

SS GOBOT

User Manual (Draft)
使用方法（草稿）

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Introduction

- ❖ SS Gobot is a GO game client running under 64-bit Windows 10 and above.
- ❖ SS Gobot supports AI GO engines that output GTP messaging. For example, KataGO, Leela Zero (LZ), Sai (inherited from LZ), PheonixGO, GnuGO. These AI GO engines are freely available online for downloading.
- ❖ SS Gobot 2G allows games to be played between AI and AI, AI and human and human and human. It also support free hand stone setup.
- ❖ SS Gobot can carry out instant win-rate curve, game analysis that outputs win-rate and suggested move lines, territory estimate, etc.
- ❖ SS Gobot can save a game to or load a game from SGF files or databases. It provide database management, such as export and import.
- ❖ SS Gobot offers many more. You will see some details later in this manual.

Prerequisites

- ❖ Windows 10 and above, 64-bit.
- ❖ A good graphic card (GPU), such as NVIDIA 3000+ or AMD 6000+. Though it is not a must, most AI GO engines employ GPU intensively. It is recommended that the GPU supports CUDA and Tensor RT.
- ❖ Microsoft Net 6 runtime is installed. If not, when you first time run the application, you will be prompted to download and install.

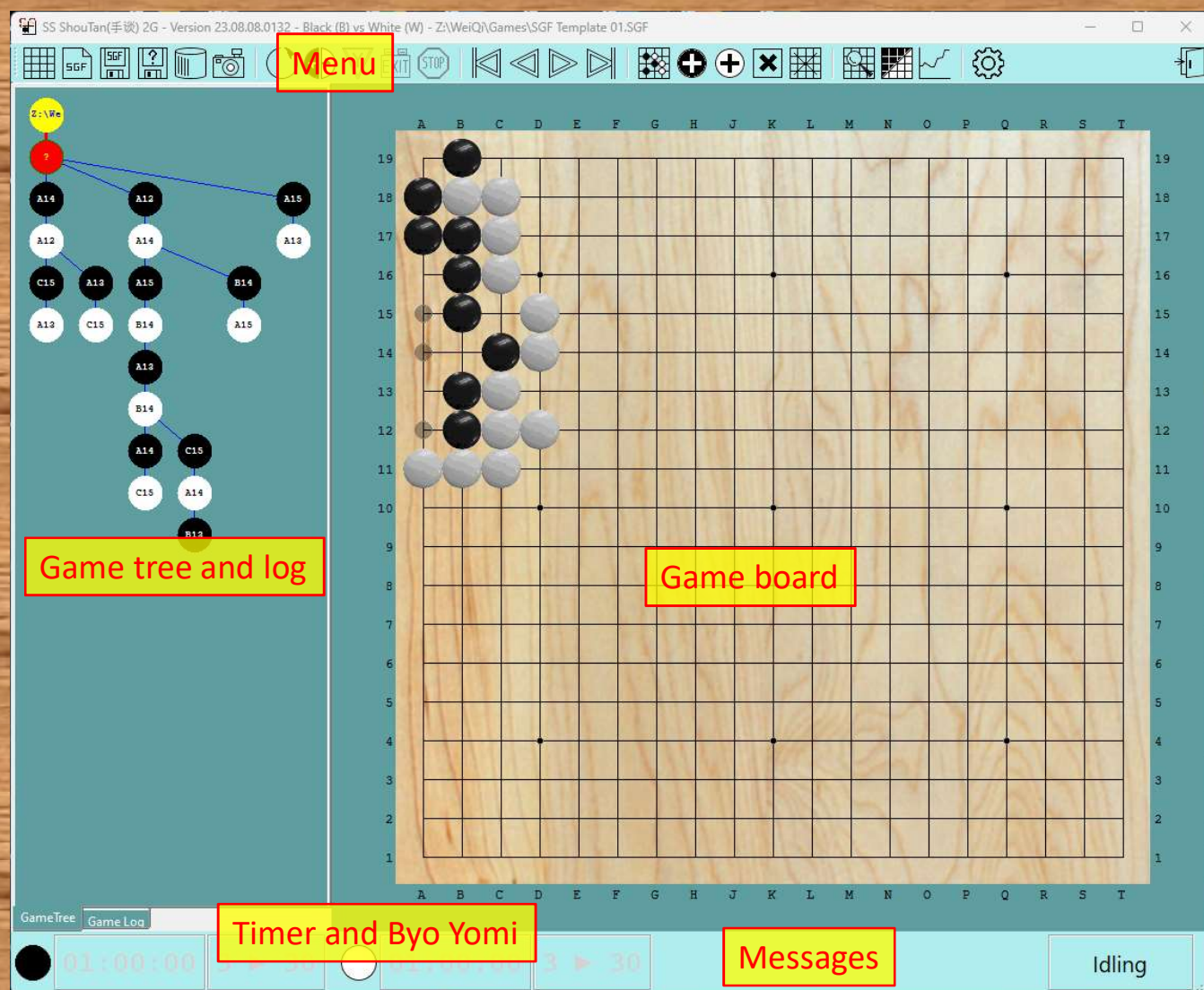
Installation

- ❖ Download the latest zipped file “SSGobot.xx.xx.xxxx.zip”.
- ❖ Unzip the file into a folder of your choice.
- ❖ Double click on “SSGobot.exe”, or you may create a shortcut on the desktop for easy access.
- ❖ As I mentioned in the Prerequisites, if you do not have Microsoft Net 6 runtime installed, you will be prompted to download and install from the official Microsoft site.
- ❖ At the first time run, you may want to configure the application for many things. This will be covered later in this manual.
- ❖ You have to download and install the AI GO Engines your like. Configure an engine itself is beyond the scope of this manual. One thing for sure is that the engine must output GTP messages by an argument. (Please refer to the site)

