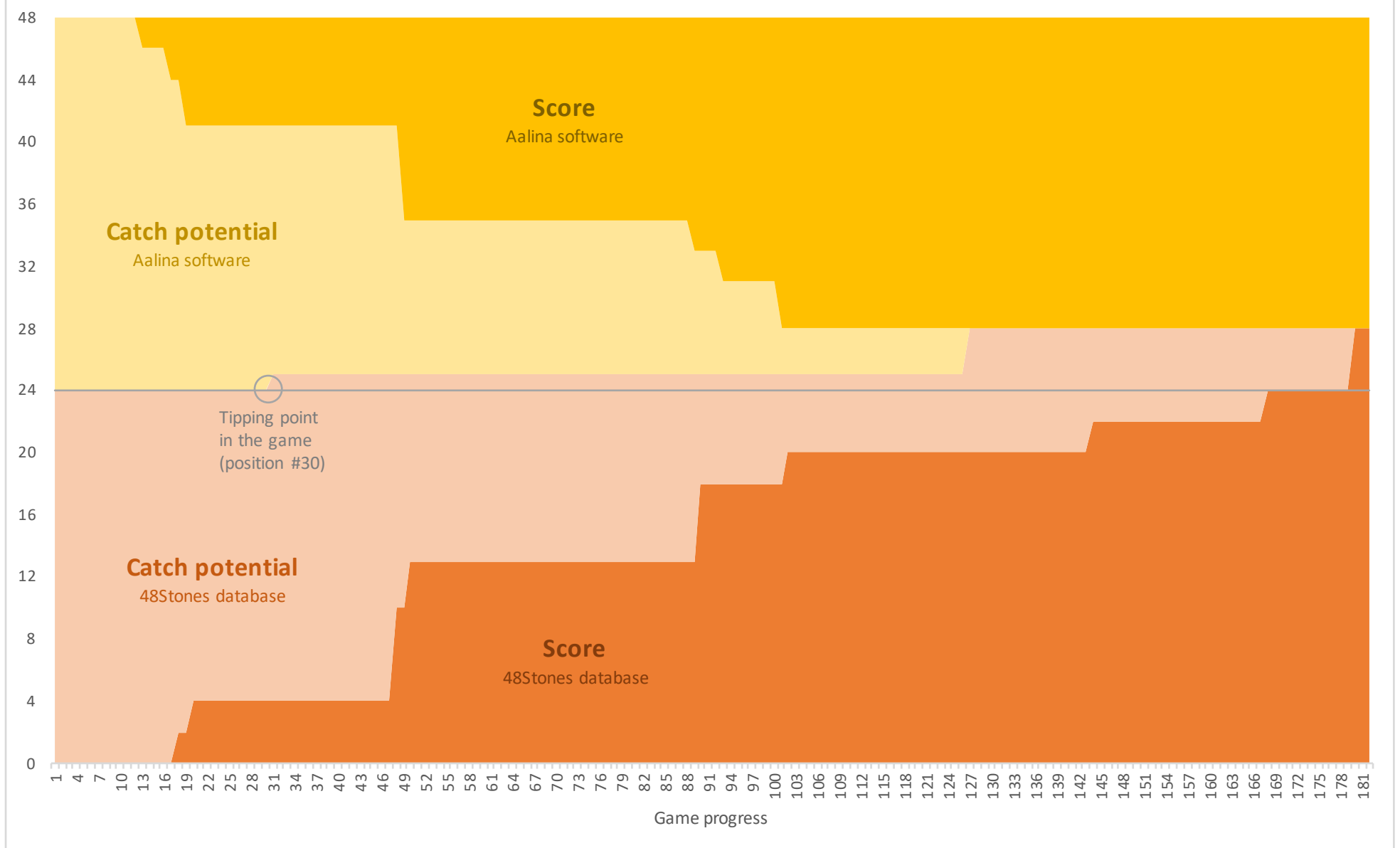


# Benchmark game - 48Stones (database) vs. Aalina (software) (28-20) - Apr 17, 2021



# Benchmark game - 48Stones vs. Aalina (28-20) - Apr 17, 2021

Aalina 1.2.0 settings: Comput. time limit: 3.6 seconds (author's advice), on a 1.2 GHz Dual-Core Intel m3, 1 thread (not configurable)

