

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 Rossel)

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)