Botzone Guide for IJCAI 2024 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

View Competition Main Page

Sample AI can be downloaded here.

Get Started

• Click here to see how to use Botzone to join IJCAI 2023 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.

Click **on Create a new bot**
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

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

Source code
Choose File
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.
Maximium 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) >>

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)

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
Register for Competition Group
Only the team leader can fill in the form to register.

Contact the coordinator if you need to modify the registration information.

Do not include information of the team leader here.