1

4	4	4	4	4	4	-
4	4	4	4	4	4	-

23 23 23 23 23 24

North: Aalina program  
South: 48Stones database

9

1	-	6	7	-	7	-
7	6	6	1	7	-	-

22 23 23 24 24

Not catching with the 7-seed pit to keep max seed complexity for North, hence higher risk of errors

17

3	1	1	9	2	-	-
10	8	1	-	9	-	-

24 24 23 21

25

1	1	-	11	-	-	-
12	-	1	-	11	-	-

18 20 19

33

2	3	3	-	4	-	-
15	-	3	2	2	3	-

18 20 20 21 21

41

1	4	4	2	-	-	-
17	1	5	-	1	2	-

19 21 20 19 20

2

4	4	5	5	5	5	-
4	4	4	4	4	-	-

3

5	5	6	6	-	5	-
5	4	4	4	4	-	-

23 24 24 24 23

10

1	-	6	7	-	7	-
7	6	6	-	8	-	-

11

-	-	6	7	-	7	-
8	6	6	-	8	-	-

24 23 24 23

18

3	1	-	10	3	1	-
10	-	2	1	10	1	-

19

-	1	-	10	3	1	-
11	1	-	1	10	1	-

19 21 20 18 22

26

1	1	-	11	-	-	-
12	-	-	1	11	-	-

27

-	1	-	11	-	-	-
13	-	-	1	11	-	-

20 19 20

34

2	3	3	1	5	1	-
15	-	3	2	2	-	-

35

2	3	3	1	6	-	-
15	-	3	2	2	-	-

20 20 20 21

42

1	4	4	2	-	-	-
17	-	6	-	1	2	-

43

-	4	4	2	-	-	-
18	-	6	-	1	2	-

19 21 21 18

4

5	5	6	6	1	6	-
5	4	4	-	5	1	-

12

-	-	6	8	1	8	-
8	6	-	1	9	1	-

20

-	1	-	10	3	-	-
11	1	-	1	10	-	-

28

1	2	1	12	1	1	-
14	1	1	2	-	1	-

36

2	3	3	1	6	1	-
15	-	3	2	-	1	-

44

-	4	4	2	-	-	-
18	-	6	-	-	3	-

5

5	5	6	7	-	6	-
5	4	4	-	5	1	-

23 24 23 22 24

13

1	1	-	8	1	8	-
9	7	1	-	9	1	-

24 20 24 20 24

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

21

-	2	1	11	-	-	-
11	1	-	1	10	-	-

20 20 20 19

29

1	2	1	12	2	-	-
14	1	1	2	-	1	-

17 20 18 20 19

37

-	3	3	1	6	1	-
16	1	3	2	-	1	-

18 21 18 19 20

45

-	5	5	-	-	-	-
18	-	6	-	-	3	-

19 20 21

6

5	5	6	7	-	7	-
5	4	4	-	5	-	-

14

1	1	-	8	1	8	-
9	7	-	1	9	1	-

22

-	2	1	11	-	-	-
11	1	-	-	11	-	-

30

1	2	1	12	2	-	-
14	1	1	-	1	2	-

38

-	3	3	1	6	1	-
16	-	4	2	-	1	-

46

-	5	5	1	1	1	-
18	-	6	-	-	-	-

7

-	5	6	7	-	7	-
6	5	5	1	6	-	-

22 24 23 24 22

15

2	-	-	8	1	8	-
9	7	-	1	9	1	-

23 20 24 20 24

23

1	-	1	11	-	-	-
12	1	-	-	11	-	-

20 20 17

31

2	3	3	-	3	1	-
15	2	2	1	2	3	-

19 21 15 16 21 18

Not catching with the 2-seed pit to keep max seed complexity for North, hence higher risk of errors

