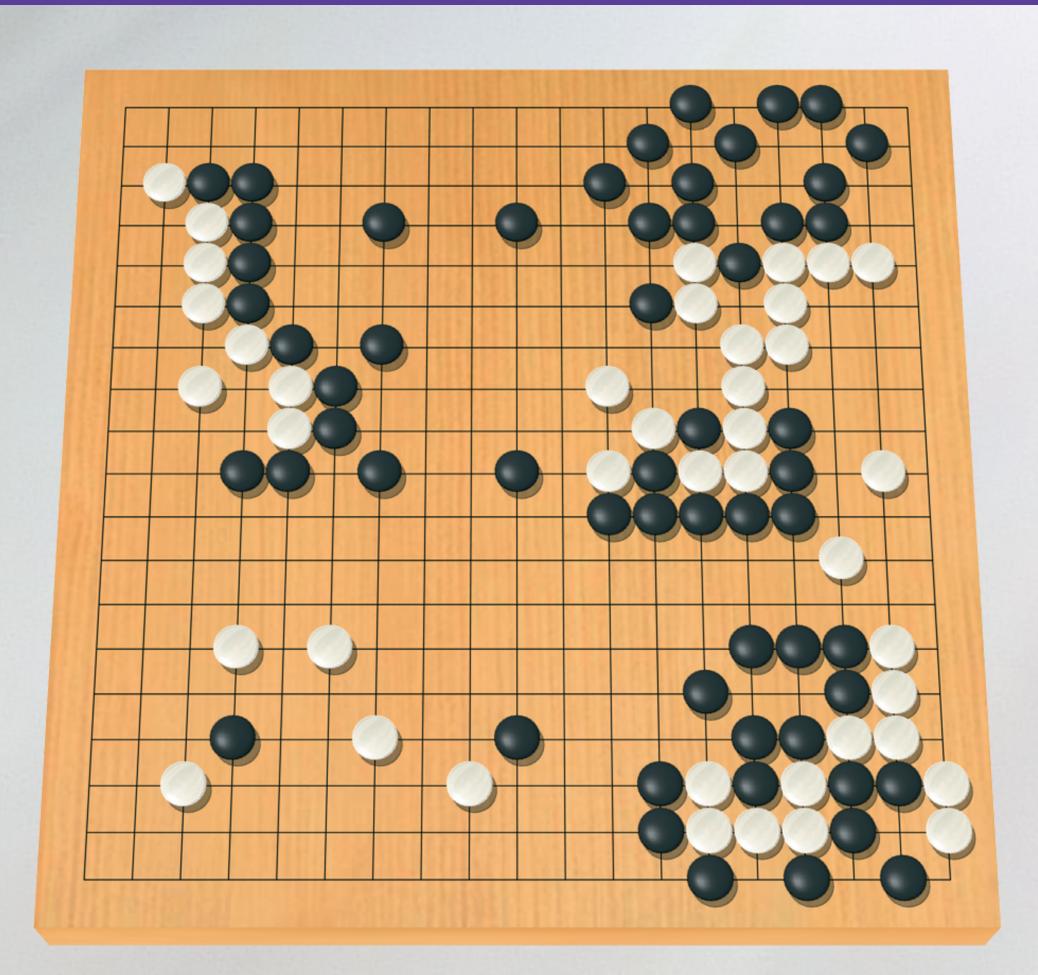
# Supercomputer beats Go pro

#### The game of Go

- Thousands of years old
- 40 millions players, mostly in Asia.
- The rules are simpler than the rules of chess.
- Considered by many as the game in which making a strong program is the most difficult.
- Hundreds of Go programs
   have been designed.



