

Alpha Go

Rule of Game Go:

players take turns to place black or white stones on a board, trying to capture the opponent's stones or surround empty space to make points of territory, which has enormous number of possible position.

Process of building Alphago:

They built a system that combines an advanced tree search with 12 deep neural networks, which take a description of the Go board as an input and process it millions of neurone-like connections, using Google Cloud Platform as computing power.

Development & Training:

AlphaGo learned to discover new strategies for itself, by playing thousands of games between its neural networks, and adjusting the connections using a trial-and-error process known as reinforcement learning.

Result:

In March 2016, AlphaGo will face its ultimate challenge: a five-game challenge match in Seoul against the legendary Lee Sedol—the top Go player in the world over the past decade.