GO INTELLECT WINS 9X9 GO

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The 9x9 Go tournament of the 9th Computer Olympiad gathered 9 participants (see table 1). Atarist was a new program written by Johan de Koning, also author of the Amazons program 8QP. DumbGo was another new program written by John Hamlen, author of the Chess program Woodpusher, by using a pure Monte Carlo method. This was exciting to observe what programmers of other games than go could do in this competition. GoKing was also a new program from Taiwan. Neurogo, Go Intellect, Magog and Indigo already participated last year, and they aimed at improving their last year ranking, partly because Aya, the last year champion, was not attending this year. However, due to the participation of two other strong programs, GnuGo and Many Faces of Go, this improvement would not be easy. The tournament used the round-robin format and the Chinese Go rules. Each program played twice against all other programs, once with Black, once with White. The time limit was 30 minutes for each program per game. The value of the komi was 6.5 points. Table 2 yields the results of the games, and the final standings are provided by table 3.

Program	Author	Country
Atarist	J. de Koning	The Netherlands
DumbGo	J. Hamlen	United Kingdom
Go Intellect	K. Chen	USA
GoKing	J-C. Yan	Taiwan
GnuGo	Free Software F.	World wide
Indigo	B. Bouzy	France
Magog	E. van der Werf	The Netherlands
MFGO	D. Fotland	USA
Neurogo	M. Enzenberger	Germany

Table 1: Participants

		White								
	Program	Ata	Dum	GNU	Int	King	Ind	Mag	MFG	Neu
Black	Atarist	X	1	0	1	1	1	1	0	0
	DumbGo	0	X	0	0	0	0	1	0	0
	GnuGo	1	0	X	0	1	1	0	1	1
	Go Intell.	1	1	1	X	1	0	1	1	0
	GoKing	0	0	0	0	X	0	0	0	0
	Indigo	1	0	0	1	1	X	0	1	1
	Magog	1	1	0	0	1	0	X	1	1
	MFGo	1	1	1	0	1	1	0	X	1
	Neurogo	1	1	0	1	0	1	0	1	X

Table 2: Results of the games. 1 means a win for Black, and 0 a win for White.

Rank	Program	Wins
1.	Go Intellect	11
2.	GnuGo	11
3.	Magog	10
4.	Indigo	9
4.	MFGO	9
4.	Neurogo	9
7.	Atarist	7
8.	DumbGo	4
9.	GoKing	2

Table 3: Final standings.

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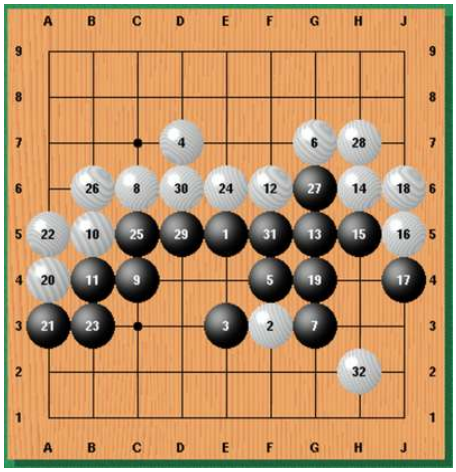
After a two game playoff in which Go Intellect won both games against GNU Go, Go Intellect was ranked first. Table 4 shows the two games of this playoff.



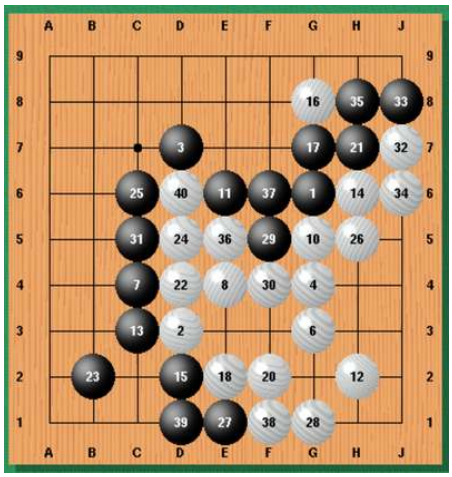


Table 4: the two games of the playoff for first place between GNU Go and Go Intellect. On the left, Black (GNU Go) lost by 3.5 points. On the right, Black (Go Intellect) won by 14.5 points.

The tournament was very exciting and the issue has been undecided for a long time. No program was clearly stronger than the other ones. Some games were close (Indigo won one game against Many Faces of Go with 0.5 point), and other ones were decided by the last blunder. For instance, we can easily mention 3 fatal blunders of our program Indigo: not saving three stones against NeuroGo, not saving a group against DumbGo, not winning an almost won game against Magog. Of course, the other opponents made mistakes too, and there is no place for regret. Finally, the congratulations went to Go Intellect and its author Ken Chen who received the gold medal. GNU Go by the Free Software Foundation is second, and obtained the silver medal, while Magog by Erik van der Werf got the bronze medal. For game records, the readers are invited to visit the website at www.cs.unimaas.nl/Olympiad2004/.