算法 1 计算奖励权重比例

输入: $AttentionWeight$ 模型注意力层权重，$Xdata$ 博弈数据, $actionCount$ 落子动作的数量

输出: 奖励权重比例

function GETACTIONINDEX($XStep, actionCount$)
    $startIndex \leftarrow 768$
    $endIndex \leftarrow startIndex + actionCount - 1$
    return $\arg\max(XStep[startIndex : endIndex])$
end function

function GETREWARDWEIGHT($AttentionWeight, XData$)
    $attributions \leftarrow [0, 0, 0, ..., 0]$
    $actionsFreq \leftarrow [0, 0, 0, ..., 0]$
    $stepCount \leftarrow len(AttentionWeight)$
    for $i = 0 \rightarrow stepCount$ **do**
        $stepList \leftarrow AttentionWeight[i]$
        $contributionCount \leftarrow len(stepList)$
        for $j = 0 \rightarrow contributionCount$ **do**
            $actionIndex \leftarrow$ GETACTIONINDEX($XData[i][j], actionCount$)
            $stepContribution \leftarrow stepList[j]$
            $attributions[actionIndex] \leftarrow attributions[actionIndex] + stepContribution$
            $actionFreq[actionIndex] \leftarrow actionFreq[actionIndex] + 1$
        end for
    end for
    $result \leftarrow attributions/actionsFreq$
    return $result$
end function