Review of the DeepMind's paper about AlphaGo

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In 2016, the DeepMind's AlphaGo defeated Lee Sedol, one of the world's best players of Go. This ancient game is a board game so complex that computers had not been expected to master it for another decade at least, according to [1]. In their paper "Mastering the Game of Go With Neural Network and Tree Search", [2] described the technical details of the system.

As explained in the Deepmind's blog post[1] about the computer program, due to the enormous search space of Go, traditional AI methods, which construct a search tree over all possible positions, are not suited to this board game.

References

[1] The Economist. The future of computing, 2017.

[2] Silver, D, Huang, A, Maddison, C J, Guez, A, and Sifre, L. Mastering the game of Go with deep neural networks and tree search. *Nature*, 529(7587):484–489, 2016.

[1] Source: `https://deepmind.com/research/alphago/`