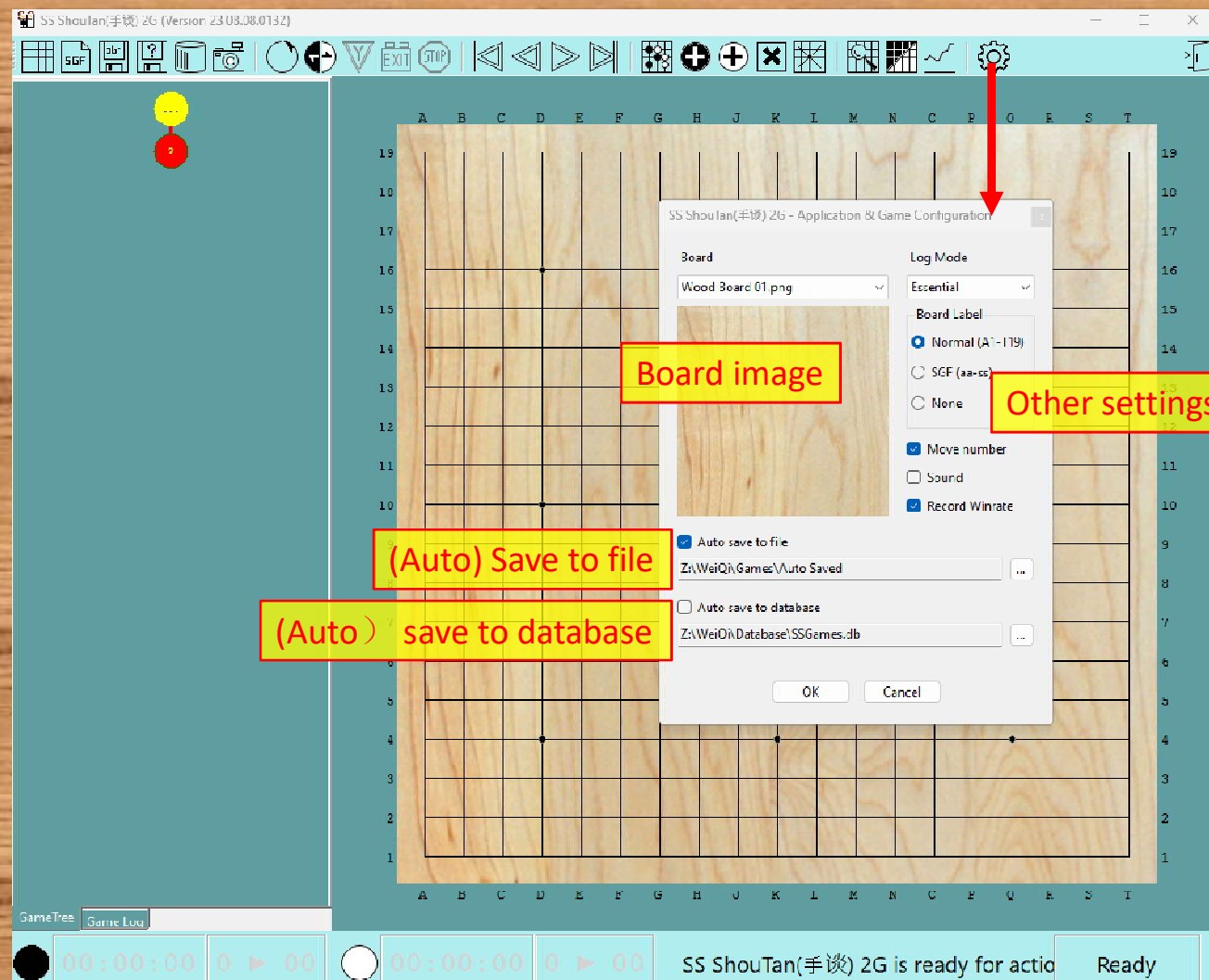
KataGO Configuration

- ❖ Open “default_gtp.cfg” or your customized configuration file in a text editor.
- ❖ Locate and set: *logAllGTPCommunication = true*
- ❖ Locate and set : *logSearchInfo = true*
- ❖ Locate and set : *logToStderr = true*
- ❖ Locate and set : *ogsChatToStderr = true*
- ❖ Save the configuration file and restart the application.

