



Read more about the challenge of computer gaming.

Gaming Challenge

For those who enjoy the challenge of computer gaming, read “How Google’s AlphaGo Beat a Go World Champion: Inside a Man-Versus-Machine Showdown” at

<https://www.theatlantic.com/technology/archive/2016/03/the-invisible-opponent/475611/>.

The Atlantic TECHNOLOGY

How Google's AlphaGo Beat a Go World Champion

Inside a man-versus-machine showdown

By Christopher Moyer



The South Korean professional Go player Lee Sedol reviews the match after finishing against Google's artificial-intelligence program, AlphaGo. (Lee Jin-man / AP)

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On March 19, 2016, the strongest Go player in the world, Lee Sedol, sits down for a game against Google DeepMind's artificial-intelligence program, AlphaGo. They're at the Four Seasons Hotel in Seoul's Gwanghwamun district, and it's a big deal: Most major South Korean television networks are carrying the game. In China, 60 million people are tuning in. For the English-speaking world, the American Go Association and DeepMind are running an English-language livestream on YouTube, and 100,000 people are watching. A few hundred members of the press are in adjacent rooms, watching the game alongside expert commentators.