

Botzone Guide for IJCAI 2022 Mahjong AI Competition

Competition Timeline

Please pay close attention to announcements on our official webpage and group page, or join our WeChat group to get immediate notification.

Website Usage

The screenshot shows the Botzone website interface with several key elements and annotations:

- Navigation Bar:** Includes 'Botzone 2022', 'GAMES', 'GROUPS', 'DISCUSS', 'ABOUT', and 'Wiki'. The 'GROUPS' and 'Wiki' tabs are circled in red.
- Login/Signup:** Fields for 'Email' and 'Password', with 'Login' and 'Sign Up' buttons.
- Announcements:** A blue box at the top left contains a welcome message: 'Welcome to Botzone! You can start a match by creating a gametable. If you feel laggy using Botzone, you can switch server on the right.'
- Game Information:** A blue bar indicates 'The game mostly played in fifteen days: Ataxx'. A 'Create' button is circled in red.
- Match History:** A table titled 'Latest Matches' shows two entries for 'Gomoku' games. A 'View Full Match List' button is circled in red.
- Right Sidebar:** Contains 'Running match(es): 8', 'Server: Unknown (CERNETV6)', a 'Find user' search bar, and an 'Announcements' section. The 'IJCAI 2022 Mahjong AI Comp(n) / IJCAI 2022 国标麻将AI比赛' link is circled in red. Other links include 'How to debug on Botzone / 点此查看Botzone调试方法描述' and 'Botzone Wiki / Botzone 维基'. A QR code and WeChat group ID '497082969' are also present.

Annotations in red text indicate the following steps:

- Step 1: Please register and log in
- Step 2: Check IJCAI Page
- Step 3: Register Groups for Competition
- Step 4: Check Wiki
- Step 5: Create a new Game
- Step 6: Watch gameplay history

View Competition Main Page

Sample AI can be downloaded here.

Get Started

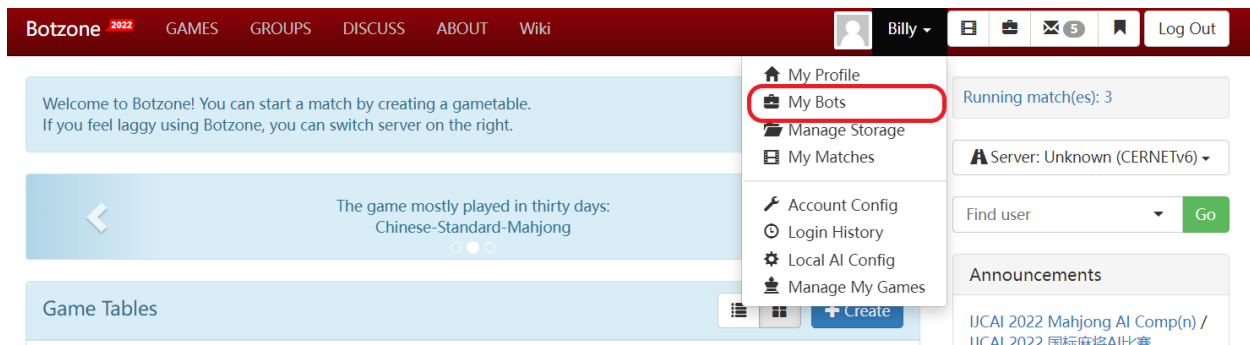
- Click [here](#) to see how to use Botzone to join IJCAI 2022 Mahjong AI Competition.
- Download [sample program](#) and submit to create your first Mahjong bot on Botzone!
- Learn about basic rules of Mahjong and detailed input/output format of bots through our [wiki page](#).
- [Frequently asked questions](#)

Tips to be stronger

- Learn more about Mahjong Competition Rules (MCR) through [official documentation](#).
- We have released the code of our [judge program](#) for Mahjong and the [FanCalculator library](#) for Mahjong scoring rule.
- We provide [game datasets](#) from strong AIs for participants to use.

