

Here, we describe the features of our GO AI program, “BaduGI2”.

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. To obtain a network suitable for territorial counting with the komi value of 6.5, we wrote a heuristic program that can utilize already-finished-self-play games performed under the Chinese area scoring with 7.5 komi.