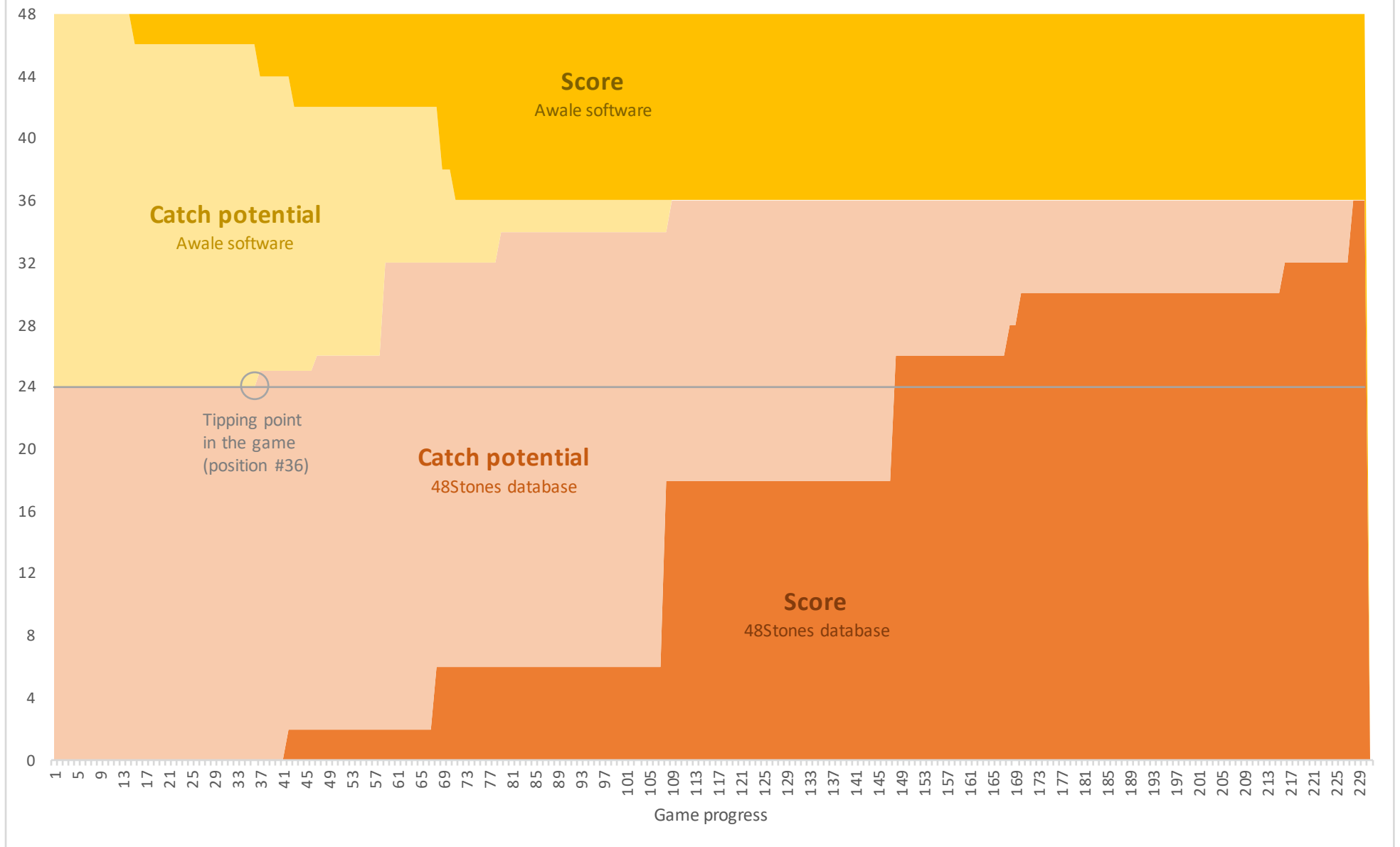


Benchmark game - 48Stones (database) vs. Awale (software) (36-12) - Feb 4, 2021



Benchmark game - 48Stones vs. Awale (36-12) - Feb 4, 2021

Awale settings: Computation time limit: 3600 seconds (max. possible, on a 2.66 GHz CPU, 1 thread), Analysis depth: 25 (max. possible)

North: Awale program
South: 48Stones database

▽: Best move
⊠: Worst move

1  9  17  25  33  41 

2  10  18  26  34  42 

3  11  19  27  35  43 

4  12  20  28  36  44 

Whatever North plays, it will give the same potential result

5  13  21  29  37  45 

6  14  22  30  38  46 

Whatever North plays, it will give the same potential result

7  15  23  31  39  47 

Reminder on notation: green means catching more than what the opponent can catch (i.e 46/2=23)