39

-	3	3	1	7	-	-
16	-	4	2	-	1	-

19 21 21 20

47

-	5	6	-	1	1	-
18	-	6	-	-	-	-

21 19

Only krou

8

-	5	6	7	-	7	-
6	5	5	-	7	-	-

16

2	-	-	8	1	9	-
9	7	-	1	9	-	-

24

1	-	1	11	-	-	-
12	-	1	-	11	-	-

32

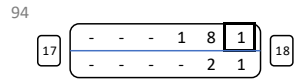
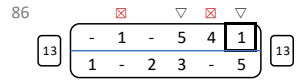
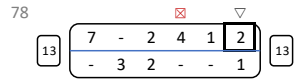
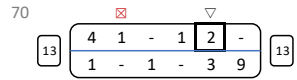
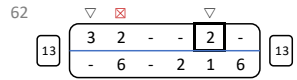
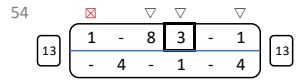
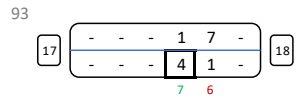
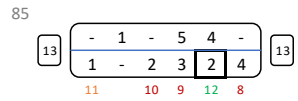
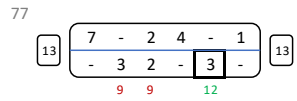
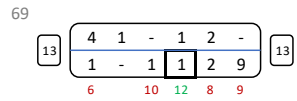
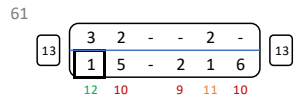
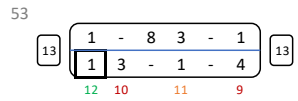
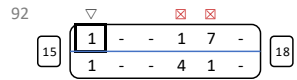
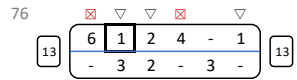
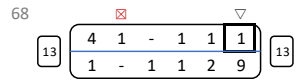
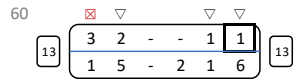
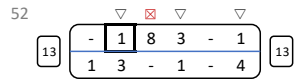
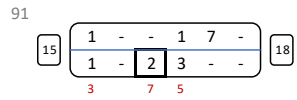
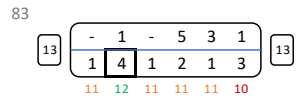
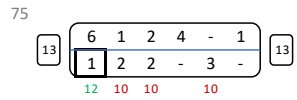
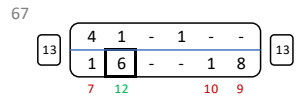
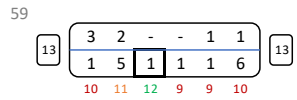
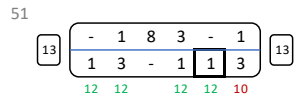
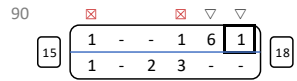
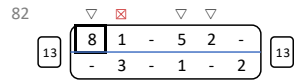
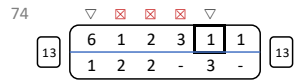
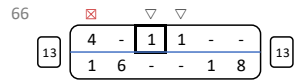
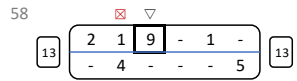
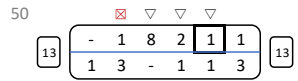
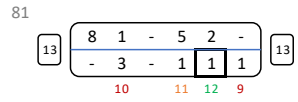
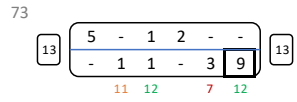
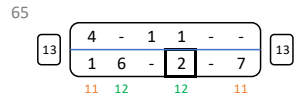
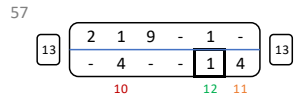
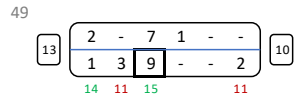
2	3	3	-	3	1	-
15	-	3	2	2	3	-

