

Version 4.0

Improvements were mostly driven by the length record problems and attempts to improve in that domain. The attained improvements are very substantial, but still, testing these problems fully is far away. But at least with computation power somewhere in Google territory (roughly 1 million times more than I've got), I think it is likely that testing these problem would now be possible.

Strategy seeking

- Major improvements for the length record cases, which also help for SPGs with a lot of visible promoted pieces.
- Memory consumption improvements.

Strategy analysis

- Improved collision analysis for switchbacking knights.
- Improved collision analysis for the case when 2 pawns promote on the same square.
- Improved collision analysis in the presence of captures.
- Added speculative strategy splitting.

Strategy playing

- The elephant in the room: Playing single strategies in parallel. This helps in a lot of cases. New position cache which can be accessed in parallel.
- Partial solving: Added user strategy conditions with which the user can limit the strategies that Stelvio plays.

Parameters

- `speculativeSplitterMode`. Defines how, if at all, this new analysis logic should be used. See documentation for details.
- `numSlavePlayersPerStrategy`. Used for playing single strategies in parallel. Defines the number of threads that play in parallel.
- `slavePlayerHalfMoveSyncDepth` Used for playing single strategies in parallel. Defines the solving depth in half moves, where synchronization takes place.

Internals

- Rare case bugs fixed.