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Algorithms for a minimal chess player: A *blitz* player

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The *blitz* player plays at a rate of under 1 sec/move on most machines. This paper describes a basic chess environment representation along with corresponding Lasker regions and over 14 algorithms or chess predicates and functions. Those predicates and functions are used as a "chess language" to create the *blitz* player. Standard look-ahead procedure is not used in the *blitz* mode although specialized tree searches are used to look for specific features. The well-known alpha beta algorithm is used for one specific search and in this mode alpha-beta procedure precisely simulates human thought processes. In addition a tree searching language (TSL) is used to construct a MATER tree to attempt to discover mating combinations by a series of checks and mate threats.



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