

Re: Chess boards & connections.

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Source: <http://sci.tech-archive.net/Archive/sci.math/2006-04/msg04053.html>

- *From:* mstemper@xxxxxxxxxxxxxxxxxx (Michael Stemper)
 - *Date:* Fri, 21 Apr 2006 12:49:51 -0500
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In article <44481995\$0\$84074\$892e7fe2@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>, Toshi ikutsu? writes:

<dynamics@xxxxxxxxxxxx> wrote in message
news:1145569228.272184.92380@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Michael Stemper wrote:

In article
<114555339.841442.203250@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>,
dynamics writes:

Trying to calculate if I can write a Chess AI.

I need to define all possible boards.

I have a total of 64 different pieces, 16 for
Black
and 16 for White to start, and since each
pawn
can be promoted, to either a Queen or
Knight, a

They can't be promoted to a bishop or a rook?

LOL, then you'll totally fuck my math, actually
I have a patch, but you're right ;-).

what about "in passing" for pawns?
and castling?

I don't see how either of those would affect the total number of board
positions, which is what the OP was after. All that they'd affect would
be the set of allowed transitions in the state diagram.

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Michael F. Stemper
#include <Standard_Disclaimer>
Visualize whirled peas!