

## Samsung Cup: Shin v. Xie

A commented game by Jiang Weijie(江维杰) 9p and Zhang Dayong(张大勇)

### Background of the game and commentator:

Many are very familiar with Shen Jinseo as current ELO rating record holder, Shin is famous for his AI like procession in complex situations. His opponent, Xie Er'Hao is a rising star in Chinese go team and famous for his ability to win a tough fight. The two player last encounter at Samsung cup was at 2020, at that time they both only hold 1 title.

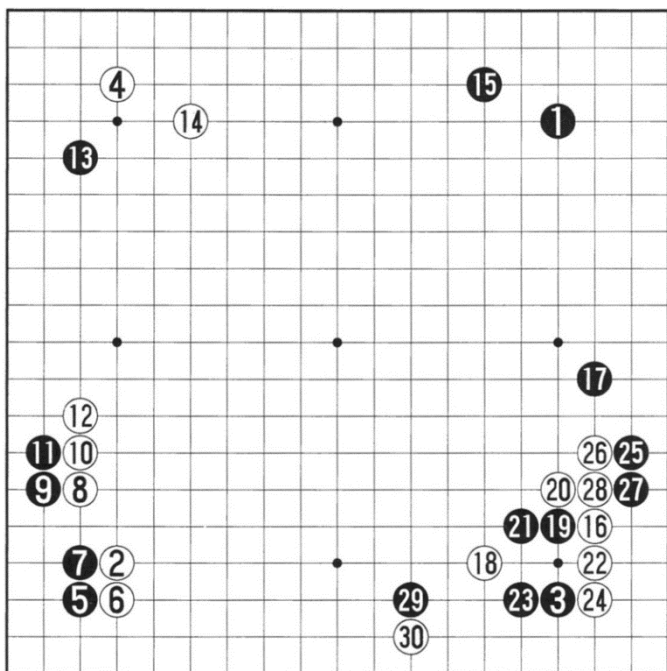
Because at the time of writing the Samsung cup is still on going and we cannot ask Xie to commentate his game personally, we invited another professional player and LG cup champion, and Jiang Weijie, who is also famous for his affection and ability to win tough fights.

### 2023 Samsung Cup

Black: Shin Jinseo(신진서) 6.5 points

White: Xie Er'hao(谢尔豪)

22 Nov 2023



Record 1: 1-30

Xie likes the white 2,4, as his favorite opening. The similar opening was played many times by Xie in various competitions.

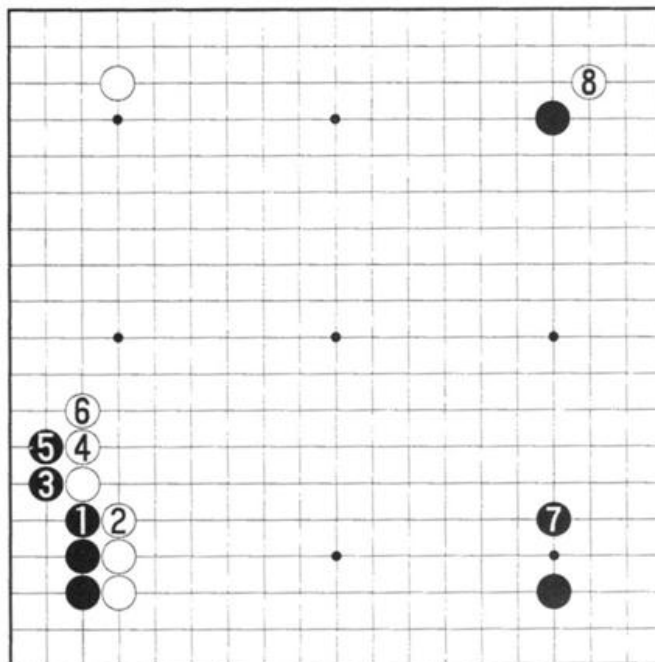


Figure 1: Xie used this opening in October 2023 against SHIBANO Toramaru in Nongshim Cup, who did very best to gain a sente and secure his lower right corner

