

Selected Translation of 'World of Weiqi':

Black Huang Yunsong(黄云嵩) v. White Ke Jie(柯洁)

Background: Both Huang and Ke were born in 1997, Ke became a Professional player in 2008 whereas Huang became a professional player in 2010. This is a match that selects players for Samsung cup. Interestingly for China team is that none of the people selected for Asian game manage to enter Samsung Cup in selection which show how intense the competition is in China.

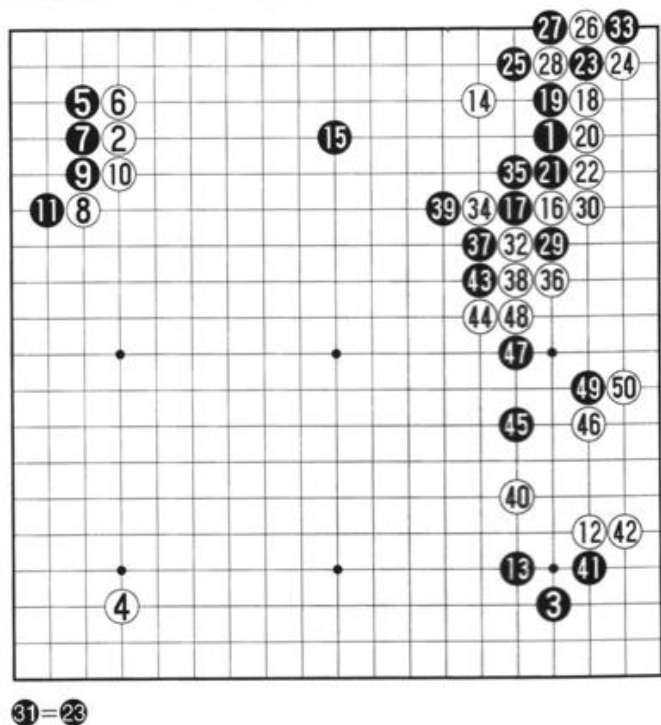
Black: Huang Yunsong

White: Ke Jie

In the history Huang and Ke had played 14 games and Ke wins 11 of 14 games, which makes Huang's victory this time a confident boost for himself.

The white 8 invited the black for the very complecated joseki: 'Min's exception'[1] yet the black decided to aviod the complecated joseki and try a simple one.

On the upper right corner the joseki is less commen as white 18 go into the corner directly



Record 1: move 1-50

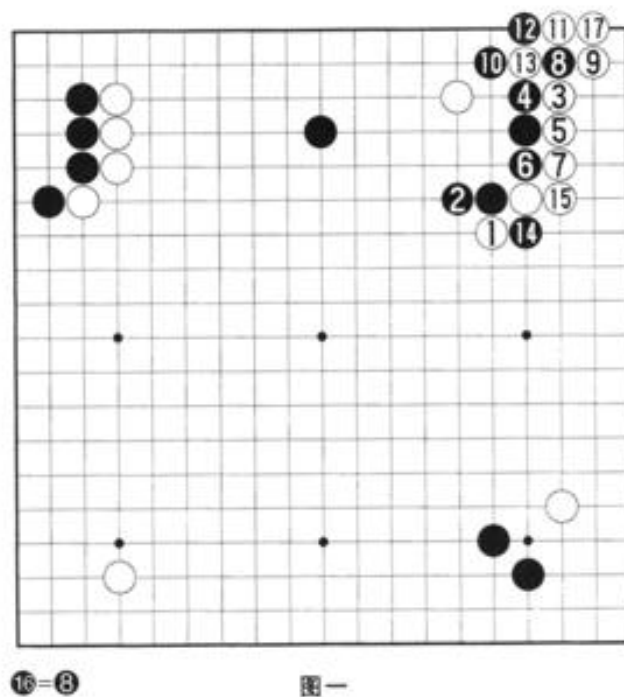


Figure 1: instead of white 18 from Record 1, normally white would hane at 1 here. And white 17 would have a choice whether to take the corner like this one or to move out. At the current game white is more likely to move in 17 here

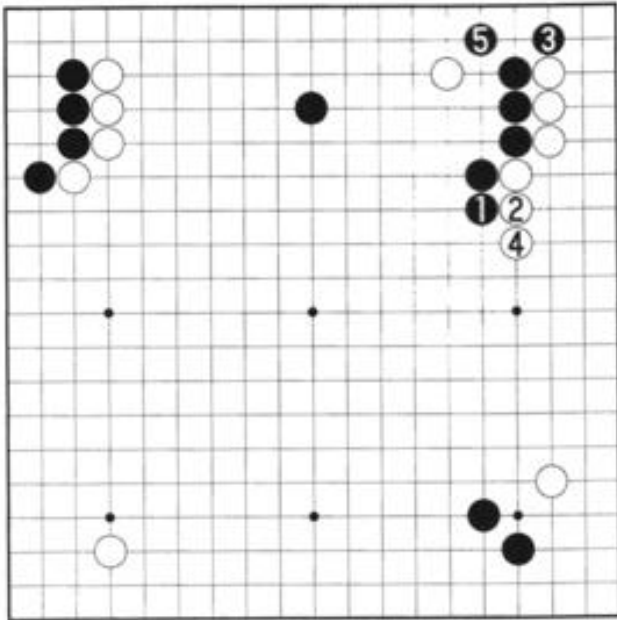


Figure 2: Because white choose to go to corner in move 18 instead of hane in figure 1, black 23 should move in 1 here instead to keep the pressure on the white below.

The black is afraid of the white taking advantage of the corner so after 23 the black choosed to make a ko, then white 32 is a natural ko threats so black should instead choose Figure 3

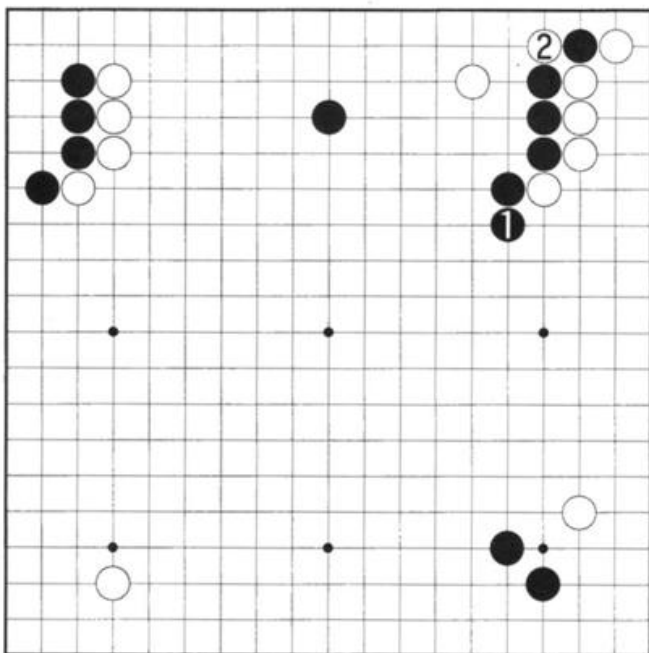


Figure 3: Black should move in 1 here to avoid a disadvantaged fight, and after that there is only a very slight disadvantage for the black

But white 36 didn't take full advantage of the black's weakness and now it is again a even fight.

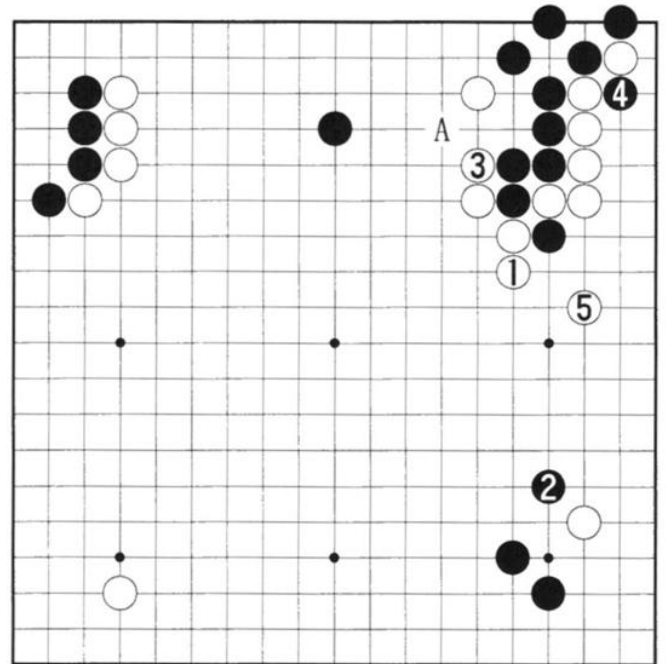


Figure 4: if white 36 move at 1 here instead of ladder the black stone, the black will be cornered. And if the black is unwilling to be surrounded and move in A instead of 2, than the black's territory is already limited and the white can move elsewhere.

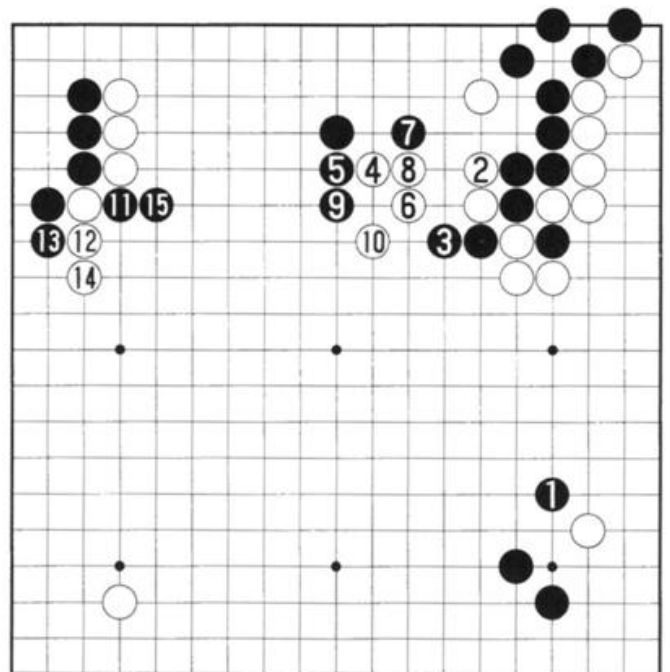


Figure 5: In AI's view black 39 is not a must, and the black should instead move at 1 below, although the fight above seems difficult after white 4, the black 11 can take advantage of the weaknesses at the white corner. Although it might be difficult for human players to give up the 2 pieces after move at 3, and turn ones attention to the above.