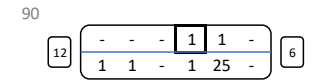
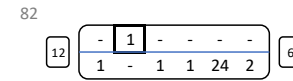
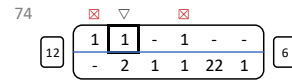
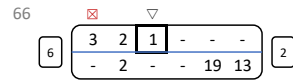
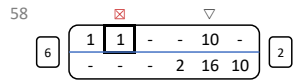
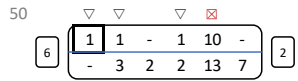
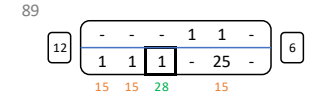
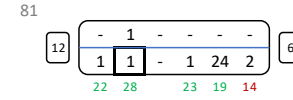
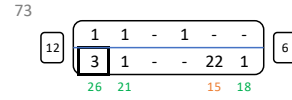
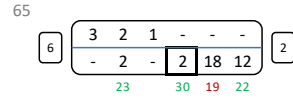
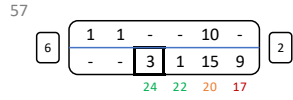
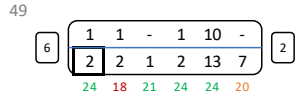
8  16  24  32  40  48 

Whatever North plays, it will give the same potential result

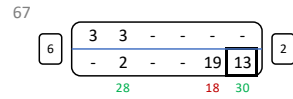
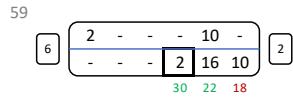
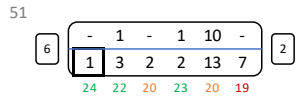
The game is lost for North after this move

Not optimal move from North = regressing the max potential result by 1 seed

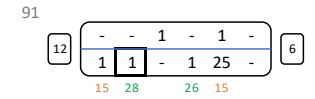
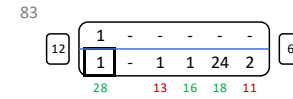
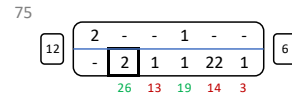
Not catching with the 16-seed pit to keep max seed complexity for North, hence higher risk of errors



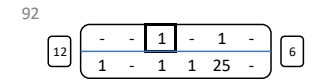
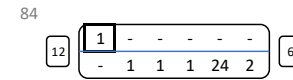
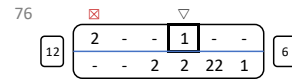
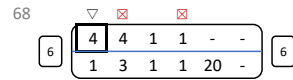
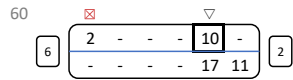
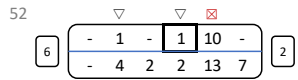
Not optimal move from North = regressing the max potential result by 6 seeds



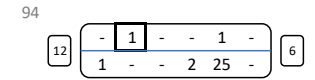
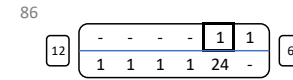
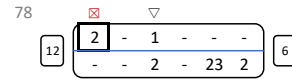
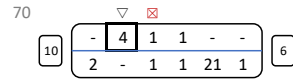
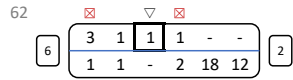
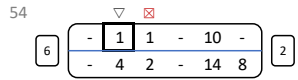
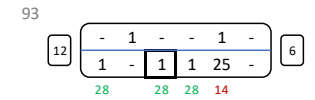
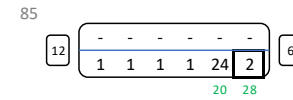
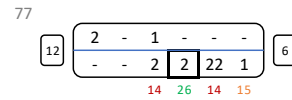
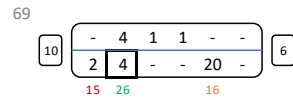
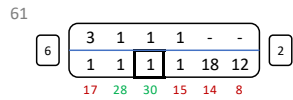
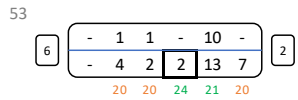
2nd krou