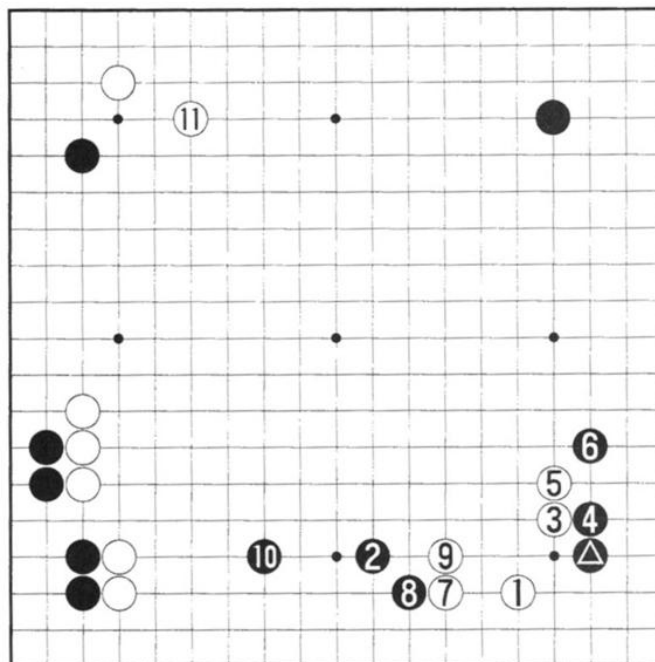


Figure 2: Xie also used this against Huang Mingyu in 3<sup>rd</sup> Master Go tournament, because ▲ was in a different position the white didn't respond to black kakari and instead move at 1, to expend its influence below.

The white 18 is the famous Taisha joseki, once attractive and complicated, have now been reduced to some simplified josekies because of AI.

Shin move at black 25 and 29 in an astonishing speed, which indicated that he might had study the following of this joseki before.

White 30 is very shocking, a very aggressive move and very impressive. One suspect that Xie had study this move in advance, yet surprisingly AI didn't appreciate this move, and think white 30 have cost the white 10% rate of winning.

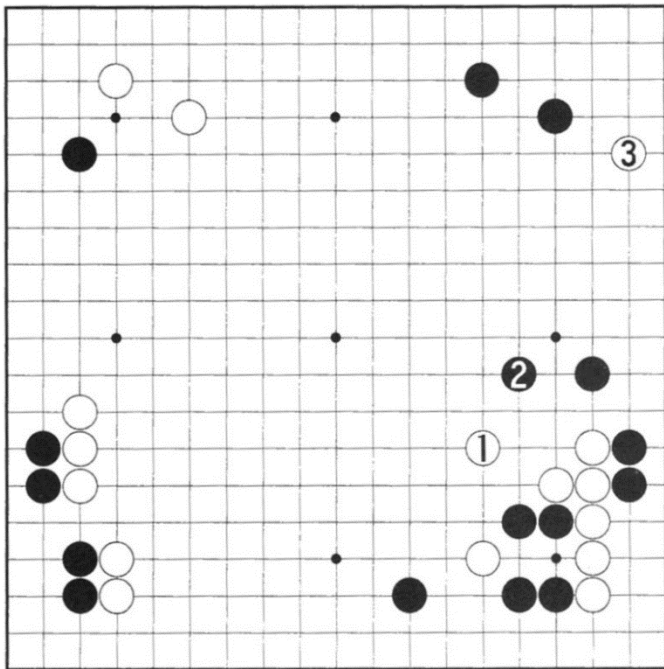
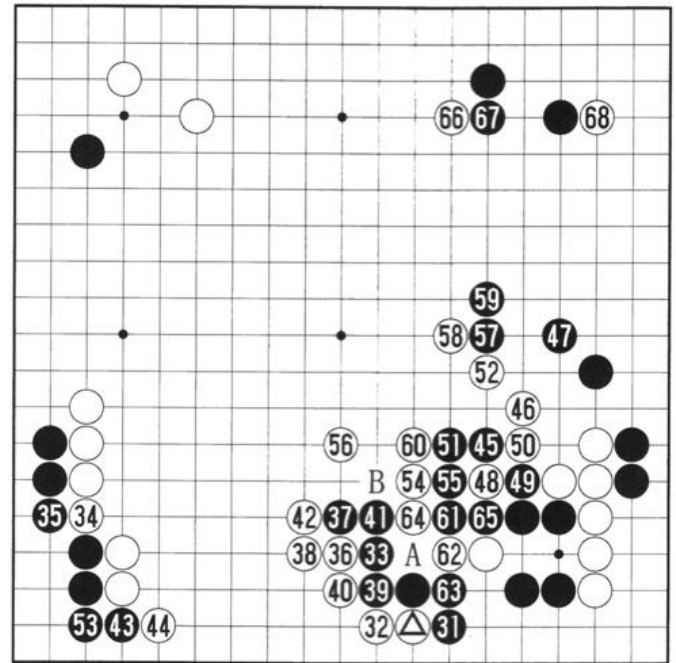