White 40 is a very tempting point that gains a very large influence while strengthen itself. Black 41 43 45 choose to limit and invade the white's influence first but AI believes that black should move above

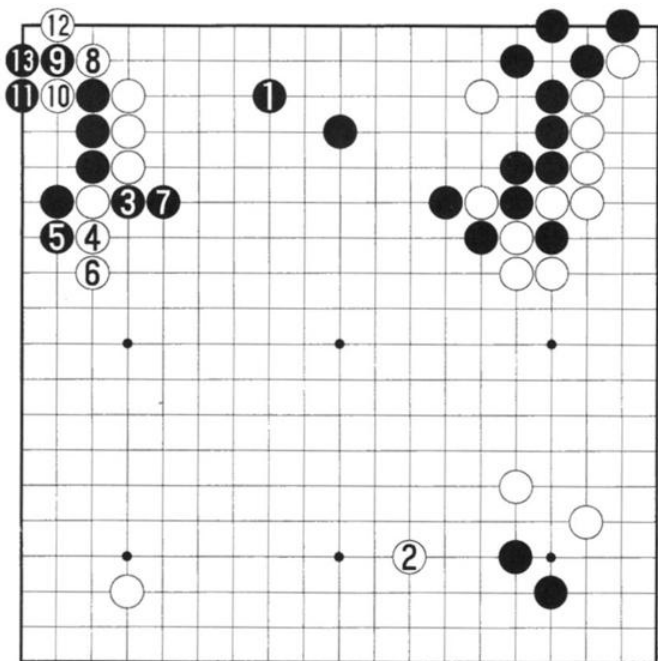
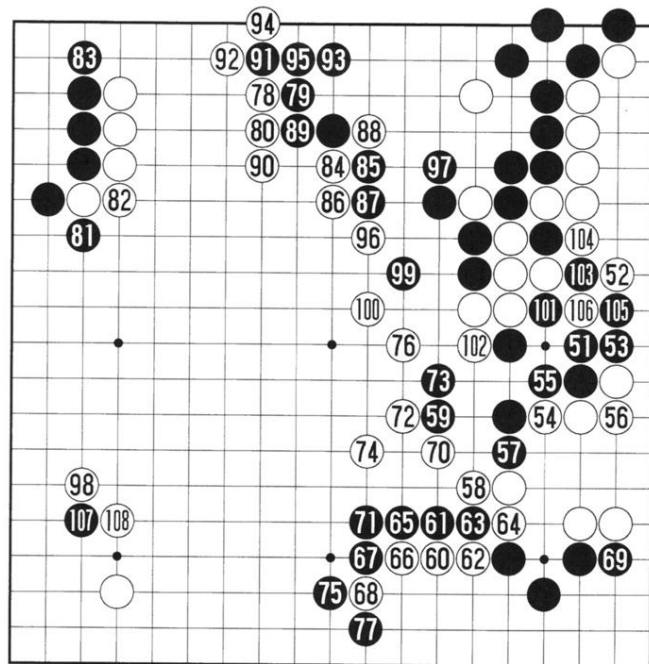


Figure 6: AI believes that black should move above aim at the weakness of white corner, if white 2 move below than the black could respond immediately and after black 3 cuts the white into two the white is in a difficult position.



109=103

Record 2: move 51-109

Even after 41-49, the black 51 still should move above like figure 6, but the more one place in the right, the more one expect to gain something.

Figure 7: the most orthodox move is perhaps to strengthen the corner at 1 here but after white 2 the black is in clear disadvantage and no obvious way to stir a fight

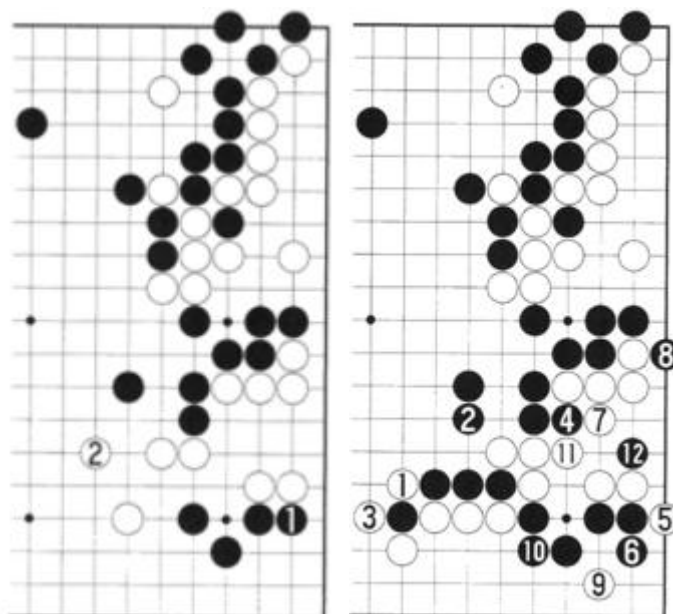


Figure 8: The white can, instead of 70, respond in a tougher way, but that is unnecessary for the white prefer a simple advantage.

Despite that the white choose the simplified way, the black is still in a difficult position. White 74 aimed at both the right and the lower group. Black 75 taked the solid territoy below and 76 surround and almost taked the black right group. But black group in the right still had some use so the white's lead, though clear, is not dominant.

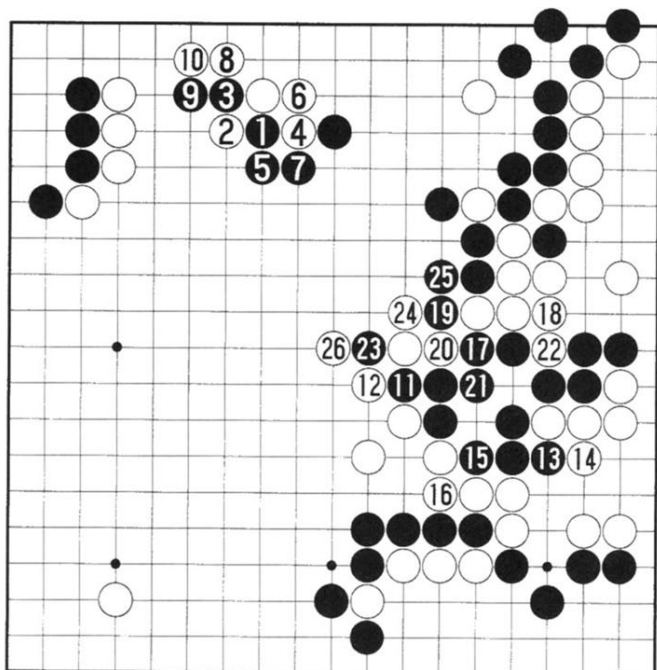


Figure 9: Ke was surprised to see the black's calmly move 79, as he might be expecting more aggressive moves. Yet now if the black choose a more aggressive move as 1, the white could hold

Black 81 83 continues to take solid territory, than white 88 is extremely sharp

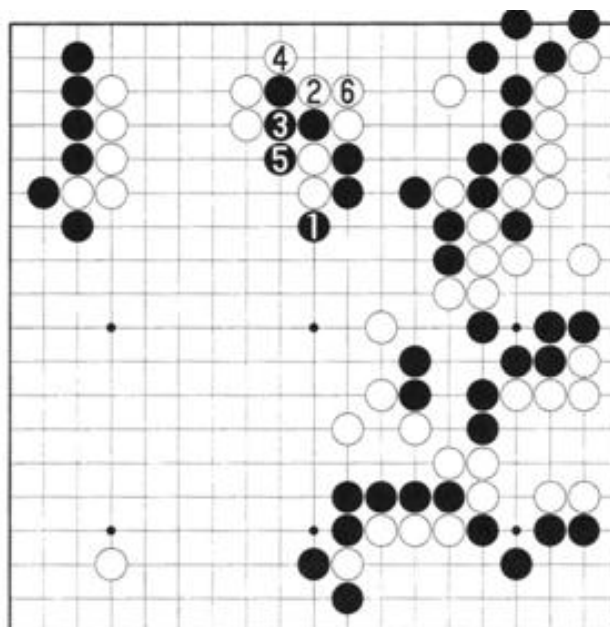


Figure 10: AI suggested that black 1 cloud be more aggressive and, in this figure, although the white invaded the black's territory, the black in turn had strengthen itself and now moves in figure 9 is more threatening to white. However in this figure the black lost solid territory first and that may not be favourable by human player

Black 99 seems to be a harmless move just strengthen itself, yet it actually is targeting the white's weakness.

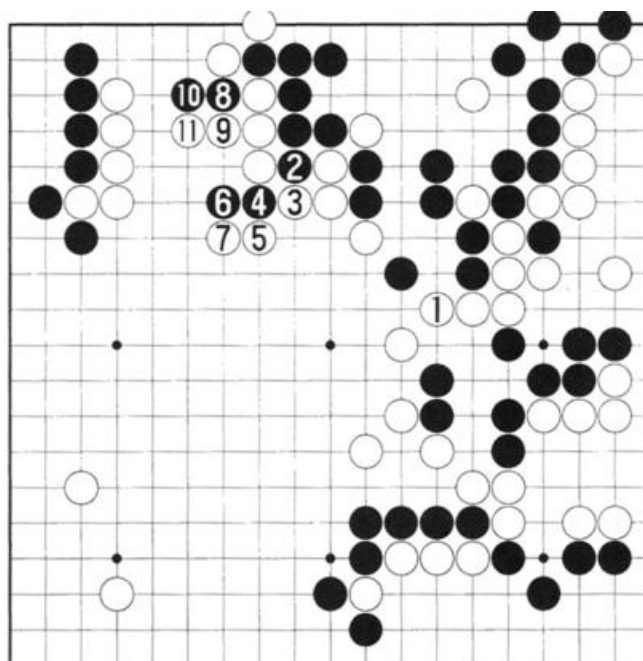
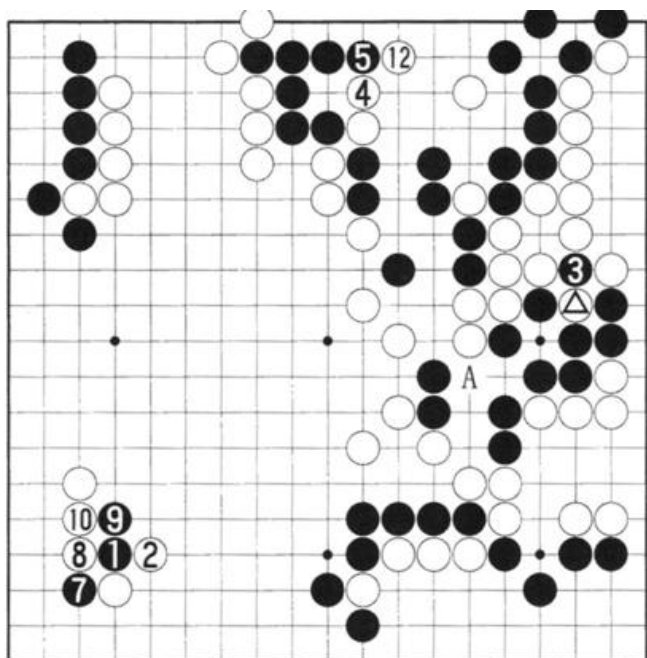


Figure 11: comparing to white 100, white 1 here is better for this move has eliminate all black's tactics to the right. And black's gain in the upper area is acceptable as white can have the influence outside in exchange.

