

which after several recent wins against MoGo is now perhaps the main competitor to MoGo in Computer Go.

Remi Munos summed up the MoGo work with enthusiasm: "From my point of view, this project (or adventure...) has been really a wonderful collaborative work which has led to some advances not only in the field of Go, but also which has opened new perspectives in other fields as well, such as in optimal control, large scale optimisation problems, and complex sequential decision problems, in particular when several agents interact, such as in games."

Resources:

INRIA article and links for MoGo:
<http://www.inria.fr/bordeaux/ressources-1/computer-culture/mogo-champion-program-for-go-games/>
PASCAL: <http://www.pascal-network.org/>
PASCAL Exploration-Exploitation Challenge & Workshop:
<http://www.pascal-network.org/Challenges/EEC/>
<http://www.homepages.ucl.ac.uk/~ucabzhu/OTEE.htm>
<http://www.omniture.com/products/optimization/touchclarity>

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