

Instruction for Botzone

P.S. This instruction is drafted for IJCAI 2020 Mahjong AI Competition.

Competition Timeline

Please follow our competition page's notifications and page of competition group or join our WeChat group chat to get news timelier.

Competition page: <https://www.botzone.org.cn/static/gamecontest2020a.html>

Page of competition group: <https://www.botzone.org.cn/group/5e6a0f416c4762146e9706a2>

Usage of Website

The screenshot shows the Botzone website interface with several red annotations and arrows indicating the steps for a new user:

- Step 1:** Sign up and login. Points to the 'Sign Up' button in the top navigation bar.
- Step 2:** Competition Page. Points to the 'IJCAI 2020 Mahjong AI Comp(n) / IJCAI 2020 国标麻将AI比赛' link in the right sidebar.
- Step 3:** Sign up for competition group. Points to the 'Sign up for competition group' link in the top navigation bar.
- Step 4:** Website Wiki. Points to the 'Wiki' link in the top navigation bar.
- Step 5:** Create game table for yourself. Points to the '+ Create' button in the 'Game Tables' section.
- Step 6:** Replay. Points to the 'Replay' button in the 'Latest Matches' section.

The website layout includes a top navigation bar with links for Botzone, GAMES, GROUPS, DISCUSS, ABOUT, and Wiki. Below this is a login/sign-up section with fields for Email and Password, and buttons for Login and Sign Up. The main content area features a welcome message, a section for game tables, and a list of latest matches. The right sidebar contains links to the competition page, debugging guides, and a QR code for the website.

Competition Page

Download sample code or visit our GitHub directly.

GitHub repository: <https://github.com/ailab-pku/Chinese-Standard-Mahjong/tree/master/sample-bot-Botzone>

Get Started

- Download [sample code](#) and submit, you're done!

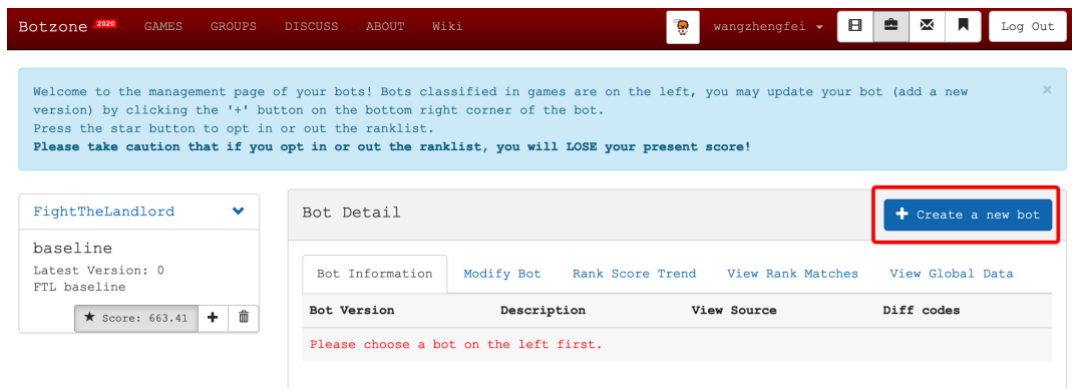
Want to be stronger?

- Learn Mahjong Competition Rules from our [wiki](#)
- Download our [judge program](#) and [Mahjong Helper](#) to learn MCR in details
- (Optional) We provide human player matches datasets: [link](#), password: rm79 (P.S. if you are confused with the dataset, please contact us (botzone@126.com) with the confusing match's data)
- Submit your AI and compete with each other!

Add Bot



Click [My Bots] button in the Navigation Bar



Click [Create a new bot] button

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

Bot description

Please keep your bot's description in 100 characters

Source code

浏览... 未选择文件。

Upload local code files

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) >>

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.

Select correct compiler, different language has different time limit

Pay attention to the game: Chinese-Standard-Mahjong

For extra data files

Create a New Bot (Part 1.)

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

Submit

For more informations about long-live mode and simple IO, refer to our Wiki

Not recommended during the competition from your perspective

Create a New Bot (Part 2.)



New added bot

Icons on lower right corner:
Ladder competition score,
Add new version and
Delete this bot

Sign Up for Competition Group

Botzone 2020 GAMES **GROUPS** DISCUSS ABOUT Wiki Email Password Login Sign Up

Welcome to the groups **Step 1**
Click [GROUPS] all groups on Botzone. Click one of them to access its detail page.