Figure 3: In AI's view white 1 is the right move, then limit black's influence in 3, however Xie is more aggressive when facing the current most famous player Shin.



Record 2: move 31-68

Black 31 didn't take this advantage and now the game is tight once again.

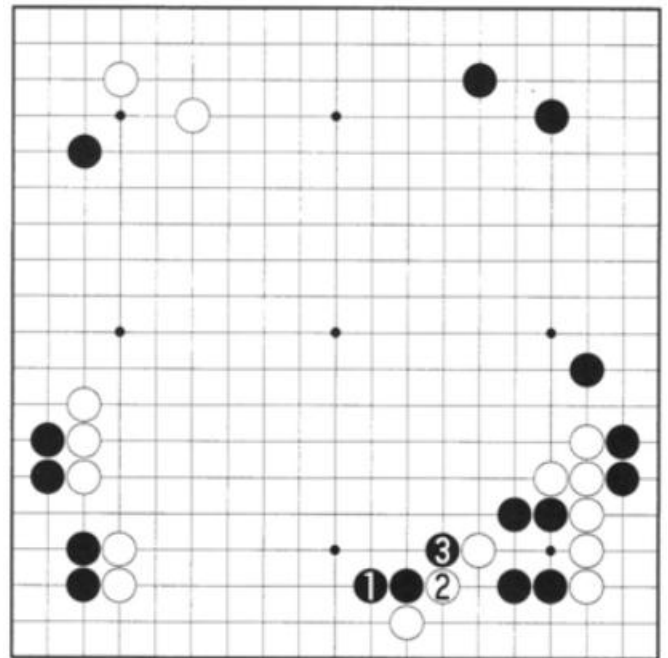


Figure 4: AI suggested that black should move more aggressive because if white resists, the black can move at 3 and take the white by force.