White 100 might be trying to safeguard the right and the upper area simultaneously, yet this gives the black some methods to the right.

Seeing this opportunity, the black moved so determinedly and the white player, Ke, is clearly surprised and frustrated.

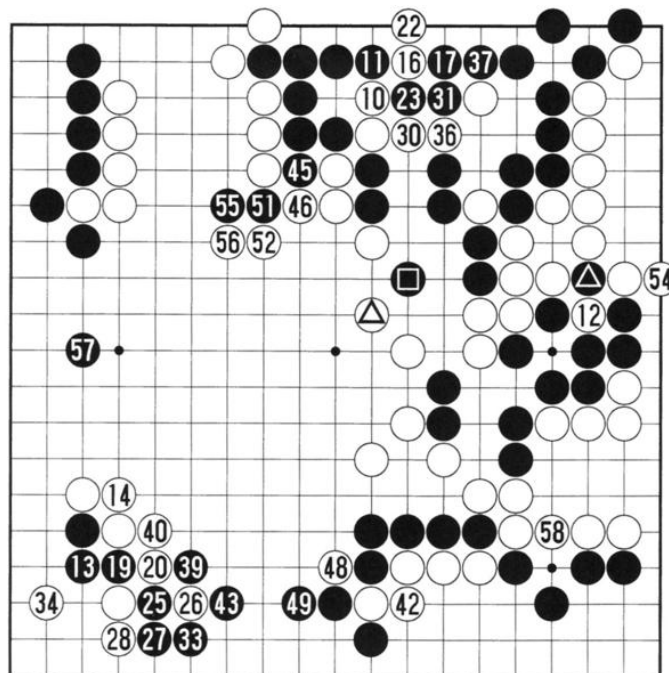
Black 107 is less common because the black now need more ko threats and normal way in figure 12 to have influence to the right is less appealing now.



⑥=△ ⑪=③

图十二

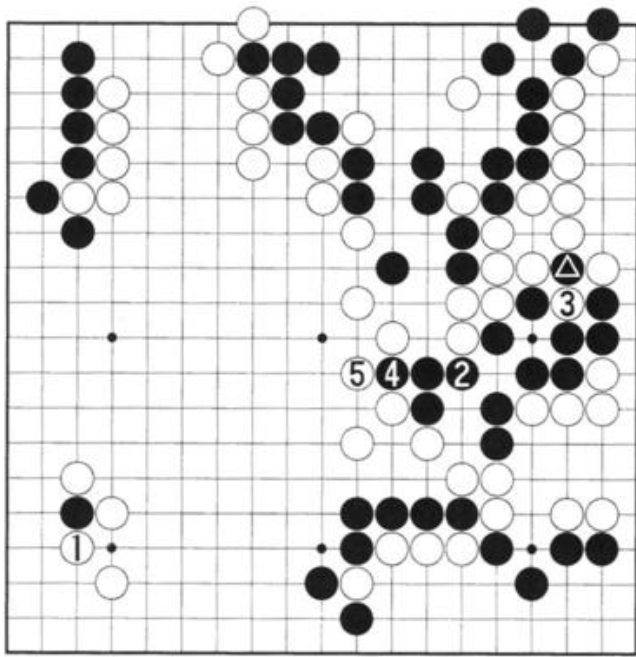
Figure 12: black 1 here is a more common way to find ko threats but now it only offer 2 normal ko threats, and further ko threats is very damaging to the black itself. Also after white cancelled the ko at A, the black's threat to take the influence from lower right corner to lower right is less valuable in the present situation.



15 21 29 35 41 47 53 = △ 18 24 32 38 44 50 = 12

Record 3: move 10-58(110-158) the ko in this situation seems ordinary but these 2 professional players definitely put a lot of consideration in finding ko threats, we're going to analysis them one by one.

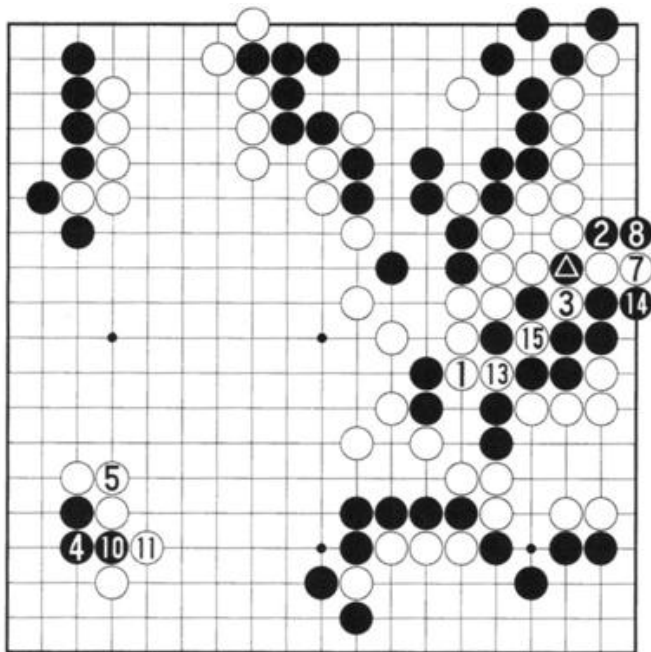
The method to make a ko have existed for a long time, but after black ■ and white △ the ko now not only determined the live and death of the black group but also the safety of white group in upper right side.



6=△

图十三

Figure 13: Had the white move in 1 to eliminate all threats in the lower left corner, the black would have the chance to utilize the weakness of the white's surrounding. Notice the white group in the upper right next to the black group is not entirely safe, the ko would become too important for white



6 12=△ 9=③

图十四

Figure 14: Al suggested that white 1 could try and take the black stone first, than the white group is completely safe and the ko is only about the black group.

The ko lasted more than 40 moves, and for professional players like Huang and Ke recognizing and counting ko threats is no problem. Huang, the black player, said after the match that he knows his ko threats is not enough but keep the ko can grinding down the white's ko threats while carrying out his initial plan to exploit some weaknesses in the white's corner. Until white 22, the white could not eliminate all the ko threat in the lower left corner in 1 move so the white keep the ko.

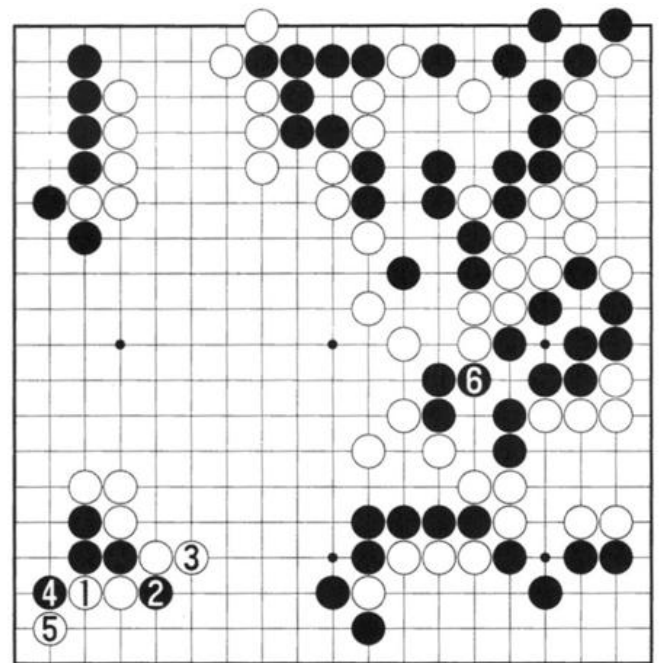


Figure 15: It seems that the white can eliminate all ko threats by 1, but black 2 leaves the white in a difficult position. If the white tries to secure its territory in the corner than the black will have even more ko threats and will keep the ko in move 6. However, if white 3 tries to end the ko, than the black 4 can move in white 3 position and the white is in even greater disadvantage.

Finding ko threats seems simple, but for professional players trying to gain advantage while having a ko is difficult. White 42 is a very good example of how to find ko threats while embarrassing your opponent. The white group, although being surrounded, is not completely dead. This gave the black a headache and the black player, Huang, used up another 2 byo-yomies here.