Whatever North plays, it will give the same potential result



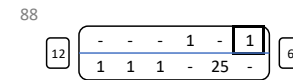
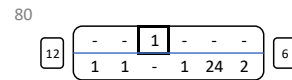
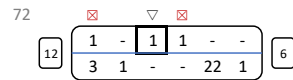
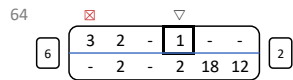
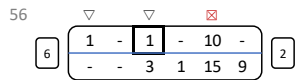
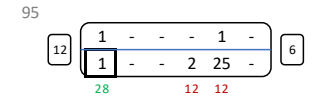
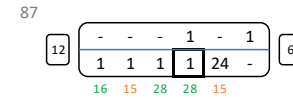
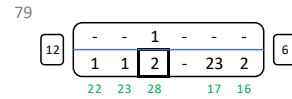
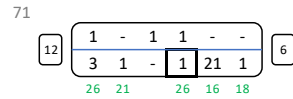
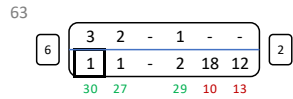
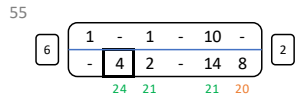
Whatever North plays, it will give the same potential result



Not optimal move from North = regressing the max potential result by 4 seeds

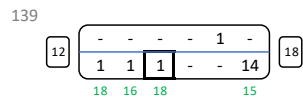
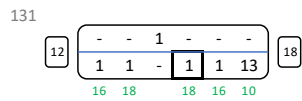
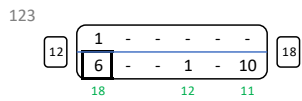
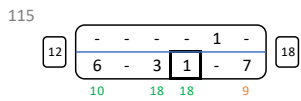
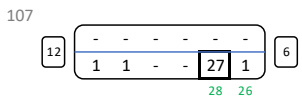
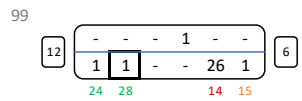
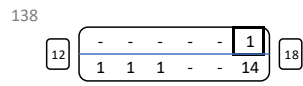
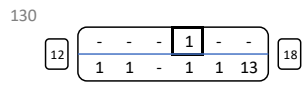
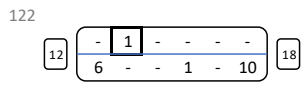
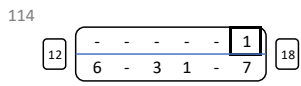
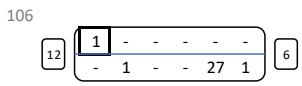
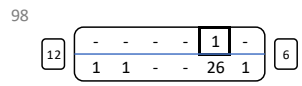
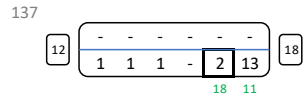
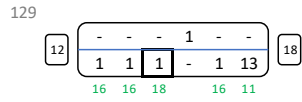
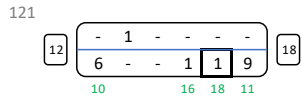
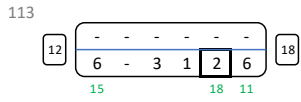
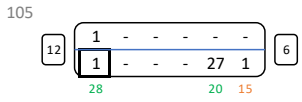
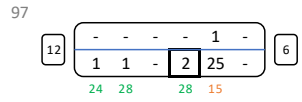
Whatever North plays, it will give the same potential result

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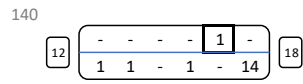
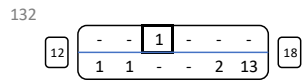
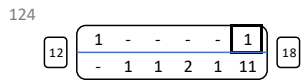
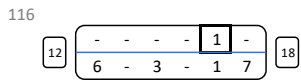
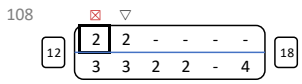
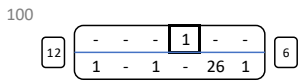