Groups [+ Apply for a New Group](#)

第十二届北京大学游戏对抗赛 - 校内赛 No contest available Moderator(s): zhous zhoub 2020年第十二届北京大学游戏对抗赛, 游戏是Chinese Standard Mahj... 17	北邮蓝图2020春季线上智运会 No contest available Moderator(s): ysw0 北邮蓝图2020春季线上智运会 1
吉林大学数据结构实践教学 No contest available Moderator(s): JLU zhuyg2003 用于吉林大学国家精品课程《数据结构》的实践教学 17	IJCAI 2020 Mahjong AI Competition No contest... Moderator(s): zhous castor_v_pollux pkuzhf LeoLi wangzhengfei IJCAI 2020 Chinese Standard Mahjong AI Competition. 30
北京大学2019计算概论A-李戈老师班 No contest available Moderator(s): MorroWind Amazon棋大作业 班内比赛用小组。请李戈老师班的同学及时入群, 142	北京大学计算概论-2019-崔斌老师 No contest available Moderator(s): yuanbin 崔斌老师 72

Select competition group

Group summary

Name
IJCAI 2020 Mahjong AI Competition

Description
IJCAI 2020 Chinese Standard Mahjong AI Competition.

Member
30

Moderator(s)
zhous castor_v_pollux
pkuzhf LeoLi wangzhengfei

Fill form to attend

Discussion in Group

Announcements

接到学校停电通知, 原定于4月5号周日晚上23:55开始的模拟赛3顺延到6号周一晚上23:55。欢迎大家参加!
zhous announced at 2020-4-5 18:53:40

[点此查看比赛主页](#)
zhous announced at 2020-4-1 11:12:05

Name	Game	Status	Start Time	Description	Current players	My participant
Simulation-5/模拟赛-5	Chinese-Standard-Mahjong	Running	2020-4-19 23:55:00	Simulation contests are ...	9	-
Simulation-4/模拟赛-4	Chinese-Standard-Mahjong	Finished	2020-4-12 23:55:00	Simulation contests are ...	6	-
Simulation-3/模拟赛-3	Chinese-Standard-Mahjong	Finished	2020-4-6 23:55:00	Simulation contests are ...	7	-
Simulation-2/模拟赛-2	Chinese-Standard-Mahjong	Finished	2020-3-29 23:55:00	Simulation contests are ...	2	-
Simulation-1/模拟赛-1	Chinese-Standard-Mahjong	Finished	2020-3-22 23:55:00	Simulation contests are ...	4	-

Step 1
Sign up for group

Sign up for group

IJCAI 2020 Mahjong AI Competition Registration / IJCAI 2020 国际麻将AI比赛报名

This form is for the leader of your team only. The current account will become registered in the contest group automatically.
 All team members should share this account in the whole contest from then on.
 If there is any question, please contact zhouys (link is below).
 请队长使用自己的账号填写（队员不要填写），填写后该账号将自动加入小组，之后的参赛流程将只能使用队长账号。
 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 [zhouys](#)

Team Name / 队伍名

Team Leader / 队长

Real Name / 真实姓名

Email

Organization / 组织

Mobile Phone /

Number of Members / 队员数目

Member 1 / 队员 1

Real Name / 真实姓名

Email

Organization / 组织

Mobile Phone / 手机

Submit

Your team can have atmost 3 people including the leader. This is the number of remain member(s) in your team, except the leader. DO NOT repeat the leader's information in the section.

Fill the form of participants' information

Contests

Issue Badges


Copy Players

Create

Name	Game	Status	Start Time	Description	Current players	My participant
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Simulation-4/模拟赛-4	Chinese-Standard-Mahjong	Finished	2020-4-12 23:55:00	Simulation contests are ...		
Simulation-3/模拟赛-3	Chinese-Standard-Mahjong	Finished	2020-4-6 23:55:00	Simulation contests are ...	7	-
Simulation-2/模拟赛-2	Chinese-Standard-Mahjong	Finished	2020-3-29 23:55:00	Simulation contests are ...	2	-
Simulation-1/模拟赛-1	Chinese-Standard-Mahjong	Finished	2020-3-22 23:55:00	Simulation contests are ...	4	-

You can join contest once you sign up the group

Join the contest

test
Latest Version: 1 ?
test2 
Latest Version: 0 ???
test3
Latest Version: 1 ???
test4
Latest Version: 0 ?
麻将 bot2020
Latest Version: 0 测试名字

Pick your bot with correct version to join the contest

Then you can start your journey of IJCAI 2020 Mahjong AI Competition!