

Here, we describe the features of our GO AI program, “BaduGI”.

We developed BADUKi following the two Nature papers of AlphaGo and AlphaGo Zero. In its early stage of development, self-play games using ELFGo and match games between ELFGo and BaduGI were used for training. In the later stage, self-play games and match games of BaduGI were used for training. In addition, we modified the MCTS in such a way that the final move is selected reflecting both the visit count and the win percentage. When training and optimizing the Go-playing engine/network, we used the global optimization method called conformational space annealing.