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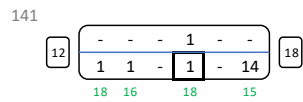
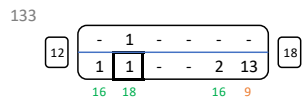
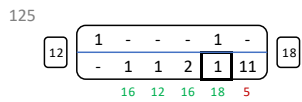
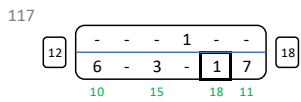
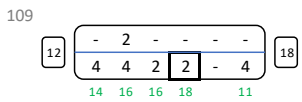
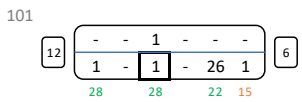
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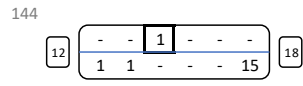
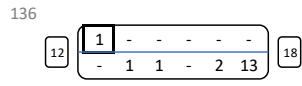
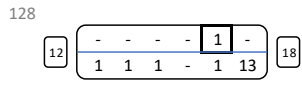
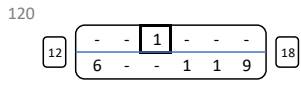
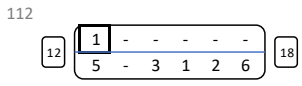
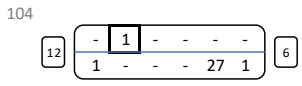
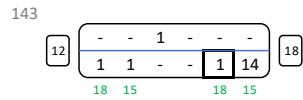
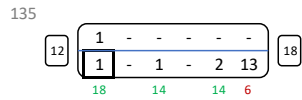
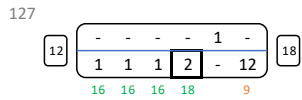
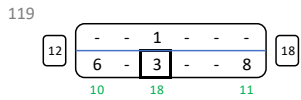
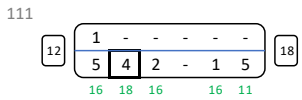
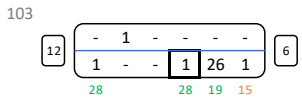
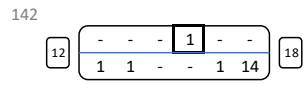
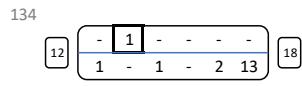
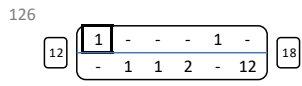
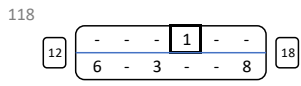
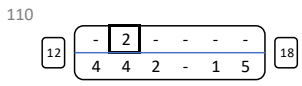
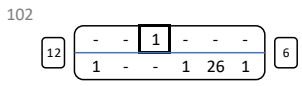
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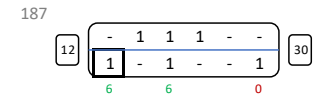
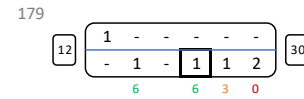
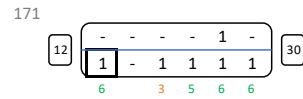
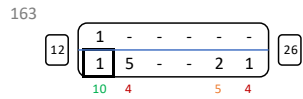
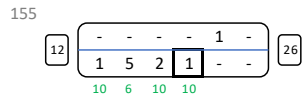
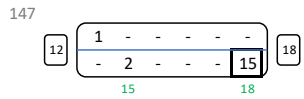
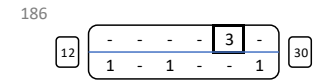
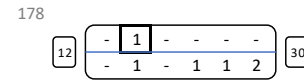
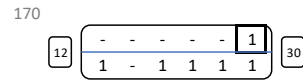
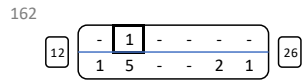
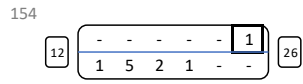
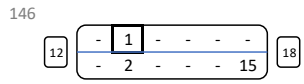
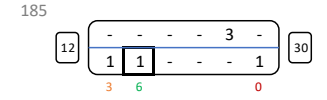
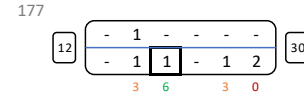
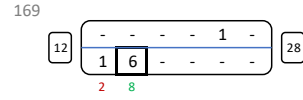
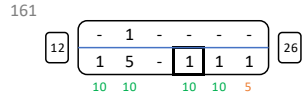
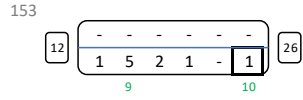
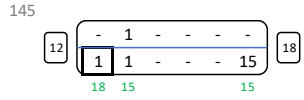


Not optimal move from North = regressing the max potential result by 2 seeds

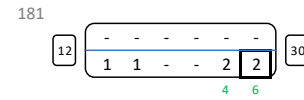
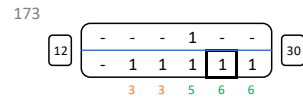
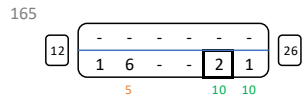
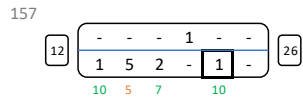
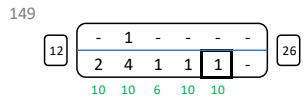
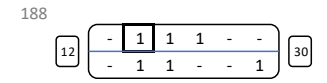
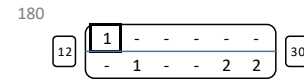
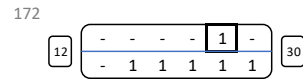
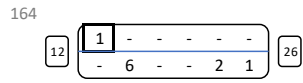
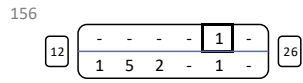
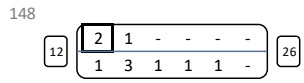