40

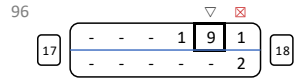
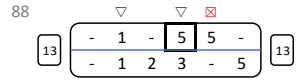
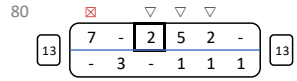
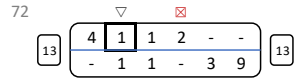
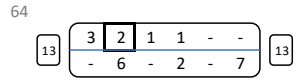
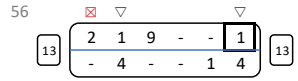
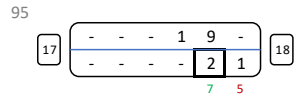
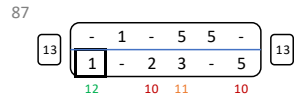
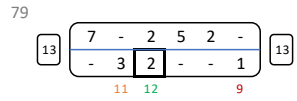
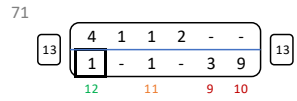
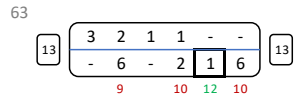
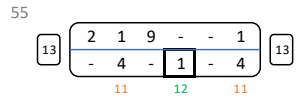
-	3	3	1	7	-	-
16	-	4	-	1	2	-

48

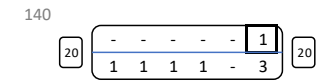
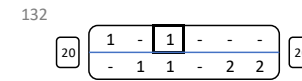
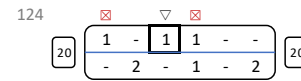
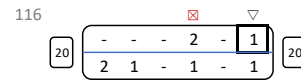
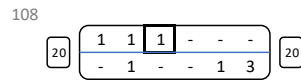
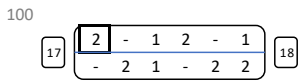
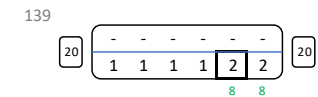
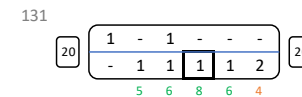
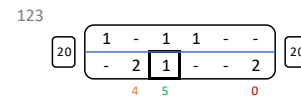
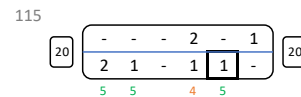
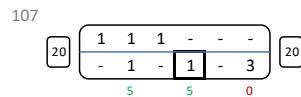
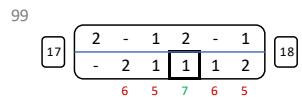
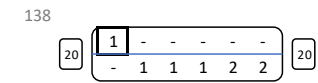
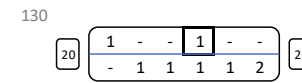
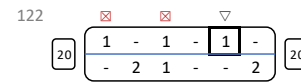
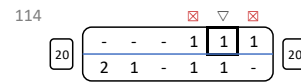
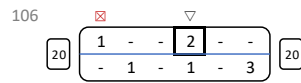
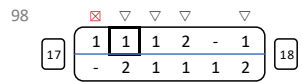
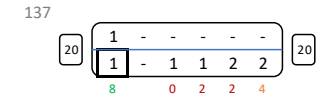
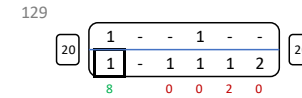
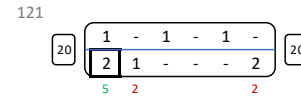
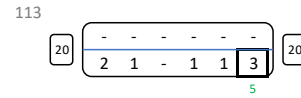
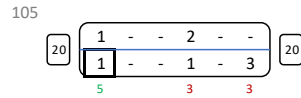
1	6	7	1	-	-	-
-	2	8	2	2	2	10



Whatever North plays, it will give the same potential result

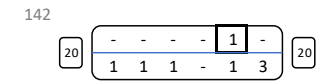
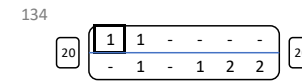
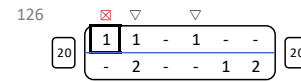
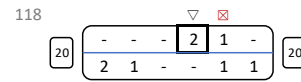
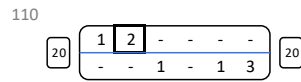
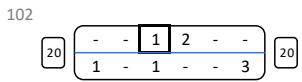
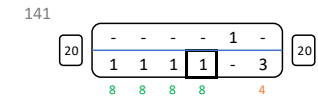
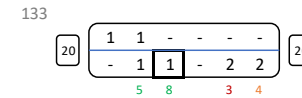
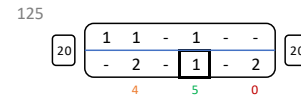
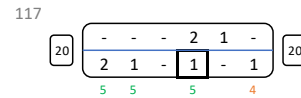
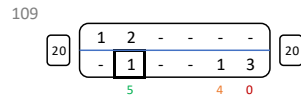
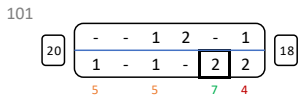