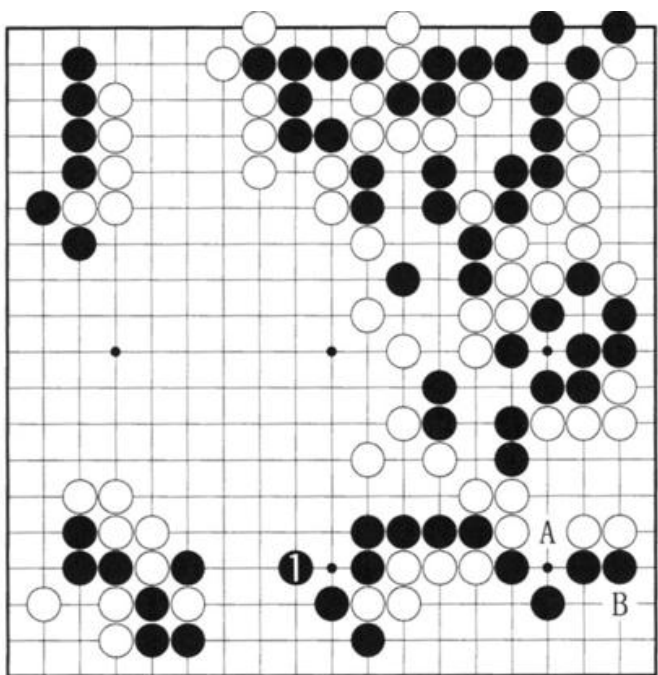
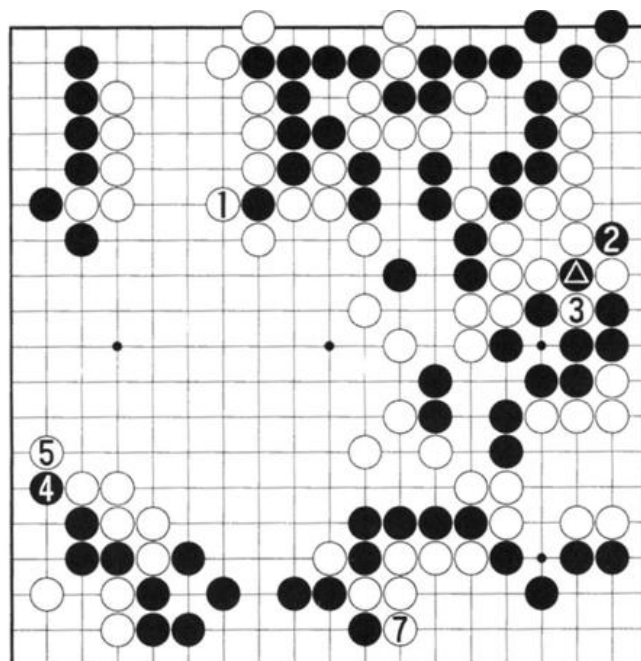


Figure 16: Locally, 1 is the most natural response facing white 42, however after the white connect at A (in responds to ko threats like figure 9), B becomes a very valuable spot for the white. So the black player instead respond on the outside like 43, to gain more territory in the lower side, however that gives the white a few more ko threats.

After some move, the black is uncertain about where else could go and keep finding ko threats at 51



图十七

Figure 17: After the black's attempt to find ko threat at 51, the white certainly wanted to take the stone in 1. However the white player may be afraid that black would move at 2 to continue the ko threat. And use move 4, though helped the white increases its influence outside, as a ko threat. But the white should not be afraid since white 7 provides more ko threats.

White 54 was trying to cancel the ko while reinforce the white group above, but this move is controversial for it leaves some problems as we shall see in the endgame.

Black 57, realizing himself is in behind, takes the last empty space in the board, to prevent the white turning the lead into a victory by taking the territory below. And white 58 respond in coolness and style.

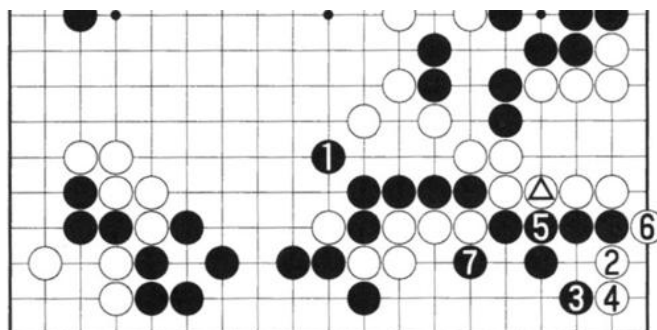
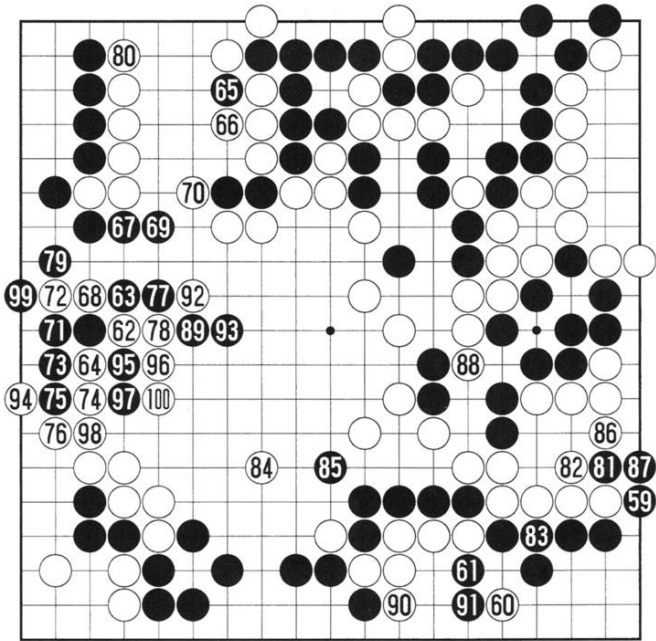


Figure 18: if it were not for the white to move in Δ first, the black 1 would be a sente and white must follow after this move. However because white 2 is so valuable now, Δ have ordered the black to move as 59 below.



Record 4: move 59-100 (159-200)

Black 59 tried to solve the problem we presented in Figure 18 efficiently. White 60 is to test black's response and black 61 is the correct response. However, to the black's surprise, the white didn't follow up here.

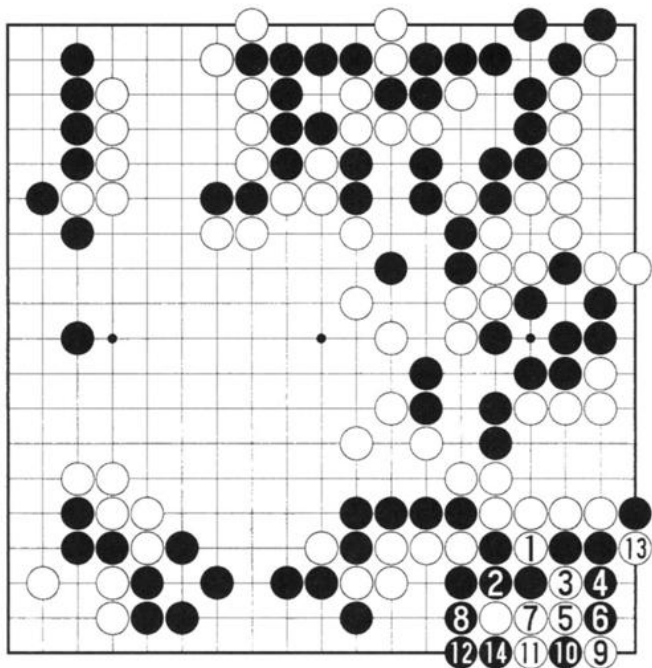


Figure 19: the white's follow up here can further reinforce its upper group and possess considerable value. It is also a sente, which makes it more valuable.

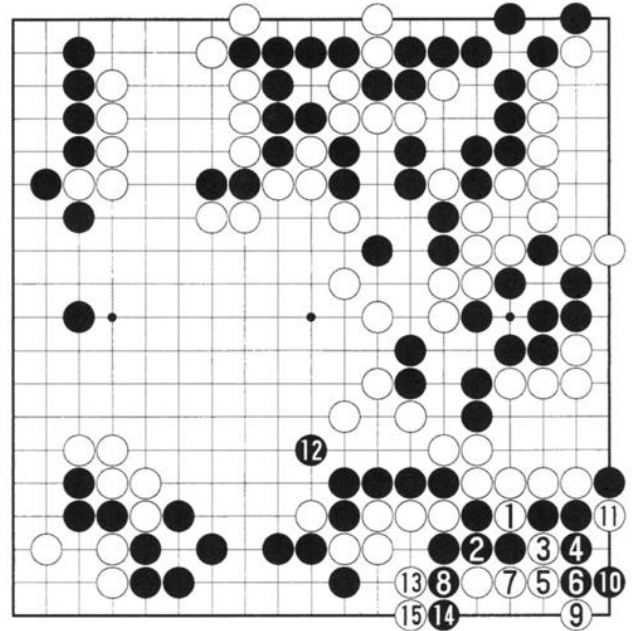


Figure 20: After the match Huang has asked Ke this problem and Ke admitted that he had miss calculated the black's 10, which he thought can completely secures the black below. But white 11 is also a sente for if the black moved elsewhere, white can exploit the limited liberties of black in 13.

White 62 is a very tough move, backed up by its strong surroundings. The black 65 tried to leave some vulnerabilities inside white's territory but this move turned 67 from a sente into a gote.

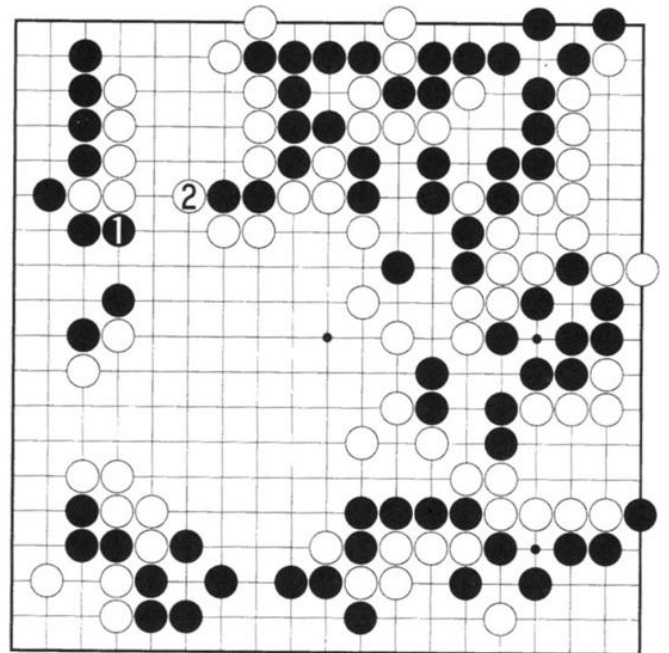


Figure 21: Black 1 would be a sente, but white 2 is also valuable for it secured the entire upper territory.

After the match the black player thought that 69 was not the best sequence, had 69 been placed in 71, then if white's block in 72 then black move in 69, in the record white 72 should have moved at 73's position. However white 72 blocked in the wrong direction nevertheless, which costed all the lead the white had, now the game is very close again.

Black 83 was trying to gain 2 more points, but this move leaves it's liberties very limited. White 84 aimed at turning its influence in the centre into territory. Black 85 is a sente then black 89 would try to limit white's territory in the centre.