#### Our Go Program: MoGo

- Started in 2006 as a master project in University of Paris 11.
- At the moment, four persons are working full time on the project, in Paris and Maastricht.
- Partners:













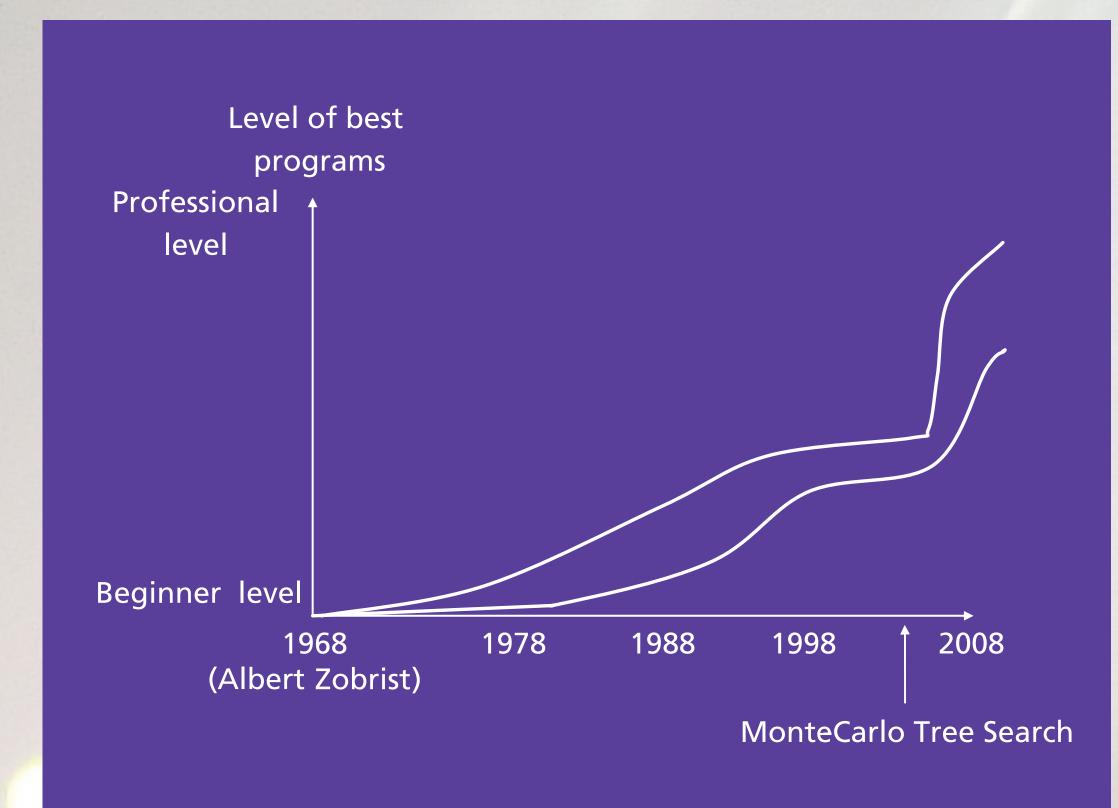


## The new "Monte-Carlo Tree Search" Framework

- Invented in 2006
- Led to a revolution in the level of programs.
- Compact and versatile framework.
- Works in situations

   in which the Alpha Beta framework is

   inefficient.
- Computationally expensive
- Highly scalable



### The supercomputer Huygens

- 128 GByte of memory per node
- 16 Power6 dual-cores
   processors at 4.7Ghz per node.
- Infiniband network
   between nodes.
- Total performance:
   60 Teraflops, MoGo
   uses up to 14.
- The high number of nodes and the high speed of each core, makes Huygens one of the best computer in the world to maximize the speed-up.



- Academic program: our techniques are published.
- Main results:
  - Gold medal at the 12<sup>th</sup> Computer Olympiad (Amsterdam, July 2007)
  - First program to defeat a professional on the 9x9 board (Paris, March 2008)
  - First program to defeat a professional on the
     19x19 board with 9 stones handicap (Portland,
     August 2008)
  - Silver medal at the Computer Olympiad (Beijing,
     October 2008) (best academic program)
- Current hardware: 10 to 25 nodes of the supercomputer Huygens

Jean-Yves Audibert, Guillaume Chaslot, Christophe Fiter, Sylvain Gelly, Jean-Baptiste Hoock, Rémi Munos, Arpad Rimmel, Olivier Teytaud, Yizao Wang, Ziqin Yu



 MoGo uses a computational power which is 1000 times more than the chess program Deep Blue.