Aim to achieve: find the string's status.

	Opponent cannot force capture of the string (= A)	Opponent can force capture of the string (= B)
Player can force uncapture of the string (= A)	String remains on the board >>> "uncapturable"	--- contradiction ---
Player cannot force uncapture of the string(= B)	--- contradiction ---	String is taken off the board >>> see table 2

	Opponent cannot force no successor on at least one of the string's primary point(s) (=B2)	Opponent can force no successor on each of the string's primary point(s), but cannot force no permanent stone in a special area outside the string's primary point(s) (=B31)	Opponent can force no successor on each of the string's primary point(s), and can force no permanent stone in a special area outside the string's primary point(s) (=B32)
Player can force at least one successor on the string's primary point(s) (= B2)	There is at least one successor on the string's primary point(s) >>> "capturable-1"	--- contradiction ---	--- contradiction ---
Player cannot force at least one successor on the string's primary points, but can force at least one permanent stone in a special area outside the string's primary points (= B31)	--- contradiction ---	There is no stone on the string's primary points, and there is at least one permanent stone in a special area outside the string's primary points >>> "capturable-2\1"	--- contradiction ---
Player cannot force at least one successor on the string's primary points, and cannot force at least one permanent stone in a special area outside the string's primary points (= B32)	--- contradiction ---	--- contradiction ---	There is no stone on the string's primary points, and there is no permanent stone in a special area outside the string's primary points >>> "not alive"

Method: Mini-max algorithm.

If it is the opponent's choice:

Level n	Level n+1
concluding >>> ??? for level n	Variation 1 >>> ??? for level n+1
	...
	Variation v >>> ??? for level n+1

	A	B2	B31	B32
A	A	B2	B31	B32
B2	B2	B2	B31	B32
B31	B31	B31	B31	B32
B32	B32	B32	B32	B32

If it is the player's choice:

Level m	Level m+1
concluding >>> ??? for level n	Variation 1 >>> ??? for level m+1
	...
	Variation v >>> ??? for level m+1

	A	B2	B31	B32
A	A	A	A	A
B2	A	B2	B2	B2
B31	A	B2	B31	B31
B32	A	B2	B31	B32