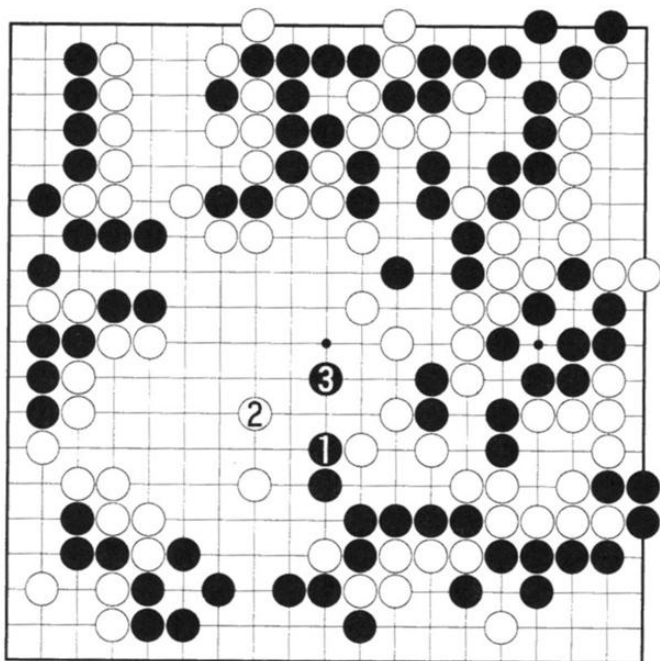
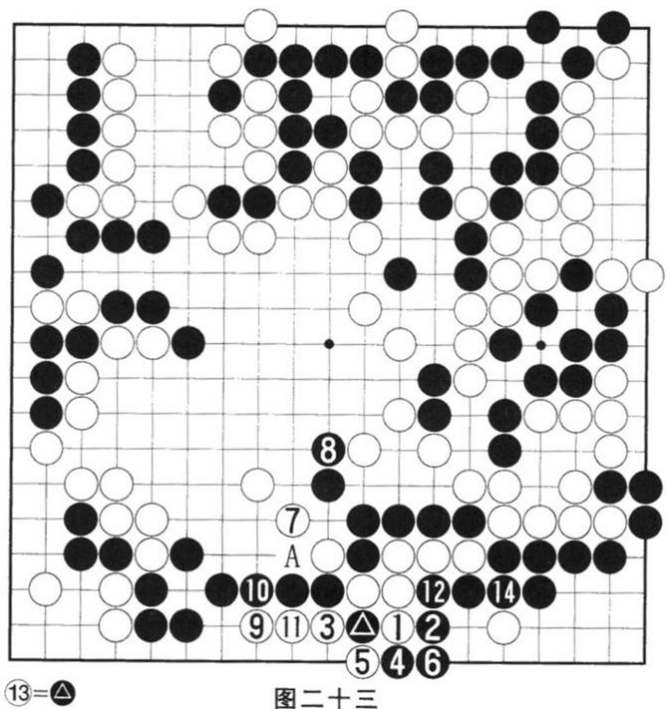


Figure 22: AI suggested that black should invade from below, while the black invaded from above. But the differences is small for human players.

Seeing that black had already spend move 85 to strengthen itself, the white move in 90 to test black's response, the timing is perfect.



13=△

图二十三

Figure 23: if black moves at 2 to limit white's liberties, than white after 7 can move in 9. The black is forced to do a capture race with white, and that also limited the black's ability in the upper area. If black 8 move at A than the exchange 7 and A is already in favour of the white.

Black 95 97 is strange for Huang is afraid that white might takes the stone in the upper area by force.

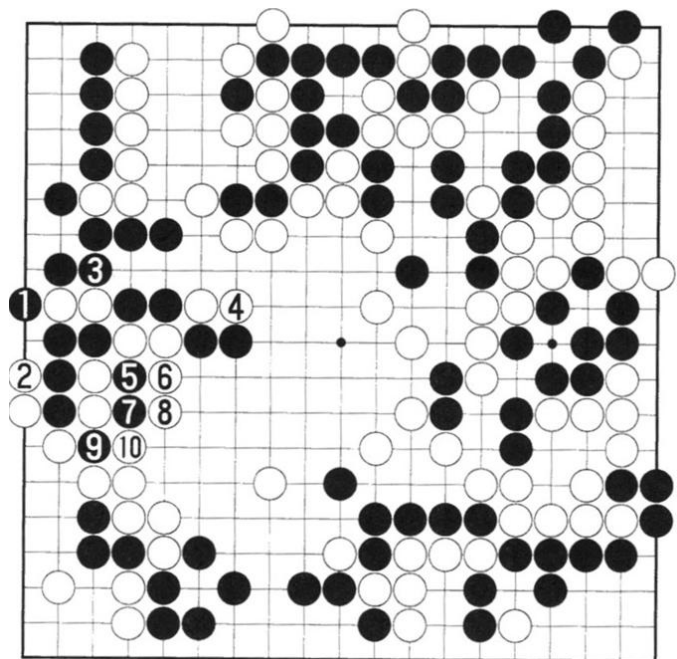
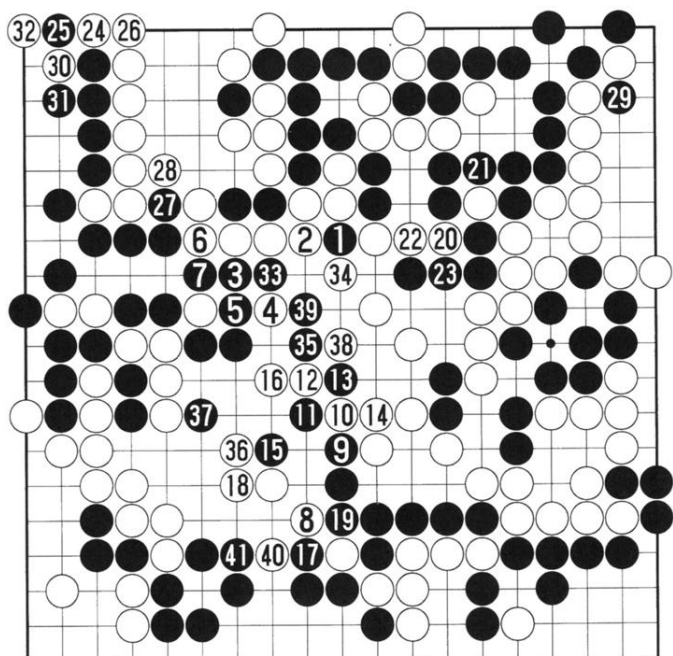


Figure 24: Huang is afraid that White may choose to take the centre stone by force and sacrifice the 2 white stones. In turn Huang sacrificed 57 59 to insure he has the choice.



Record 5: move 1-41 (201-241)

Black 1 is the right sequence to test the white response. White choose the territory and black 3 takes the white stone.

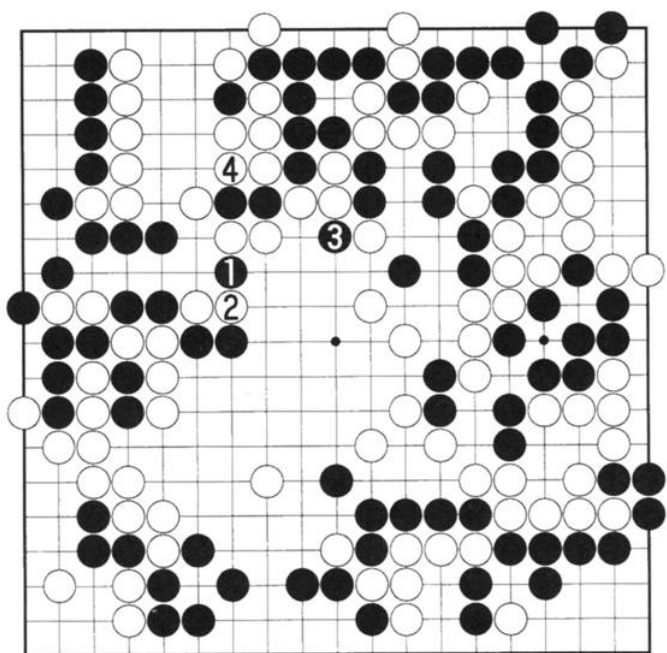


Figure 25: sequence here is important for if the black move in 1 here first, than white could choose push in 2, than white would respond to black 3 in 4, the 3 stone is less important now for the white had already gained something from 2.

White 4 6 is very pleasant, but the black choose not to counter.

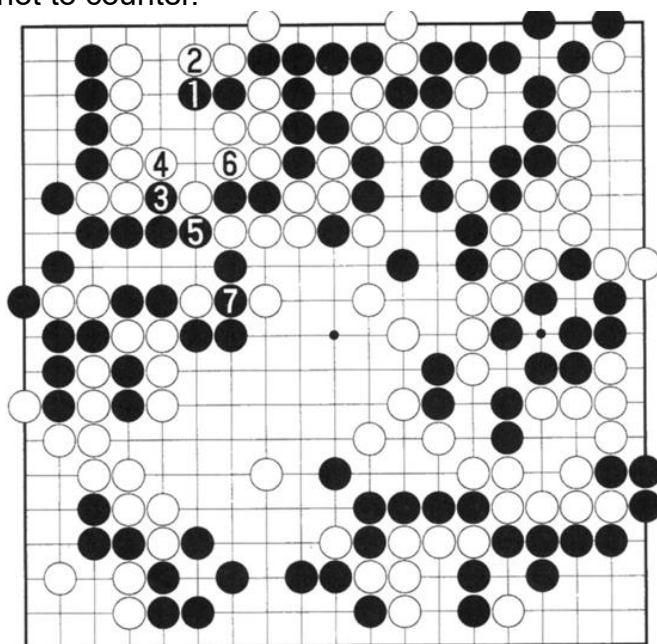


Figure 26: the black could have counter white 4 with its sente 1, but that would turn a sente endgame move above into a gote move, which is also more than 1 point, so the choose not to struck back is understandable.

After several exchange the game was still close. White 8 is a very valuable move but white 10 is not, now the most valuable move should be at 24. Because of the limited liberties black 17 must reinforce itself, however this move is not very delicate, and AI had a better suggestion.