Whatever North plays, it will give the same potential result



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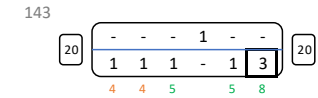
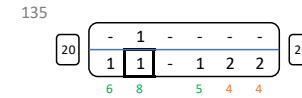
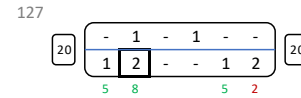
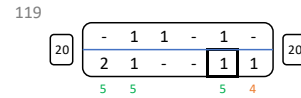
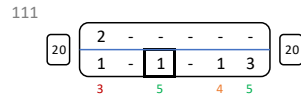
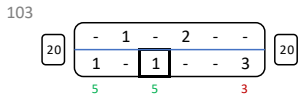
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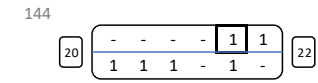
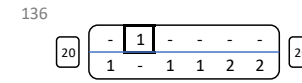
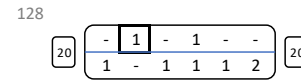
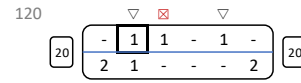
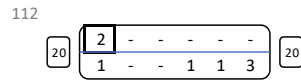
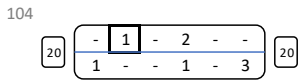
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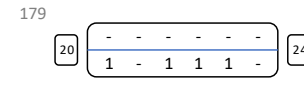
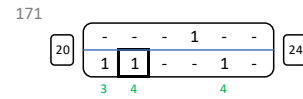
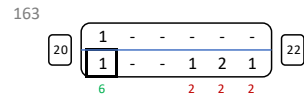
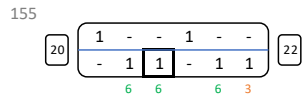
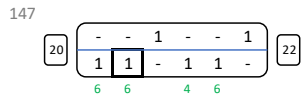
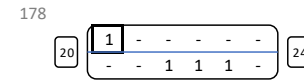
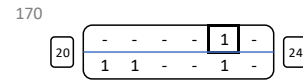
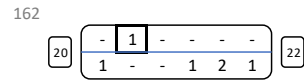
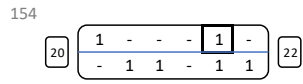
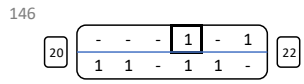
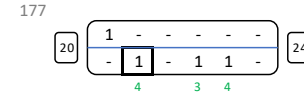
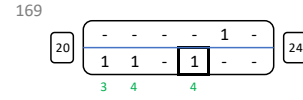
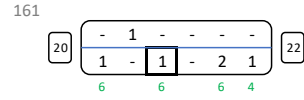
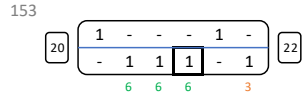
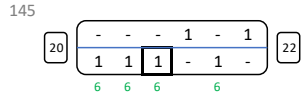
Not optimal move from North - regressing the max potential result by 3 seeds



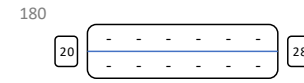
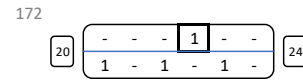
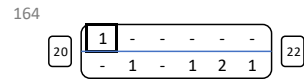
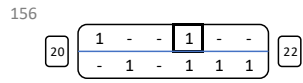
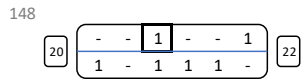
No more catch potential for North



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Starving position. South gets the 4 remaining seeds



North: 20  
South: 28