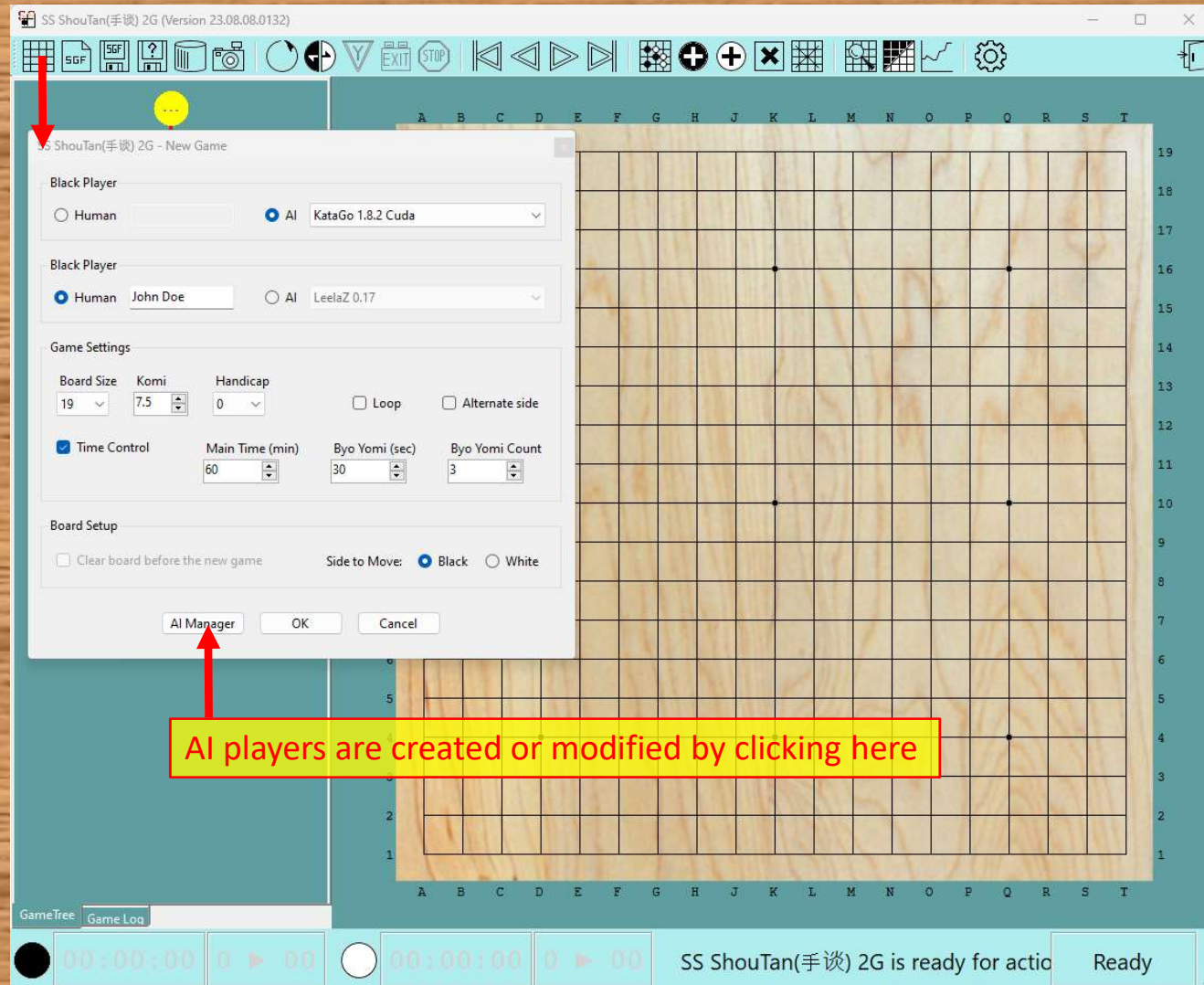
Application UI Areas



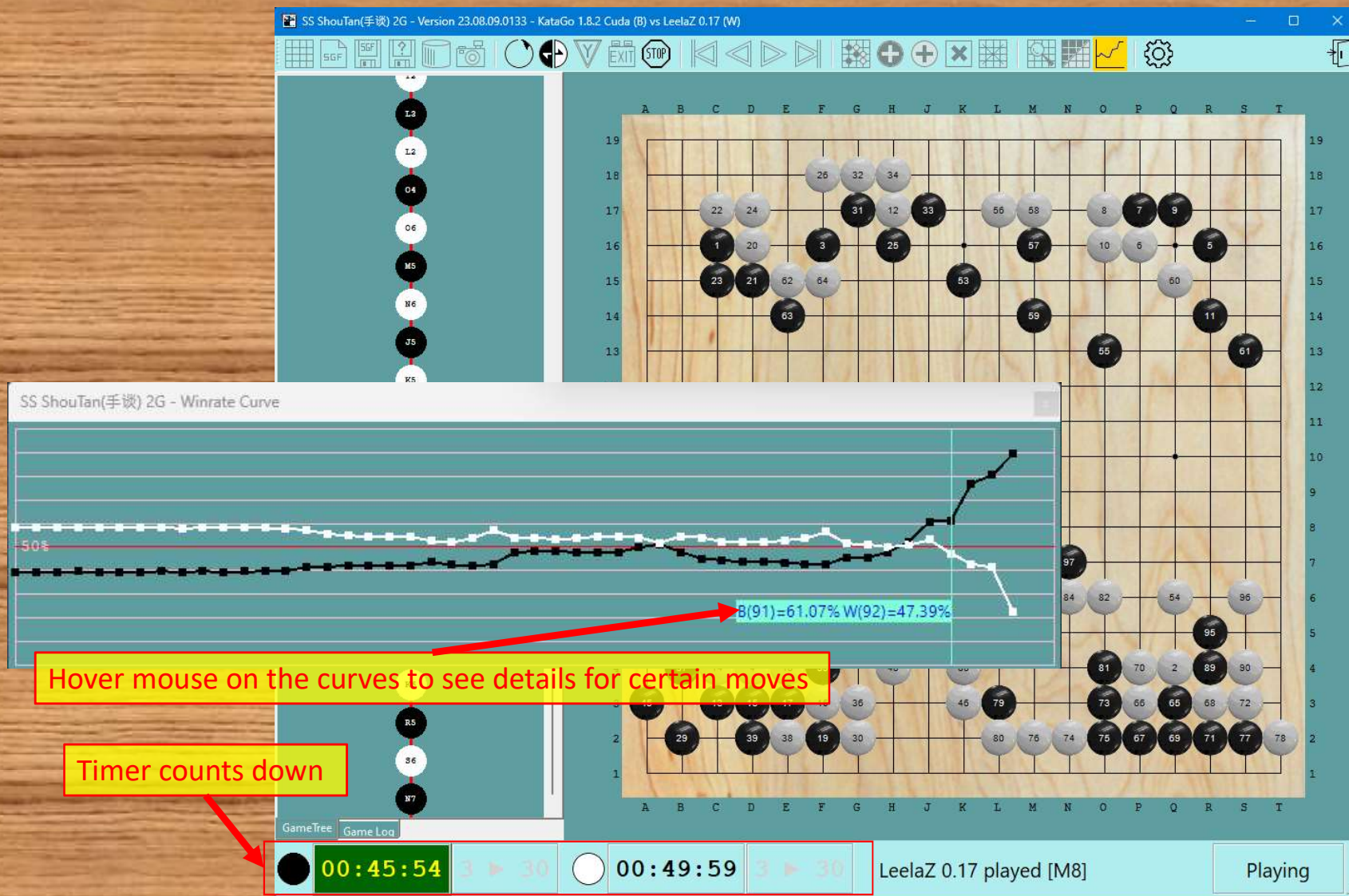