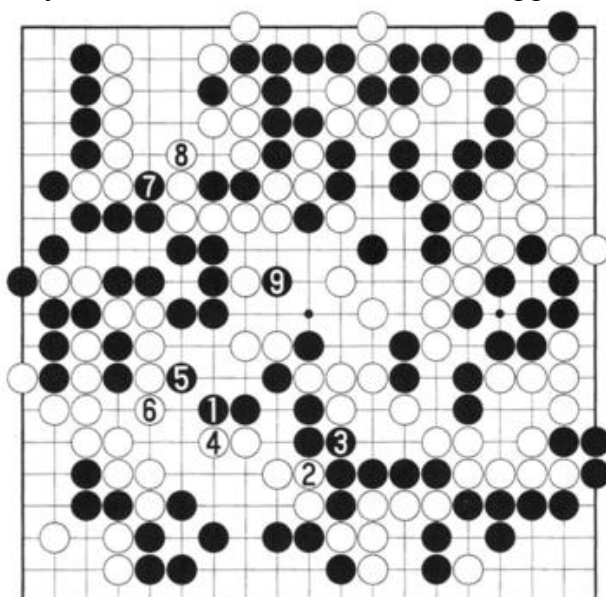


Figure 27: black can full utilize its sente 1, 5, by the excellent move 7, if white 8 withdraw like the figure than the black already gain a territorial advantage of 2 point. If white blacked 7 instead than white on the right didn't have enough liberties to cut the black 1,5 with the upper black group

White 20 is a textbook example of how to gain points in endgame by exploiting the opponent's limited liberties, as the black had to capture the white stone, white move became sente.

The white cannot black after black 27

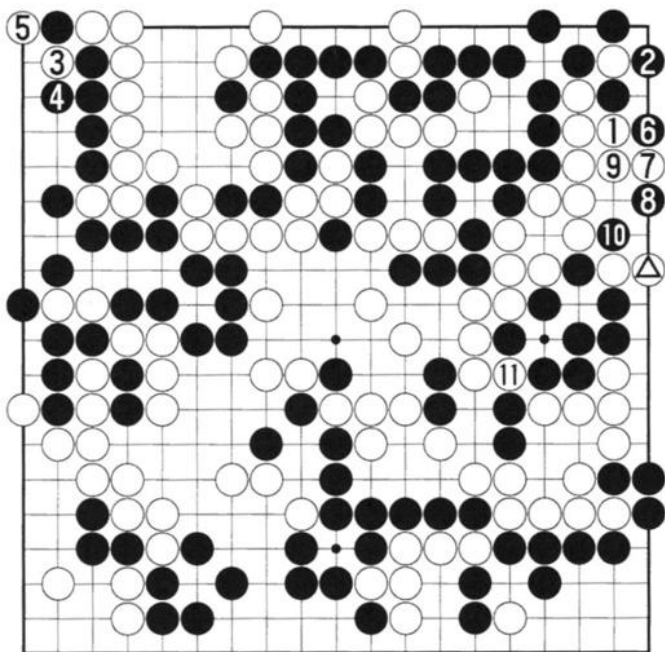


Figure 28: The white 1 is not a sente 3 point for if the white move elsewhere than after black 8 the white is already in trouble as shown, however if the white try to capture 8 than black 6 became a sente 2 point endgame move. So the proper way is not to move in 1 but to wait until a better opportunity.

Ke did the right thing to wait here but coincidentally that had cost him a vital ko threat later. Now the game is still within half a point but white 34 made a mistake, and gave the black 1 point in lead, yet the black wrongly exploit it.

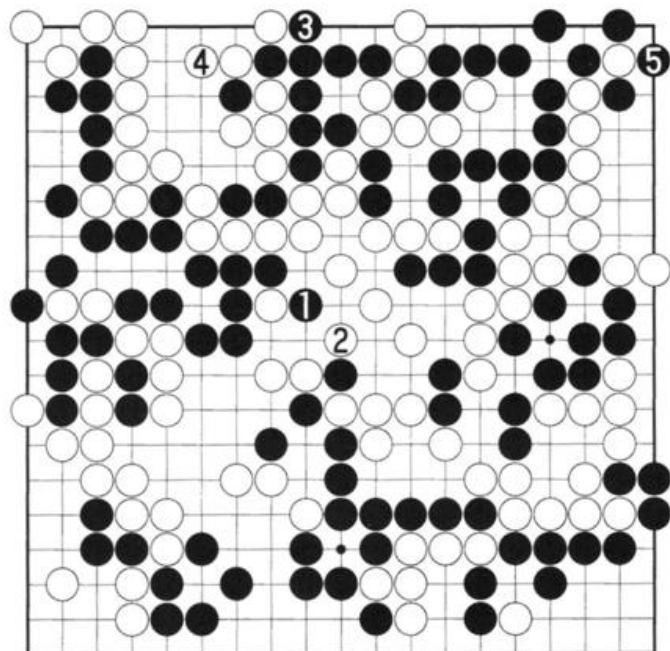


Figure 29: Black 1 is better and in that way the black is a bit more than 1 point in lead.

The black player perhaps ignored the white's 36 which required black 39 to strengthen itself, it is equal to black 3 in figure 29 moved in 39's position. Now the white is slightly in lead.

White 40 had exposed some black's weakness and the black 41 is a very sound move.

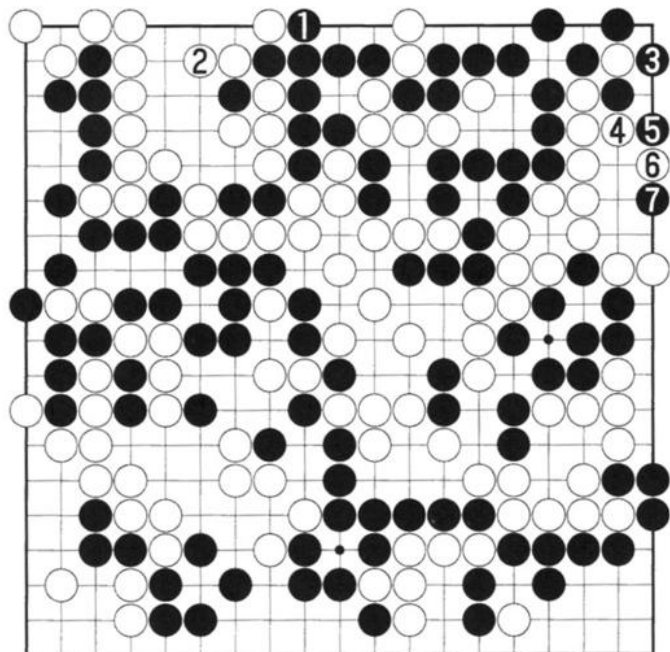
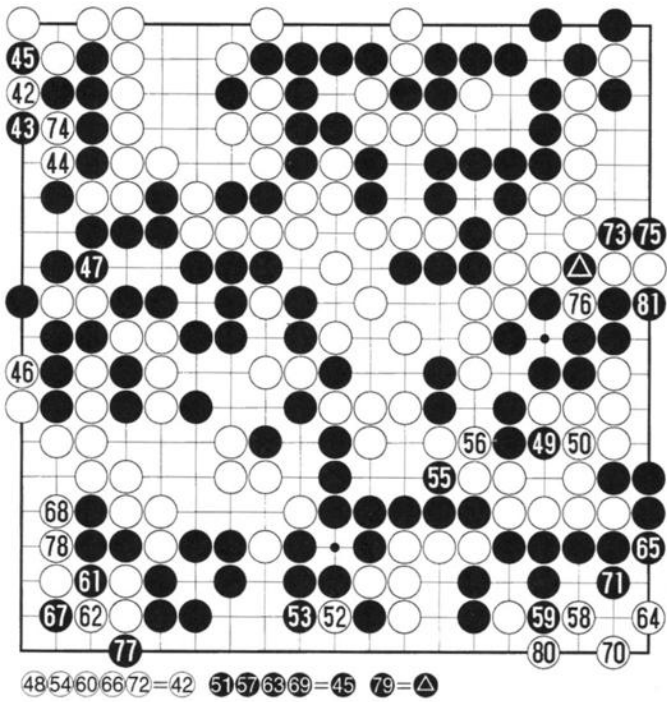


Figure 30: Because of the black's disadvantages perhaps 1 here is a more aggressive move. Open a ko in the upper right while ignoring the unstable situation below for now.



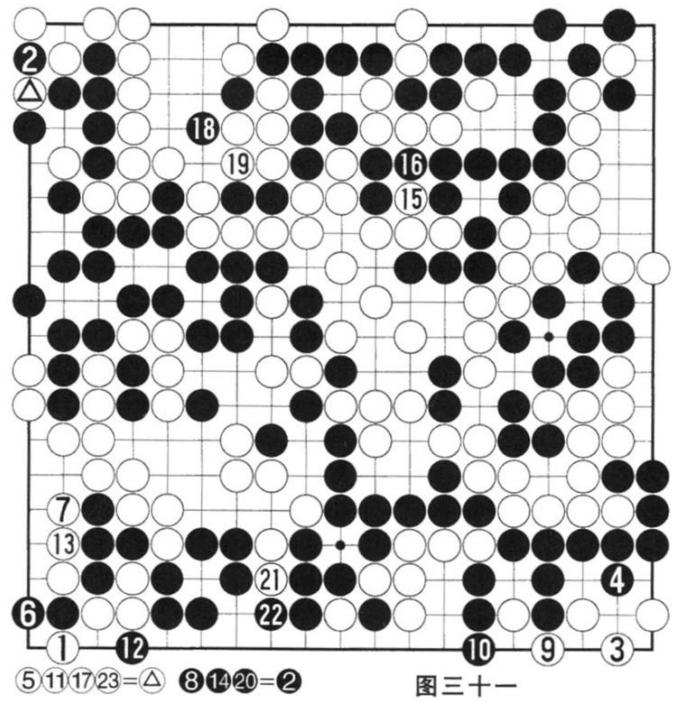
Record 6: move 42-81 (242-281)

White 42 is not necessary for its victory, had the white choose to move in 46 as a sente first, and secure the upper right corner, than it would win.

Black 61 as a ko threat has lost some points, however it is necessary for human players. White 64 also lost some points, and it should instead connect at the 1,2 point at the upper left corner, in that way the white is still in lead.

