goma

gsobell

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0.1 Preface

goma is a go engine, and it's scope and functionality is therefore limited to being an engine. For a go controller, see **dango**. For clarity, all mention of groups will refer to chains, that is, groups that are connected.

1 GTP Implementation and Conformation

According to the Go Text Protocol (GTP) documentation: An engine is expected to keep track of the following state information:

- board size
- board configuration
- number of captured stones of either color
- move history
- komi
- time settings

All implementations are required to support the following commands:

- protocol_version
- name
- version
- known_command
- list_commands
- quit
- boardsize
- clear_board
- komi
- play
- genmove

2 State

The stones are stored both as a 2D array, and as a list of lists, one for each color. Each list in the list is a group. Black is -1, white is 1, empty spot is 0.

2.1 Board

The board is stored as a 2D array.

2.2 Stones

2.2.1 Groups

2.2.2 Empty

3 Logic

3.1 Weighing Move Priority

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