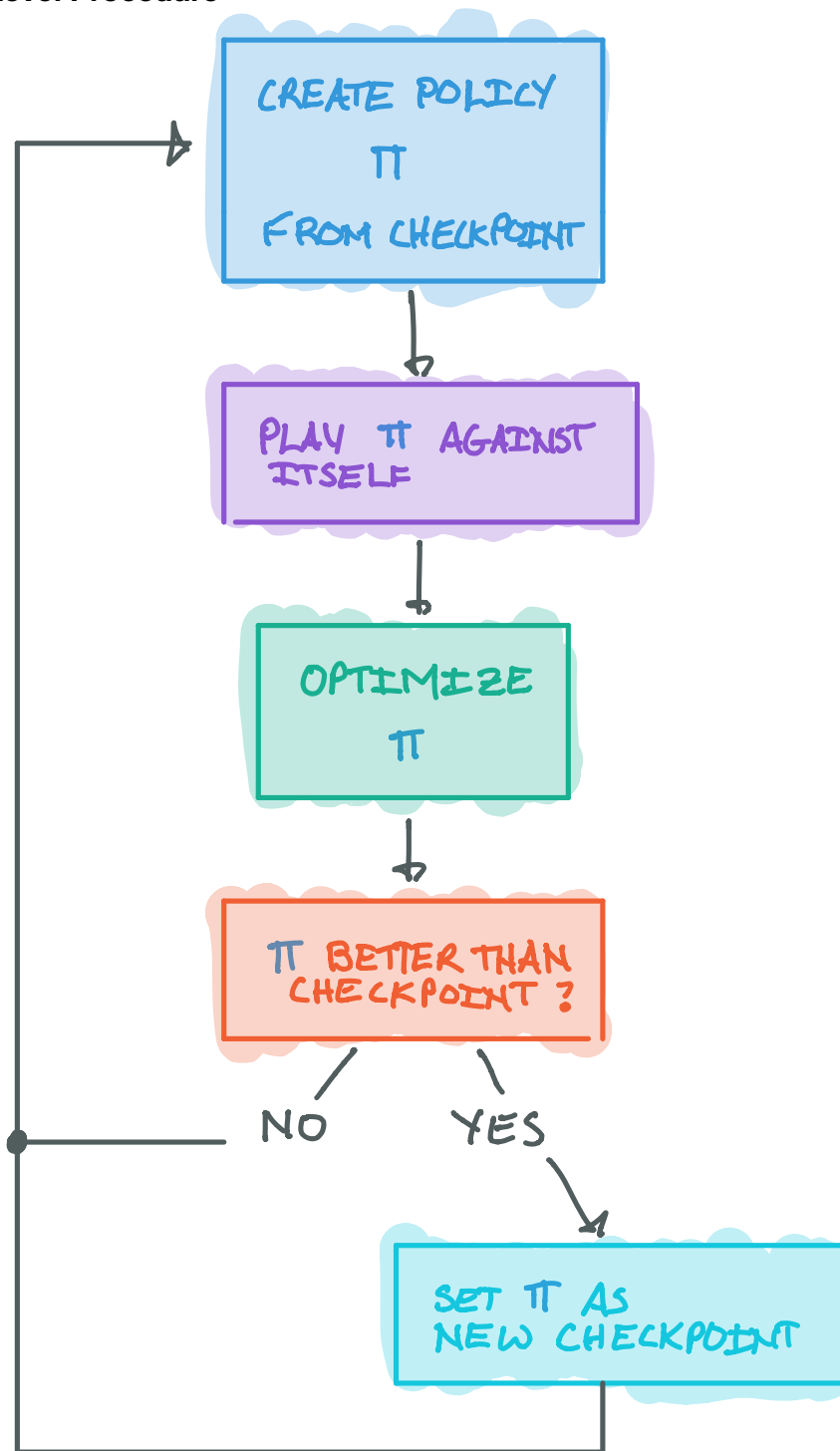
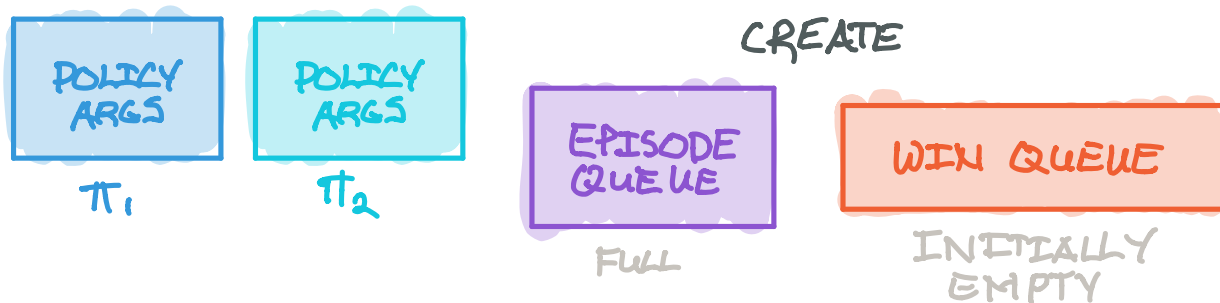