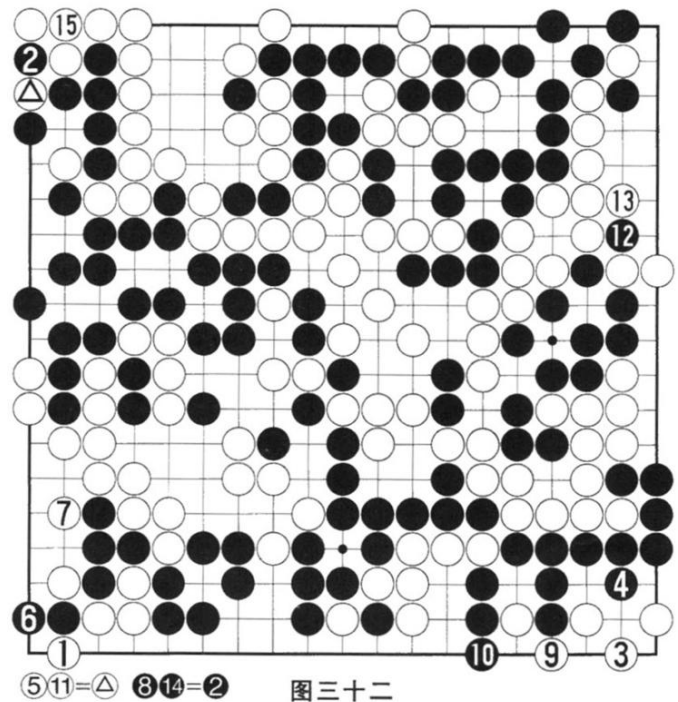
Black 65 should instead capture the 2 white stone in 1,2 point and in that way the black would be in the lead.

The 2 players had made a series of mistake that could give away their victory and finally white 68, a move intended to give less ko threats to the black, backfired and lost too much point and give the black player a hope to win.



图三十一

Figure 31: The white should have secure the lower left territory at all cost, then if the black didn't want to find ko threats that lost points, it would have less ko threats than white



图三十二

Figure 32: If the black wanted to use a ko threat that losses points than the white can connect at 15 and still in lead

The black 73 to cut first is a shocking blow to Ke had no choice but to accept the ko, and he was 1 ko threat short.

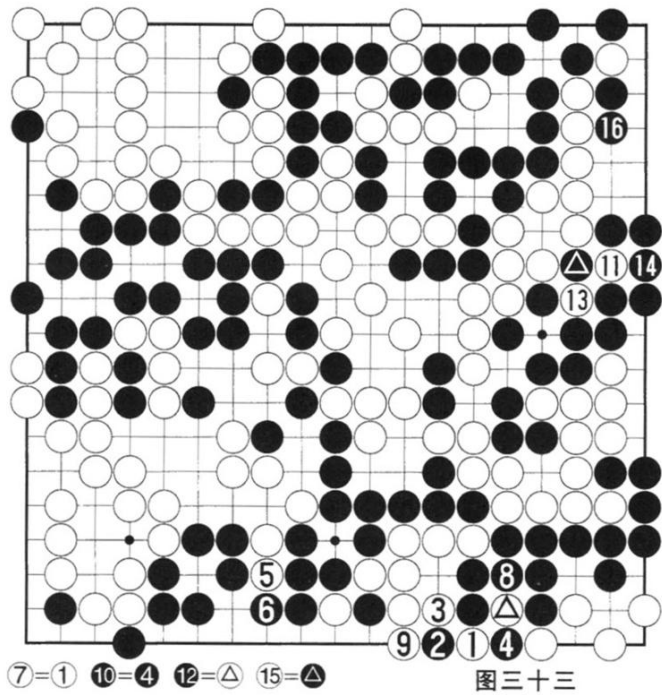


Figure 33: Black 8 is a vital ko threat and white 11 is not a ko threat for black can connect from below via 14

The white resigned at move 281.

[1: a foot note about Min Yuting's exception]

Min Yuting's exception or Min's exception is a very complicated joseki, first used by Professional player Min Yuting(卞昱廷). and we intended here to give some background introduction.

This reference is a translation from part of a article from Feiyang Weiqing blog [a]

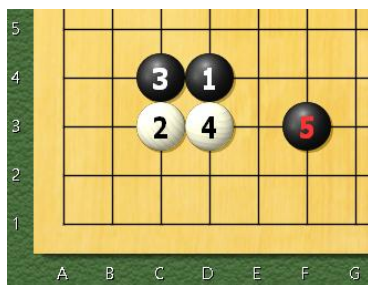
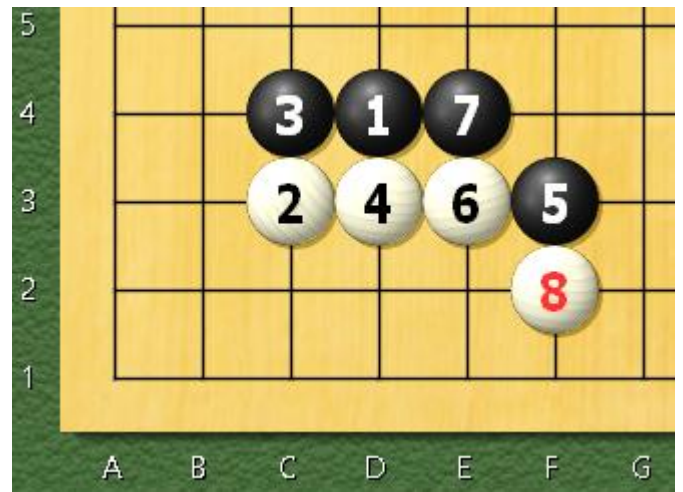
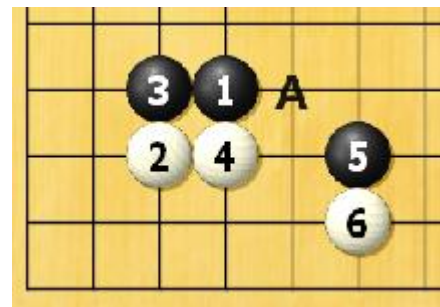


Fig 1: After the white invade 33 point the black could fly at 5 and invite the white to play the joseki 'Min's Exception'

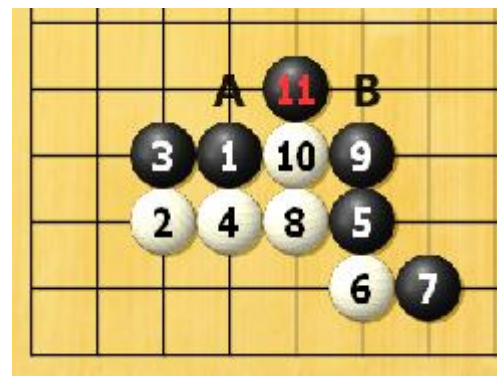
The white can (and must when the ladder is not in favour, as we shall see) avoid this complicated joseki by move 6 8 and returned to the nowadays common joseki.



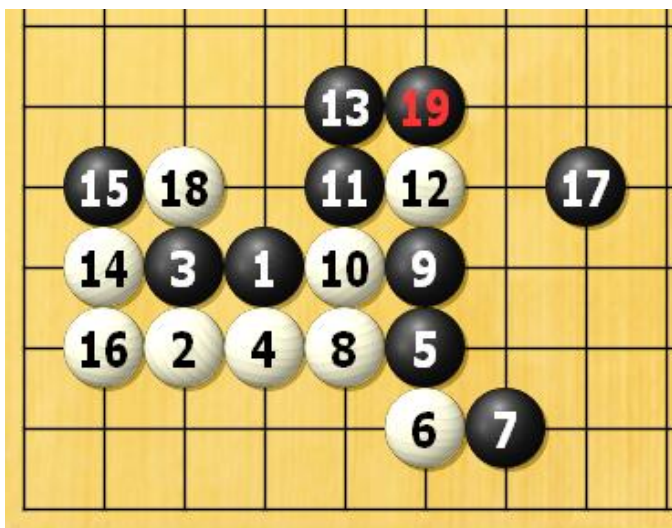
If the white is determined to play this joseki he/she can choice the following



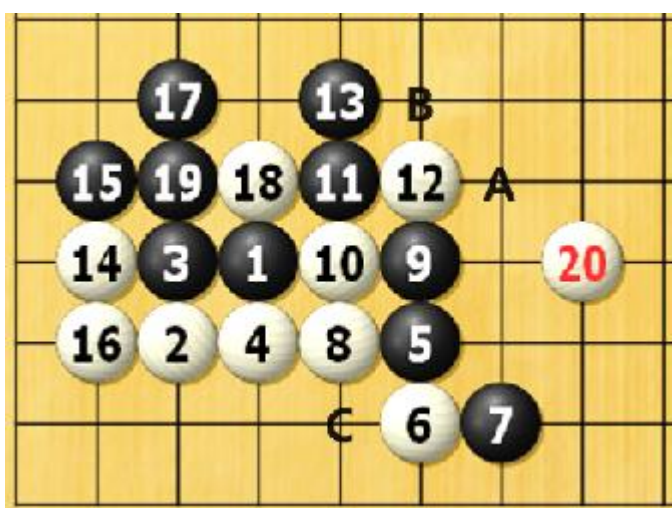
The black must response after 6 or the white can hane out from A, the fight is in white's favour



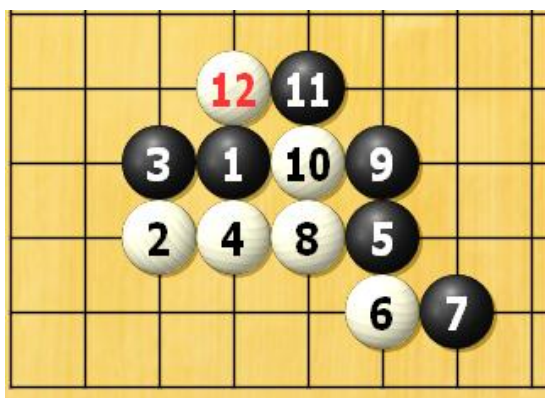
In the old days the white can cut in either A or B but now B is less favourable



In the old days the joseki is like this but after that people find black have better moves



Even if the black cannot ladder take the white at A the black can still move in A in exchange for white's move B, than black would move according to the surroundings, most likely C. The fight is now considered to be in black's favour.