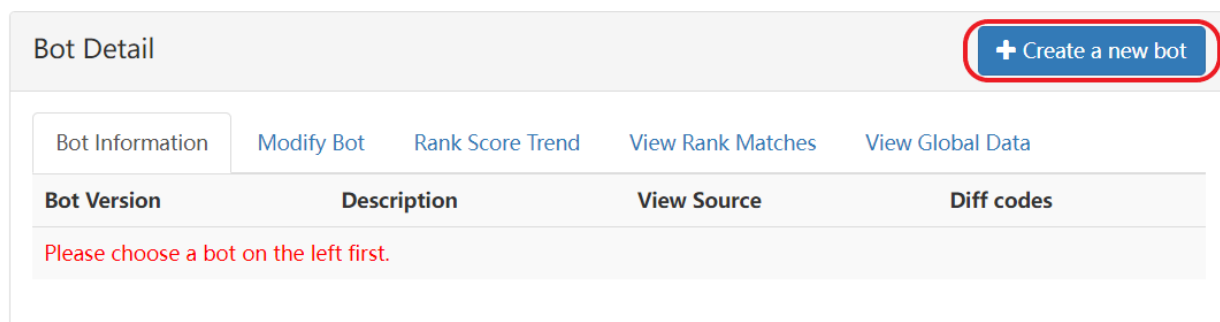
To add a bot

Select **My Bot** under user menu on the top right corner of the main website



The screenshot shows the top navigation bar of the Botzone website. The user menu is open, showing options like My Profile, My Bots, Manage Storage, My Matches, Account Config, Login History, Local AI Config, and Manage My Games. The 'My Bots' option is highlighted with a red circle. The main content area shows a welcome message and a 'Game Tables' section with a 'Create' button.

Click on **Create a new bot**



The screenshot shows the 'Bot Detail' page. At the top right, there is a button labeled '+ Create a new bot' which is highlighted with a red circle. Below this, there are tabs for 'Bot Information', 'Modify Bot', 'Rank Score Trend', 'View Rank Matches', and 'View Global Data'. A table with columns 'Bot Version', 'Description', 'View Source', and 'Diff codes' is visible, but it contains a red message: 'Please choose a bot on the left first.'

Bot name

Please keep your bot's name between 3 to 18 characters

Game

Chinese-Standard-Mahjong



Choose the game your bot is written for.

Bot version

0

Select the game for IJCAI Mahjong 2022

Bot description

Please keep your bot's description in 100 characters

[Upload source code](#)

Source code

No file chosen

Accepted language: C/C++, Java, C#, Javascript, python. Please make sure its encoding is UTF-8.

In case you cannot figure out input / output format, please check this game and 'Bot' on wiki.

Maximum size: 4.00 MB.

Please use [User Storage](#) if you'd like to upload data files (e.g. model files).

[Enter your code online \(Click if cannot submit normally\) >>](#)

[Select Compiler](#)

Compiler

G++ 7.2.0 (-O2, C++17) [.cpp][.cc]



Select a compiler for your code. Your uploaded code should have correct extension.

You can find the environment and libraries provided for your program at 'Bot' on wiki.

Time Limit

Time limit for each turn using this programming language (except first turn of match - this value will be doubled):

1 Second(s)

Time limit in "Long-live" mode except the first turn:

1 Second(s)

[Select Running Mode](#)

Enable Long-live mode / No EOF after input

Check to prevent stdin from closing after sending input to Bot, thus enabling "Long-live" mode.

Never read until EOF if checked, or Bot will wait forever resulting in TLE.

Take care that once modified, all versions of this bot will be affected immediately.

Use Simple IO

Check to use Simple IO, otherwise use JSON IO.

Some games may not support Simple IO.

Take care that once modified, all versions of this bot will be affected immediately.