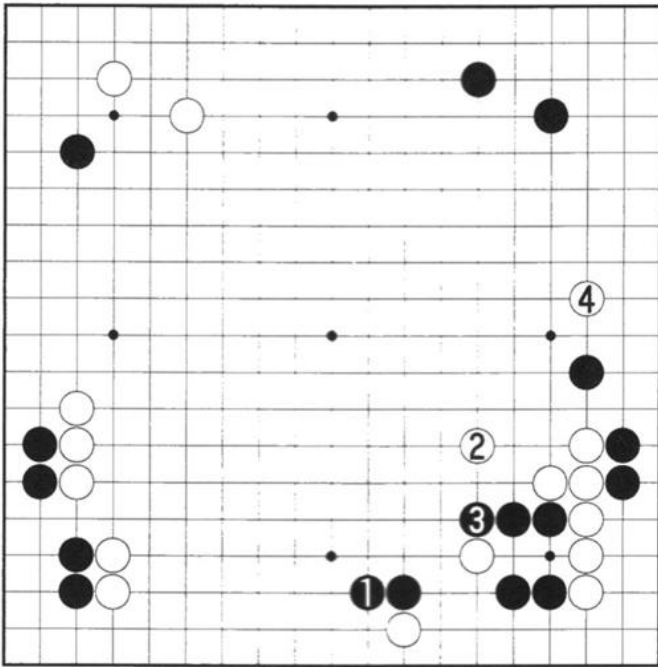


Figure 5: the black must have had calculated the figure 4, but fear that white might shift its direction and focus on the fight above.

The white is satisfied with the exchange from 31 to 47. During those move the AI believe that black 33 should move at A and 41 should move at B. Although the difference is minimum, those move shows that Shin hadn't study those move in advance and that might be a relief for white.

White 48 fully utilized the black's weakness below and strengthened itself.

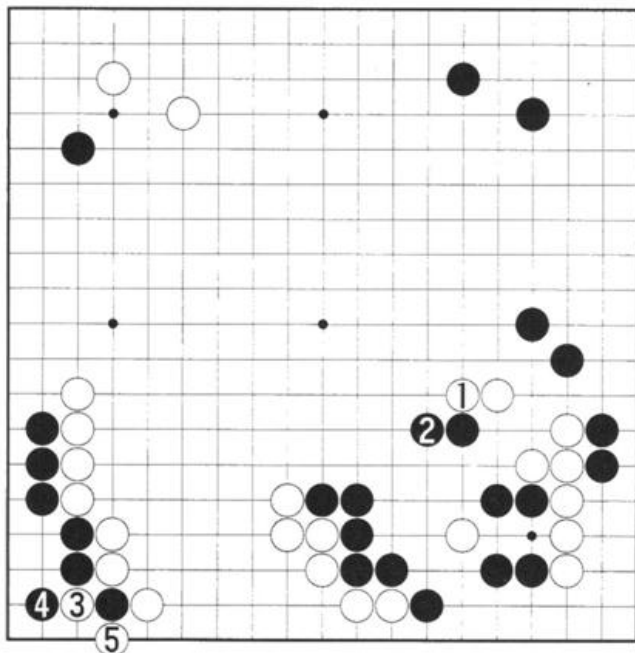


Figure 6: if the white simplified the matter and move 3 strengthen its territory, it would have 58% chance of winning

Black 53 showed Shin's sensitivity and because the white had put many stone below which have reduced the white's efficiency.

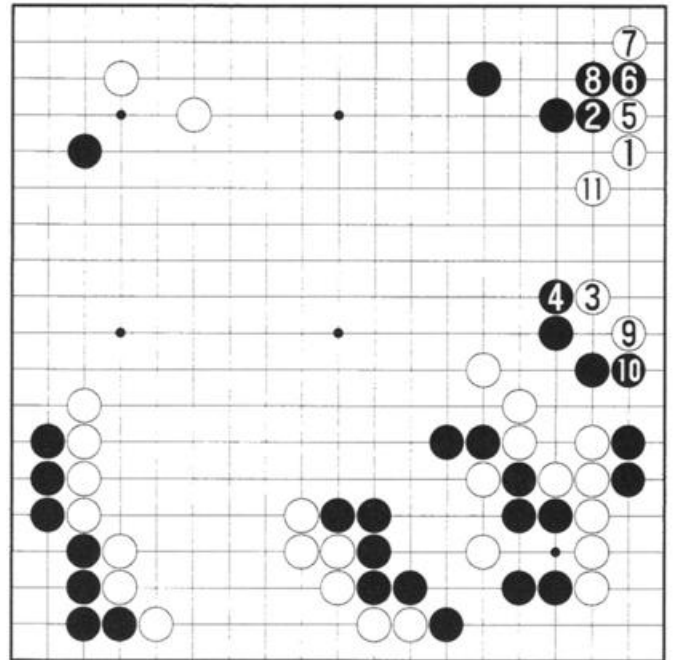


Figure 7: The most pressing matter at the present is white 1 here to limit the black's influence,

