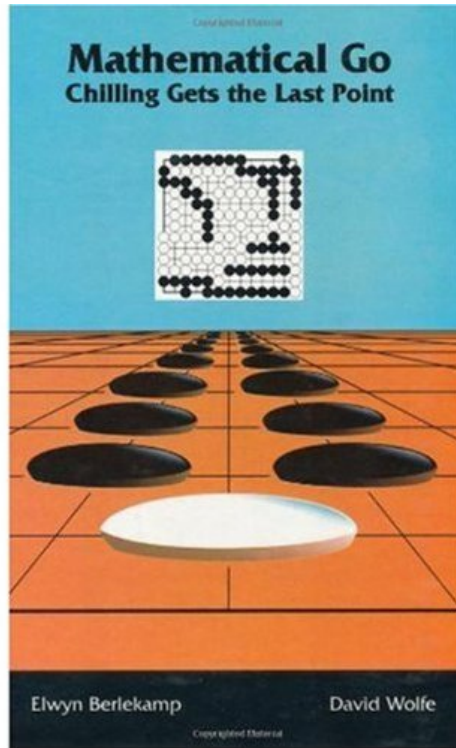


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Mathematical Go: Chilling Gets the Last Point

Elwyn Berlekamp, David Wolfe

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#1405700 in Books A K Peters/CRC Press 1994-02-15Original language:EnglishPDF # 1 .88 x 6.29 x 9.331, 1.30 #File Name: 1568810326256 pages | File size: 37.Mb

Elwyn Berlekamp, David Wolfe : Mathematical Go: Chilling Gets the Last Point before purchasing it in order to gage whether or not it would be worth my time, and all praised Mathematical Go: Chilling Gets the Last Point:

14 of 25 people found the following review helpful. Not suitable for Go players
By G. Cantor
There is a small community of programmers attempting to create Go playing computer programs and this effort has met with some small success. To say the least, this work is in it's infancy - at least if this book is any indication. If you're actually interested in Go, this book is not going to be much help. There are numerous alternative publications suitable for learning about the game. By the authors' own admission, virtually none of the "endgame positions" featured in this book would ever appear in a real game of Go played between humans with reasonable skill. I imagine the material is somewhat interesting, at least in the abstract sense, but I would not recommend it to anyone looking for more than that.
12 of 22 people found the following review helpful. Interesting reading, but not worth of owning
By A Customer
The title of the book should be understood literally. The book is not about 'last point' in sense of final argument to the topic, but really about which player, white or black gets the last point in Go game. This also means, that if you utilize all knowledge from this book either in your playing of Go or incorporate it into Go playing program, you at best score 2 points more territory in comparison to you opponent than without this knowledge. Reading this book is revealing in some sense, since it proves some 'common sense' assumptions wrong and gives some insights of mathematical handling of the Go, but the scope of the book is very limited.
13 of 19 people found the following review helpful. Very important book for the combinatorial games theorist
By Thane Plambeck
Here's where all of you

who are bored with Computer Chess and conventional mathematics should be spending your time. This is a deep book that hints at many interesting subjects. If you're a combinatorial game theorist you already know about this book. If you aren't read this book and become one

The ancient game of Go is one of the less obvious candidates for mathematical analysis. With the development of new concepts in combinatorial game theory, the authors have been able to analyze Go games and find solutions to real endgame problems that have stumped professional Go players. Go players with an interest in mathematics and mathematicians who work in game theory will not want to miss this book because it describes substantial connections between the two subjects that have been, until now, largely unrecognized.