Application Settings



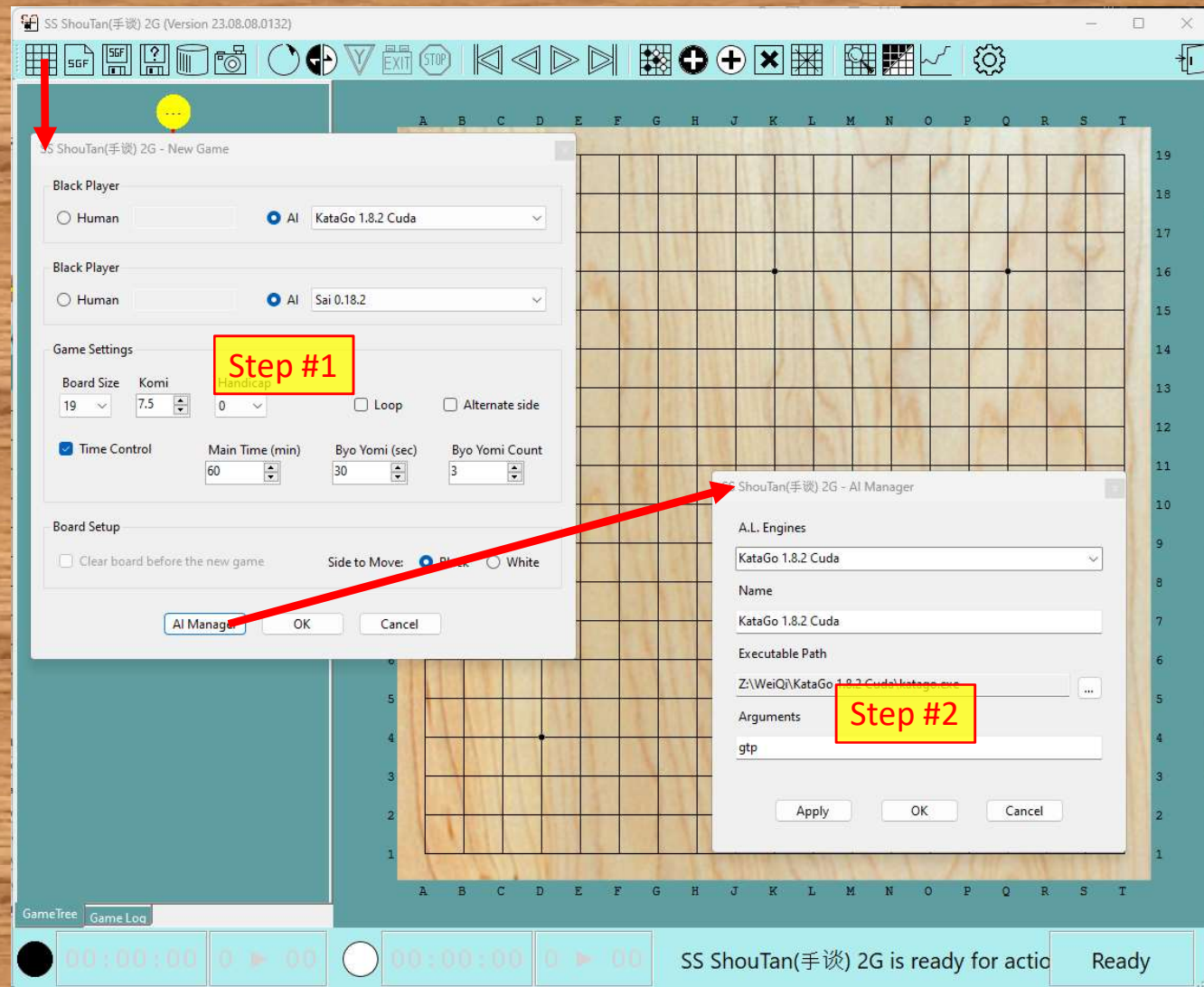
New Game



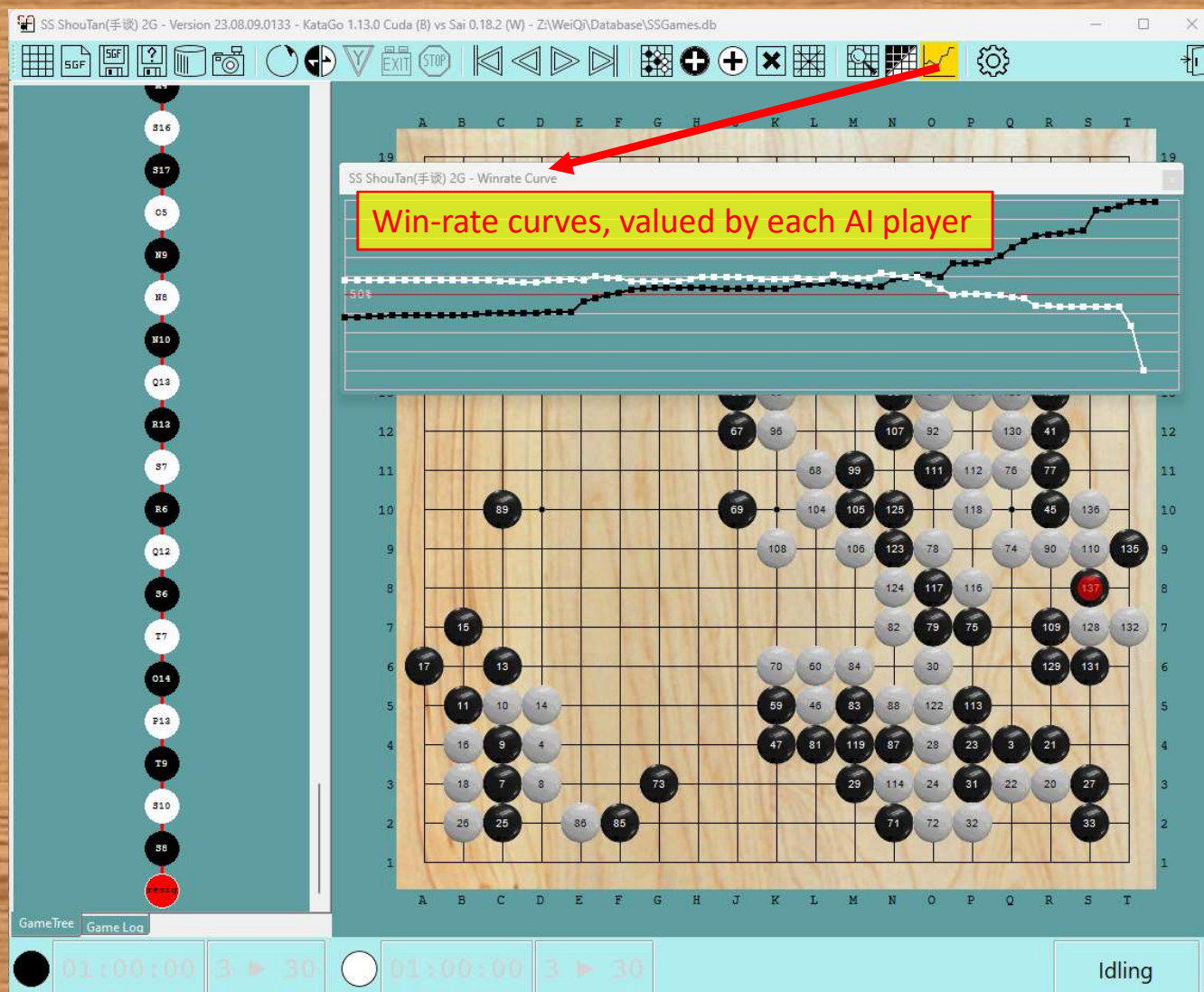
A Game Being Played



AI Manager



Win-Rate Curve



Game Analyzer

SS ShouTan(手谈) 2G - Version 23.08.09.0133 - KataGo 1.13.0 Cuda (B) vs Sai 0.18.2 (W) - Z:\WeiQi\Database\SSGames.db