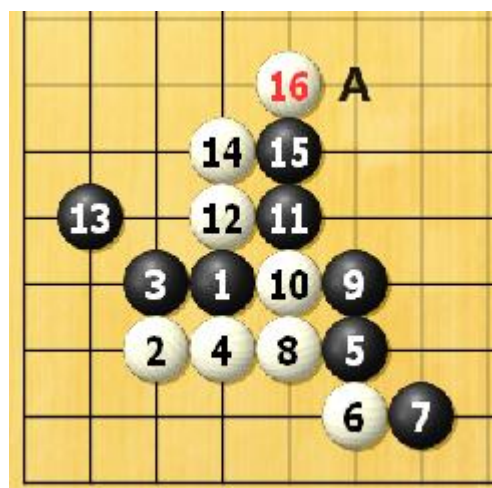
So now we the white would almost certainly move at 12

The basic modern joseki is as following:



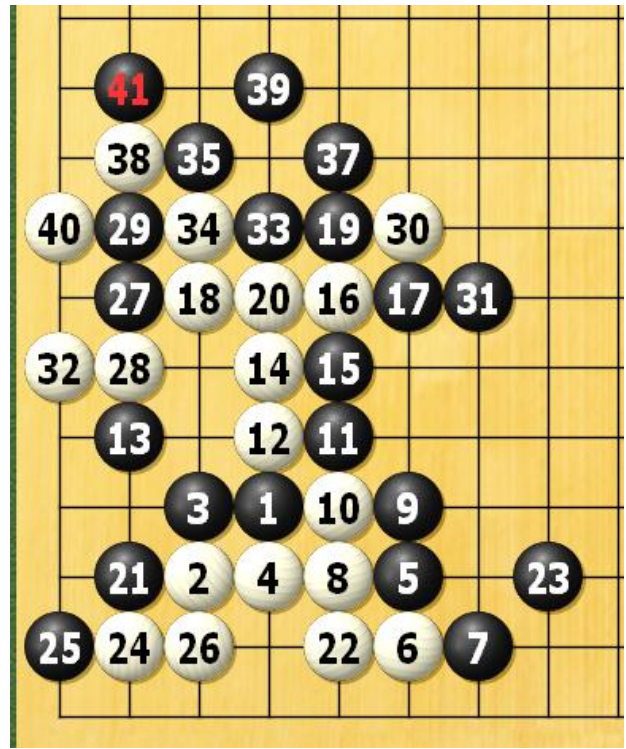
In AI's view this is acceptable by both sides however most human player preferred the white, who takes the solid territory, over black who takes the influence.

Some black player is not satisfied with this and moved at A instead

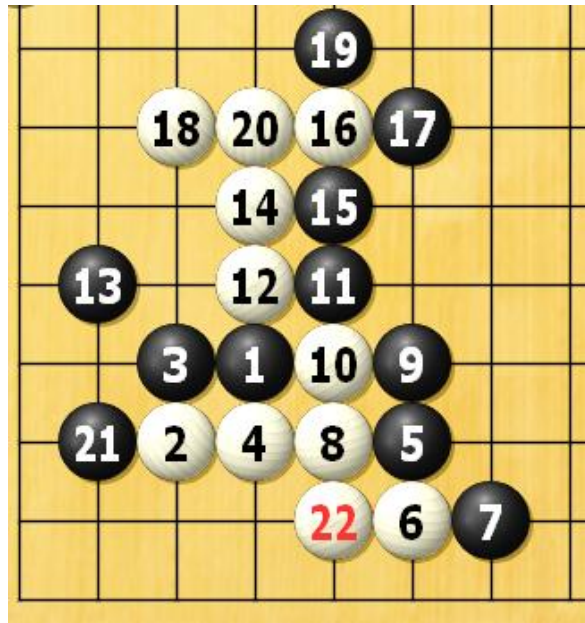


This is very complicated, and move A is first realized by Min Yuting so the joseki is called Min's exception as it is an exception to the original joseki.

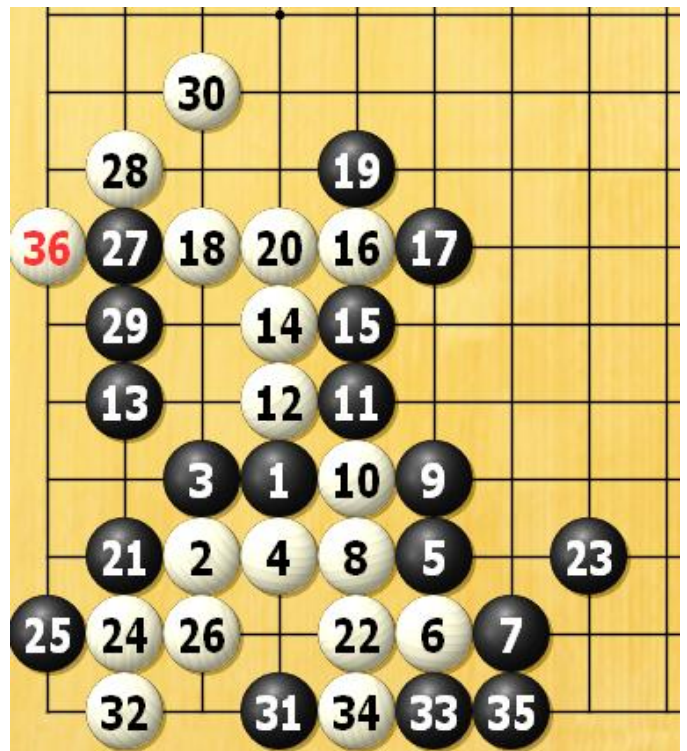
The following is so complicated so we shall not dive into it I shall quickly review some figures and its outcome. (and if you guys want to know more perhaps I should translate a separate article about it)



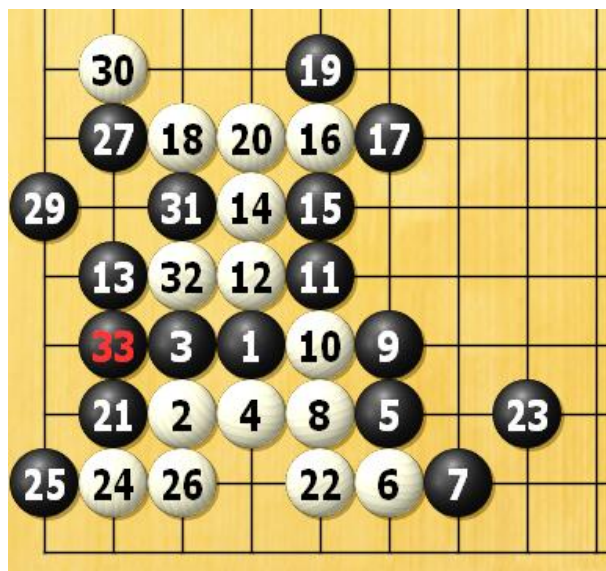
The black might consider sacrificing 29 27 to surround white. It is considered by Katago that the black is 5 points in lead choosing this



After 17 the white must avoid being surrounded so 18 is a must, than 19-22 is the only move in the situation.



Since the black has the method to surround the white, the white must move at 30 and then a capture race is definitely gonna happen



The ko is too much for black so 12 is not applicable under the present situation

As you can see now it would be a seki



And after that it is considered even and depend on the surrounding in favour of the black or white

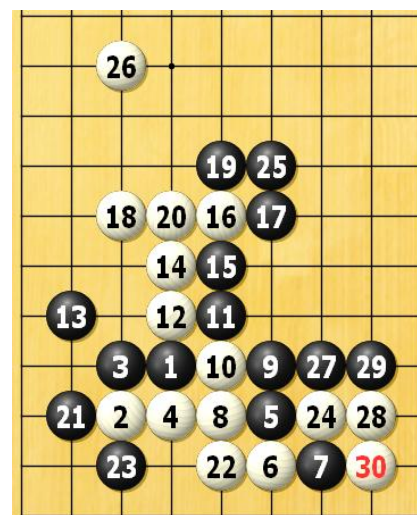


Back to move 23 it is also possible for the black to shift its direction.



If the black move like this the Katago suggested that black lost 4 points, mainly because of 25.

Katago suggested that black 25 could move in 33 than black may only lose less than 1 point, and depending on the direction this might be different

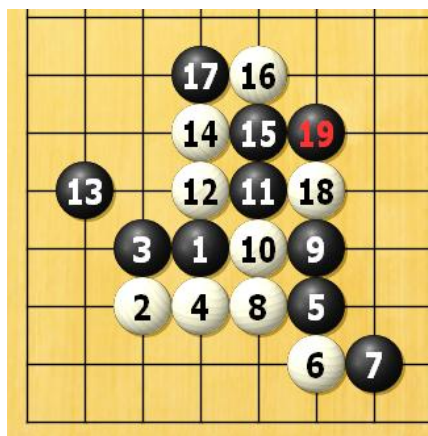


Katago has also suggested that black 23 could move on the upper side if it wants to change side but after white 24 it is a very complicated fight.

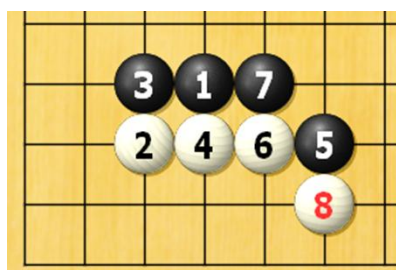


The black may also choice this if he/she wants to change directions

Note that the ladder is very important for if the ladder is in favour of the black the black 17 can cut the white instead of connect itself



And finally, if you're not confident you can always avoid this joseki

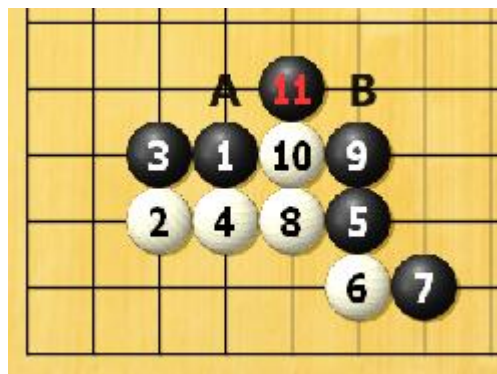


Most of those figures are either from [a] or katago

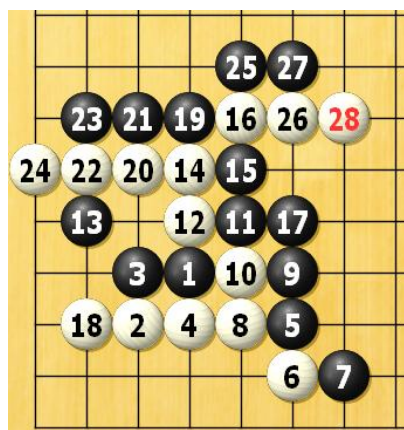
[a]<http://bbs.flygo.net/bbs/forum.php?mod=viewthread&tid=113016> 飞扬围棋网, 26 Jan 2021, by 随缘主人



So few quick take ways:



The Min's exception happens like that.



One of the most basic joseki is this one.