Game 2: “Slaying the Dragon”

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Like the first game, this is a blitz with five seconds per move. The first 48 moves are identical to the previous game, but Black deviates at 49 with a hane over the four White stones. AlphaGo may have been dissatisfied with the result of the extension at A in game 1.
Black chooses the double hane, perhaps expecting diagram 1. In the real game, things do not proceed so smoothly, as White disrupts Black’s rhythm with the sharp placement at 52.
Black expects White to defend with the tiger's mouth immediately. Now Black can get out with 5 and 9, relying on the forcing moves at 11 and 13 to secure the isolated group. Afterwards, White launches a deep invasion with 30, and the outcome on the top side will decide the game.
Although Black would like to connect at 1, White’s push and cut leaves Black at a loss to respond. Through 8, Black collapses.
The exchange of 52 for 53 leaves Black hard-pressed to fix up all the weaknesses on the top side. Instead, Black decides to hang tough with the connection at 61, harassing White on the right while looking for an opportune moment to reinforce the top.

Bold though it may be, Black's way of playing is extremely dangerous. Through 68, there is still a gap through which Black can break into the open, but the game has already grown painfully difficult.

Diagram 3 shows White's anticipated continuation.
Diagram 3

White believes Black must escape with the kosumi at 1. After exchanging 2 for 3, White invades the top, exploiting Black's aji and living easily. Naturally, this result would favor White.
Black probes White's intentions with the peep at 69. When White pushes from the outside, Black chooses to risk it all by connecting at 71! Now the top is much stronger, but can Black live with the dragon on the right?

White seals Black's fate with the lethal combination of 72 and 74. AlphaGo is capable of killing!
When Black pushes through at 2, White must not try to connect under at 3. Black seizes the opportunity to force with 4, then secures an eye in sente through 16. After Black jumps at 18, White has no way to capture.
The following moves are a one-way street, and Black is quickly running out of space to live. Although 85 and 87 create some eye shape, carving out two eyes will be a very difficult task.

After the attachment at 91, Black briefly entertains the notion that everything will be fine. However, White's merciless blow at 96 lays bare the harsh reality! See diagram 5.

Well then, is Black doomed? Actually, Black does still have a chance to live, but the resulting ko would be a Pyrrhic victory. See diagram 6.
At first, Black thinks there is no way to kill, and White will have to be content with capturing the sacrifice stones on the outside. Through 16, the bottom becomes a flower-viewing ko for Black, who reserves the right to make a second eye above at any time. If Black lives, the territory at the top will prove decisive. Of course, Black is daydreaming.
In fact, Black can exploit White’s aji to gain a ko for life, but White can create ko threats by targeting the weak points on the top. White’s peep at 2 is a difficult tesuji for Black to handle. After White crawls at 14, Black can no longer contain the situation.
Although this position looks complicated, the fact is that Black has lost the chance to live. White’s technique may appear suboptimal, but from AlphaGo's perspective, this is the simplest and clearest line. Through move 132, the result is technically ko, but this ko exists in name only, as Black has no reasonable means of starting it. See diagram 7.
If Black directly initiates the ko, the only plausible threat is capturing the two stones on the right to make life. White finishes the ko at 4, reaping a huge profit at the bottom. Next White attaches at 6, and as long as the top left group does not die, Black will have no way to make up the deficit.
The following moves are not critical, but there are a few details worth noting. When White connects at 144, Black cannot fight the ko. See diagram 8.

Once White reinforces at 146, Black is unconditionally dead. The following moves may be regarded as Black's dying breath. Black resigns at move 172.
Variation 8

This is Black’s last chance to play the ko. Although Black has one local ko threat, White has one in return at 6. When White retakes at 8, Black is out of threats.
AlphaGo’s unparalleled positional judgment and outstanding ability to control the flow of the game are well known. However, some have wondered about whether it can handle life and death situations, even questioned whether such positions might drive AlphaGo berserk. This game should prove to everyone that, indeed, AlphaGo can kill.