An Application of Artificial General Intelligence in Board Games

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Go

- 19x19 Board Game (13x13 and 9x9 variants exist)
- Place pieces (black or white) on empty intersects of the board grid until filled
- Surrounding opponent’s pieces captures the pieces within the territory
- Final game score for each player is calculated based on the total of empty spaces within a player’s territory plus the number of pieces that player has captured
Research - Monte-Carlo Tree Search (MCTS)

Pachi (2011) - MCTS with Rule-based Adaptive Policy Playouts

- MCTS with simulation-limited depth
- Common, high-level play patterns in local board analysis to calculate priority of playouts
Implementation - MCTS

Development Work

- Implemented in Python 2.7
- MCTS with Adaptive Policy Playout
- Go-Text Protocol (GTP)
  - Text-based interface: command (genmove w) and response (= C5)
  - Allows for dependency inversion against other go engines
Elo Rating

- Arpad Elo, inventor
- A fair approximation of the outcome of a match between opponents
- Pachi Go-Engine pleads research comparisons via Elo, not win percentage
- Formula: \[ P(\text{A wins}) = \frac{1}{1 + 10^{(\text{RatingB} - \text{RatingA})/400}} \]
Evaluating Research Implementation vs Pachi

- GoGui-TwoGTP
- Research (Black:X) vs Pachi (White:O)
- Games Played: 25
- Research Win/Loss: 1-24
1400-1648

Estimated Elo Rating of research implementation based playing against Pachi
Research: Reinforcement Learning

AlphaGo (2016) by DeepMind
- **Supervised Learning** via replaying high ranked games provided by KGS

AlphaGo: Zero (2017) by DeepMind
- **Unsupervised Learning** via self-play
- minigo: a community implementation of the AlphaGo: Zero paper

Evaluating minigo vs Pachi

- Minigo (Black:X) vs Pachi (White:O)
- Games Played: 25
- Research Win/Loss: 7-18
1750-2035

Estimated ELO Rank of minigo based on games played against Pachi
Future Work

- Focus on implementing reinforcement learning like AlphaGo:Zero’s learning
- Steps so far:
  - GTP to Pachi interface
  - MCTS with Adaptive Policy Playout
  - Deployed ‘minigo’ program
  - Integrated system with Google Tensorflow GPU 1.13
- Ongoing Work:
  - Tensorflow-based reinforcement learning with GPU processing
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