

AIND Research Review: Alpha Go

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In Silver et al. (2016), the authors describe the functionality, methodology and achievements of Google DeepMind’s *Alpha Go* Go-game playing agent (as of 2015)

References

D. Silver, A. Huang, C. J. Maddison, A. Guez, L. Sifre, G. Van Den Driessche, J. Schrittwieser, I. Antonoglou, V. Panneershelvam, M. Lanctot, et al. Mastering the game of go with deep neural networks and tree search. *Nature*, 529 (7587):484–489, 2016.