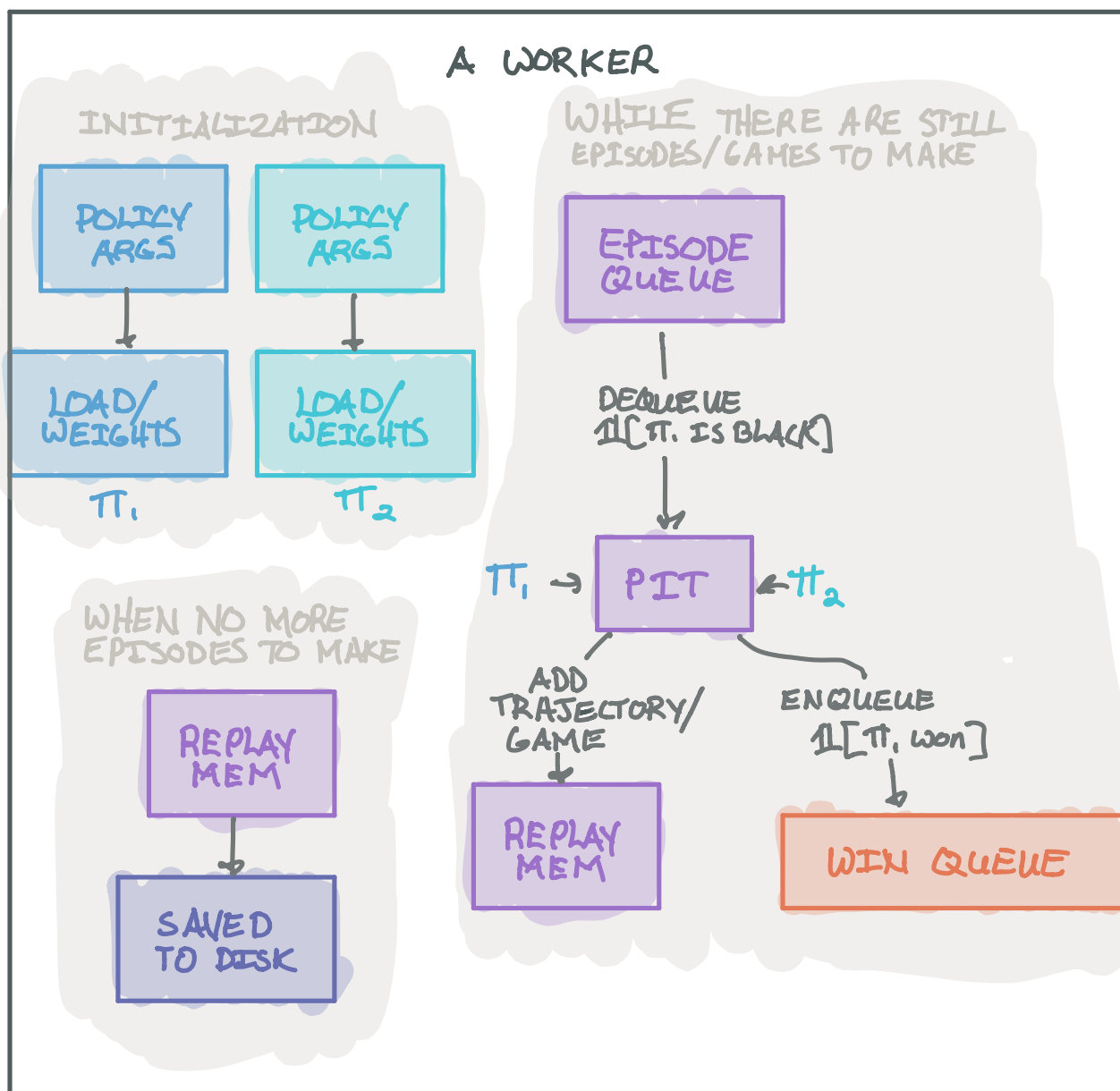
GoAI - High Level Procedure



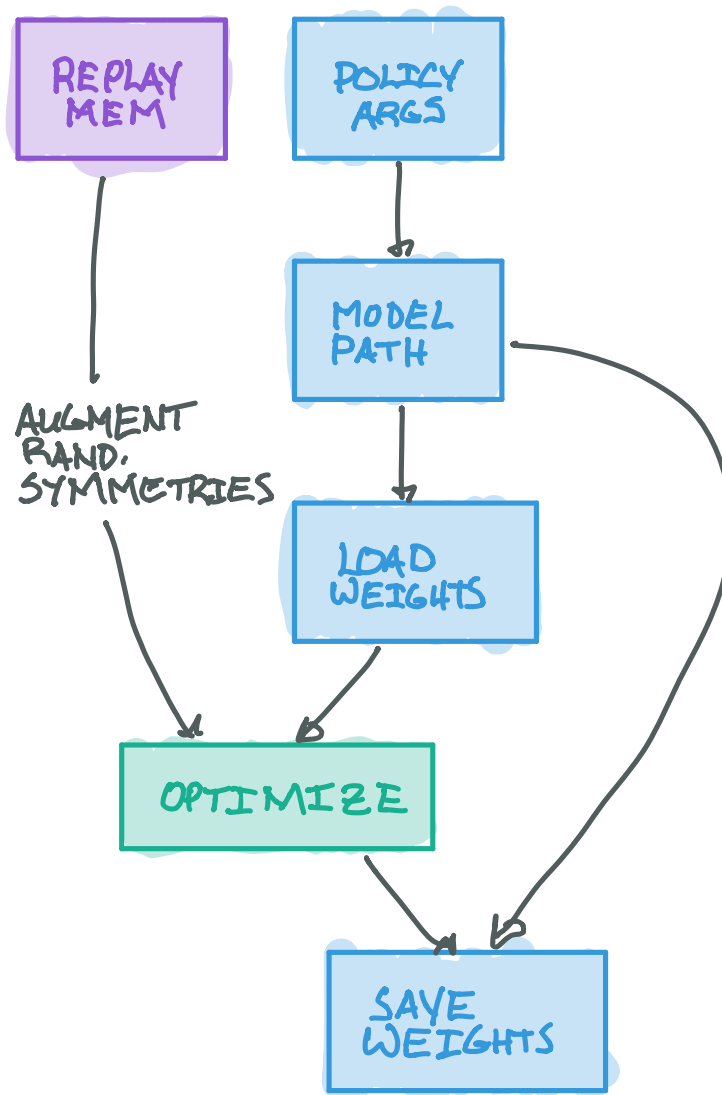
Go-AI - Data Generation



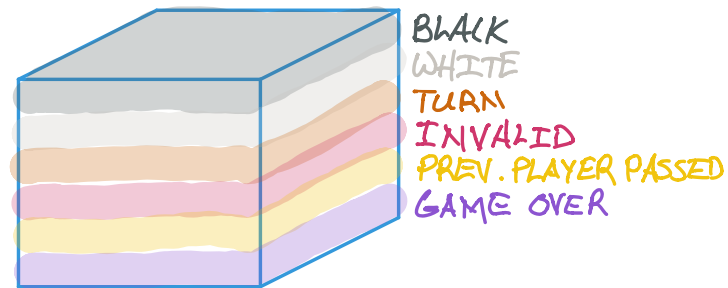
SPAWN WORKERS ... OUTPUT WIN RATIO OF π_1



Go-AI - Optimization



GymGo



GoGame - Low level API

A set of stateless functions that take in a state and other parameters and outputs new information. They do not modify the parameters.

GymGo is built off of GoGame

Terminology

- **Canonical** - First channel represents “my” pieces. Second channel represents “opponents” pieces. “Standard form”