No more catch potential for North

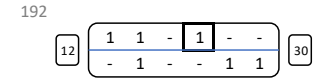
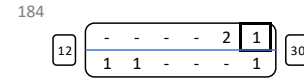
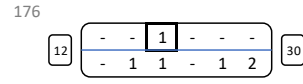
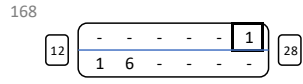
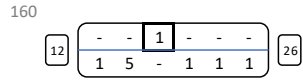
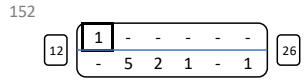
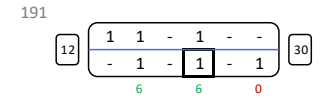
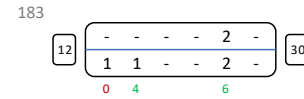
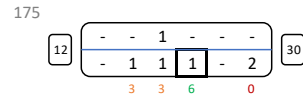
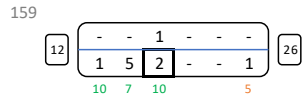
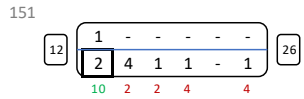
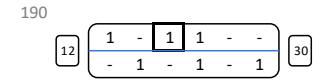
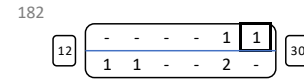
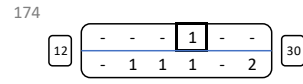
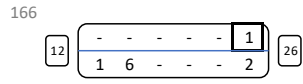
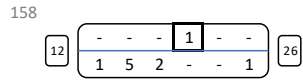
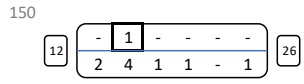
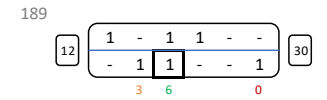


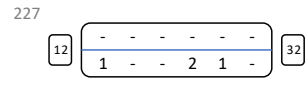
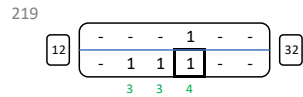
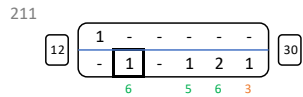
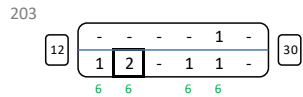
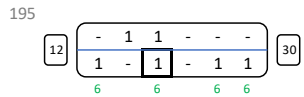
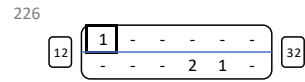
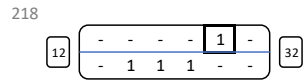
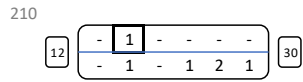
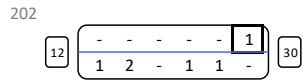
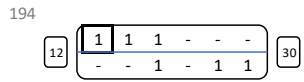
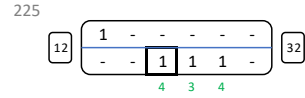
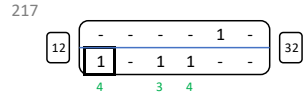
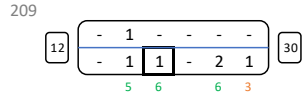
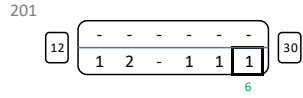
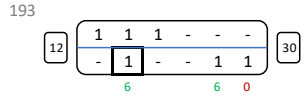


3rd krou
South wins the game

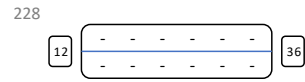
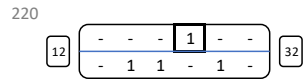
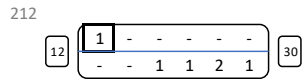
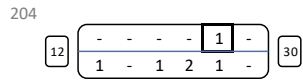
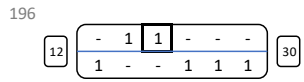


Remarkable position - routine to remember





Starving position. South gets the 4 remaining seeds



North: 12
South: 36