Open source

Check to allow anyone to view your bot's source code

NOT recommended during competition

Welcome to the management page of your bots! Bots classified in games are on the left, you may update your bot (add a new version) by clicking the '+' button on the bottom right corner of the bot. Press the star button to opt in or out the ranklist. **Please take caution that if you opt in or out the ranklist, you will LOSE your present score!**

Chinese-Standard-Mahjong ▾

SampleBot
Latest Version: 0
a

★ Score: 1000.00 + 🗑

Hex ▾

Manage bots here

Create a New Bot

Successfully created.

Bot name
Please keep your bot's name between 3 to 18 characters

Game
Choose the game your bot is written for.

Bot version 0

Bot description
Please keep your bot's description in 100 characters

Register for Competition Group

Click on Groups on the main page

Welcome to the groups page. You will see all groups on Botzone. Click one of them to access its detail page.

Groups	Select IJCAI Competition Group	+ Apply for a New Group
北京大学2022年春季课程 - 游戏AI中的算法 六贯棋补交入口 北京大学2022年春季课程: 游戏AI中的算法 Moderator(s): castor_v_pollux 11	IJCAI 2022 Mahjong AI Competition Simulation-2 / 模拟赛-2 IJCAI 2022 Chinese Standard Mahjong AI Competition. 8	
吉林大学2022年数据结构课设 No contest available 吉林大学计算机学院、软件学院数据结构课设AI编程对抗赛 Moderator(s): zhuoyg 1	北京大学2021计算概论-胡俊峰老师班 No contest available 北京大学2021计算概论胡俊峰老师班 (亚马逊棋) Moderator(s): Toby 17	
北京大学2021秋-强化学习-研 No contest available 北京大学2021秋季研究生课程《强化学习理论及应用》 Moderator(s): Chaserwind 74	北京大学2021秋-强化学习课程 No contest available 北京大学2021年秋季课程: 强化学习 Moderator(s): castor_v_pollux 13	
北京大学2021计算概论-崔斌老师班 No contest available 2021学年计算概论A崔斌老师班的大作业小组, 请崔老师班的同学们加入本... Moderator(s): qyzzqq castor_v_pollux sj1462445941 63	北京大学2021计算概论-代亚非老师班 No contest available 2021学年计算概论A代亚非老师班的大作业小组, 请代老师班的同学们加入... Moderator(s): castor_v_pollux nox 王业鑫 76	

Group summary

Name
IJCAI 2022 Mahjong AI Competition

Description
IJCAI 2022 Chinese Standard Mahjong AI Competition.

Member 8

Moderator(s) [castor_v_pollux](#)

[Fill form to attend](#)

Name	Game	Status	Start Time	Description	Current players	My participant
Simulation-2 / 模拟赛-2	Chinese-Standard-Mahjong	Open	2022-3-26 23:55:00	Simulation contests are sc...	0	Participate
Simulation-1 / 模拟赛-1	Chinese-Standard-Mahjong	Finished	2022-3-19 23:55:00	Simulation contests are sc...	1	-

Discussion in Group

Team Lead Register for IJCAI competition

Participate using Team Lead's account

Announcements

Homepage of competition. / 比赛主页
castor_v_pollux announced at 2022-3-16 9:42:28

IJCAI 2022 Mahjong AI Competition

Only the leader of each team uses his/her account to fill out this form. This account is used to submit bots to the contests. If you fill in the wrong information please contact [castor_v_pollux](#).
此表单只有一次填写机会，所以提交请慎重！如果填写出现错误请联系 [castor_v_pollux](#)

Teamname / 队伍名

Give your team a good name. / 请为自己的队伍起一个响亮的名字吧。

Team Leader / 队长

Real name / 真实姓名

Email / 邮箱

Organization / 所在学校或组织

Phone number / 手机

Number of Members / 队员数目 0 1 2 3

Member 1 / 队员 1

Real name / 真实姓名

Email / 邮箱

Organization / 所在学校或组织

Phone number / 手机

[Submit](#)

Do NOT include team lead info in members

Contact coordinator for correction if registered information is wrong