

GOLAXY's Appeal summary

The program GOLAXY is developed based on AlphaGo, AlphaGo Zero and AlphaZero's paper. We have made many improvements in feature design, self-play and MCTS method. We also used multi-task learning and transfer learning to measure the stone difference, support all board sizes and all komi settings. Some third-party libraries are used for training neural network. And all the codes related to Go is original.

GOLAXY used human games for training at the beginning and then produced self-play games for further improvement. No games of open source AI like LeelaZero, ELFOpenGo have ever been used.