

Appeal Summary

1. Decision Making Algorithm

Originally we developed MCTS with parameters from AlphaGo Zero's paper. Then we found LeelaZero's Lower Confidence Bound search and First Play Urgency maybe more strong in MCTS, so we adopted these two strategies.

Also we've read MuZero's paper, and we decided to try the new method. So we modified our DM algorithm to MuZero's algorithm.

2. Neural Network

Same as MuZero's NN architecture.

3. Training Method

Because the limited time from the publish of MuZero's paper towards the tournament, we used old policy&value network to offer prediction of positions, and based on that prediction, we generate new Kifu to train MuZero model.

4. Third-Party Libraries

Just Pachi by Pesky, to offer basic board function.

5. Future Work

We are going to start from zero to train another pure MuZero to figure out what kind of new Weiqi could MuZero play when it's strong enough.