Moves of the selected variation are place on the board

SS ShouTan(手谈) 2G - Analyzer

Engine

Path: Z:\WeiQi\KataGo 1.8.2 Cuda\katago.exe

Configuration: analysis_example.cfg

Network: default_model.bin.gz

Query

Max Visits: 1000

Rules: chinese

Compose

Analyze

Result

Show on the board

Selected Move With PV

Winrate View

Move	Principal Vriation	Winrate (%)
O8	O8 M8 J13 F10	1.56
J13	J13 F10 F9 T9 T13 H10 G9 T12 O19 N19 T13	1.44
O19	O19 N19 F10 H13 J13 T9 T13	1.25
M7	M7 M8	1.23
L8	L8 K7 J13 T9	1.08
L6	L6 M6 J13 F10 F9	1.07
H13	H13 H12 H10 J13 H13 T9 T13 G13 J13	1.04
T13	T13 F10 H10 H13 J13 F11 E10 F9 O8	0.99
F10	F10 H13 J13 D3 O8 M8 T13 A10	0.77
F8	F8 T9 T13 H13	0.76
D3	D3 F10 H10 H13 J13 F11	0.67

Idling

Step #1: Provide AI engine information (first time)
Step #2: Click "Compose" for the query based on current board.
Step #3: Click "Analyze" and wait for the results.

Database Manager

SS ShouTan(手谈) 2G (Version 23.08.09)

Menu: Select, Refresh, Search, Import Folder, Import File, Load Game, Save Game, Delete Game

ID	Title	Black	White	Note	Played On
1486	KataGo 1.13.0 Cuda vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Cuda	Sai 0.18.2		2023-08-08
1484	KataGo 1.13.0 Cuda vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Cuda	Sai 0.18.2		2023-08-08
1454	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-18
1452	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-17
1450	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-17
1449	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-17
1447	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-17
1446	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-17
1445	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-17
1441	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-17
1439	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-14
1438	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-14
1437	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-13
1424	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-08
1422	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-07

SS ShouTan(手谈) 2G - Search Filter

Black Player: KataGo
White Player: Sai
Title: {Any}
Date From: 2023-05-01
Date To: {Any}

OK, Clear, Cancel

The games in the database can be searched by 5 parameters

GameTree, Game Log, SS ShouTan(手谈) 2G is ready for action, Ready

Territory Estimator

SS ShouTan(手谈) 2G - Version 23.08.09.0133 - GnuGO 3.8 No Resign (B) vs KataGo 1.13.1 TensorRT (W) - Z:\WeiQ\Database\SSGames.db

SS ShouTan(手谈) 2G - Score Estimates

	Black	White
Stone on Board	67	100
Owned Territory	50	144
Shared Territory	0.00	0.00
Komi / 2	0.00	0.00
Handicap / 2	-4.50	4.50
Sum	112.50	248.50
Final Score	-68.00	68.00

Result: W+ 68

GameTree Game Log

00:00:00 0 ▶ 00 00:00:00 0 ▶ 00 You may toggle dead Stones by clicking Scoring

You can click on the stone groups to toggle alive and dead.

The screenshot displays the SS ShouTan(手谈) 2G Go software interface. The main window shows a Go board with a grid of 19x19 points. Black stones are numbered 1 through 100, and White stones are numbered 1 through 100. The board is filled with stones, with Black having a significant lead. A red arrow points to a group of Black stones in the lower-left corner. Another red arrow points to a group of White stones in the upper-right corner. The interface includes a menu bar at the top, a toolbar with various icons, and a status bar at the bottom. A score summary table is visible on the left side of the board, showing the current state of the game. The table includes columns for Black and White, and rows for Stone on Board, Owned Territory, Shared Territory, Komi / 2, Handicap / 2, Sum, and Final Score. The result is W+ 68. The bottom of the interface features a GameTree and Game Log section, a timer, and a scoring button.