

This thesis extends the methodology for extracting evaluations of players from samples of Go game records originally presented in (Baudiš - Moudřík, 2012). Firstly, this work adds more features and lays out a methodology for their comparison. Secondly, we develop a robust machine-learning framework, which is able to capture dependencies between the evaluations and general target variable using ensemble meta-learning with a genetic algorithm. We apply this framework to two domains, estimation of strength and styles. The results show that the inference of the target variables in both cases is viable and reasonably precise. Finally, we present a web application, which realizes the methodology, while presenting a prototype teaching aid for the Go players and gathering more data.