Title: Artificial Intelligence, AlphaGo, and Computer Hex

Abstract: In 2016 DeepMind astonished the Go world with its superhuman-strength program AlphaGo. I will give a brief history of AlphaGo and discuss and its influence on current board game research, including computer Hex.

Hex is the connection board game invented by Piet Hein in 1942 and introduced in North America by John Nash around 1949. Our research group at the University of Alberta has built strong Hex players and solvers.

Everyone is welcome to enjoy the talk and refreshments.

If you have any questions, please email Dr. Yong Gao at Yong.gao@ubc.ca