

Second International Go Game Science Conference

<http://pasky.or.cz/iggsc2015>

Wednesday

~ 10:00 to 18:00

Computer Go Tournament
Conference Hall & KGS

18:00 to 19:00

Bot Game Commentary
Lukáš Podpěra (6 dan) Conference hall

20:00 to 22:00

Go Match: Winning Bot vs. Lee Hajin
Conference Hall

Thursday

10:00 to 12:00

Conference Paper presentations
Conference Saloon

10:00

Computer-Aided Go on High-dan Level
(Ingo Althofer, Manja Marz, Stefan Kaitschik)

10:30 Improving Learning Progress in a Mind Sport Game
(Marc Oliver Rieger, Stefan Rosset)

11:00 A New Approach to an Old Problem: The Reconstruction of a
Go Game through a Series of Photographs
(Andrea Carta, Mario Corsolini)

11:30 A Proposal of Global Open Data Index for the Game of Go
(Leonardo Alberto Dal Zovo, Angela Corbari)

**12:30 to 14:30 Go Match: Human-Computer team vs. Professional
Conference Saloon**

**15:00 to 17:00 Invited Talks and Demonstrations
Conference Saloon**

Waltheri's Marvellous Pattern Search, <http://ps.waltheri.net>
(Jan Prokop)

How to Find the Bar (in McMahon Tournament)
(Geoff Kaniuk), ref. <http://senseis.xmp.net/?TournamentSimulation>

Recent Advances in Computer-Go: Convolutional Neural Networks
(Josef Moudřík)

Demonstration of PhotoKifu during rapid tournament
(Andrea Carta, Mario Corsolini)