded in flat (1 + 2)-dimensional space. The t1- and t2-axes lie in the plane of [rotational symmetry](#), and the x1-axis is [normal](#) to that plane. The embedded surface contains closed timelike curves circling the x1 axis, though these can be eliminated by "unrolling" the embedding (more precisely, by taking the [universal cover](#)) - Description from [Anti-de Sitter space from Wikipedia](#) - [Image "Hyperboloid of one Sheet" by Krishnavedala](#), May 23, 2011, [CC BY-SA 3.0](#), [Wikimedia Commons](#)
4. [^] [Stockfish Evaluation Guide](#) Space area, Space
5. [^] [Re: Calculating space](#) by [Pawel Koziol](#), [CCC](#), August 08, 2016
6. [^] [Senpai – Chess Programming](#)

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