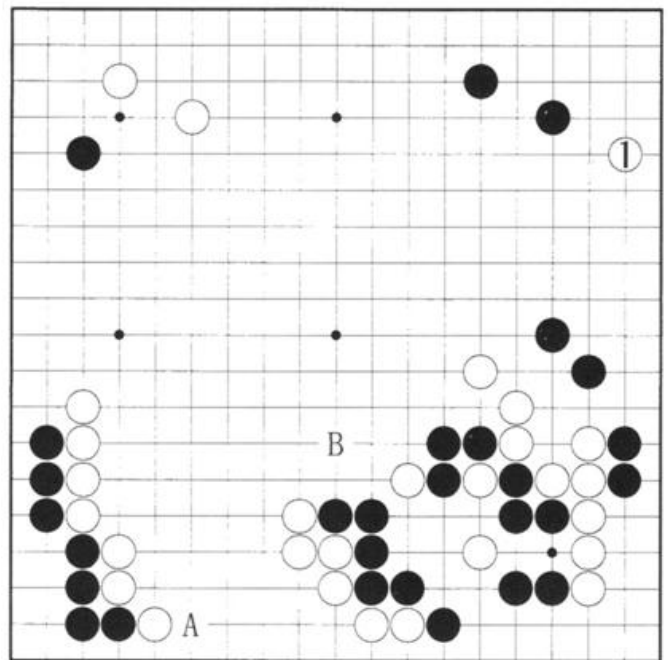
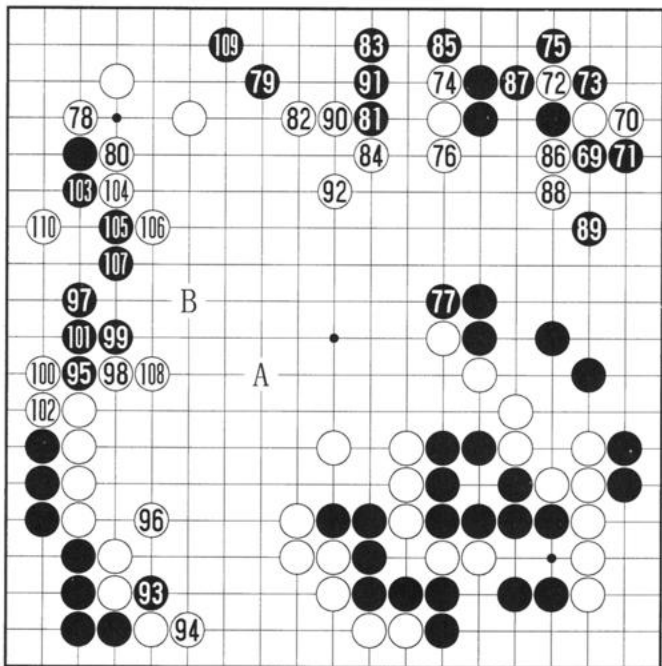


Figure 8: Even after exchange 54 the white should still move at 1, because although B surrounded the black, the black can still use move A in proper time to limit the white's territory below.

White 66 68 have shown how anxious the white most be seeing the black's influence on upper right side. The move is even brutal and is more similar to the move in a teaching game instead of a peer to peer match.



Record 3: move 69-110

The white had sacrificed the upper right corner to gain the 74 and 76 and limit the black's influence. Even then the black still holds 73% chance of winning.

After white 76, the middle area is still very wide so black 77 is to seek control of the centre part of the board.

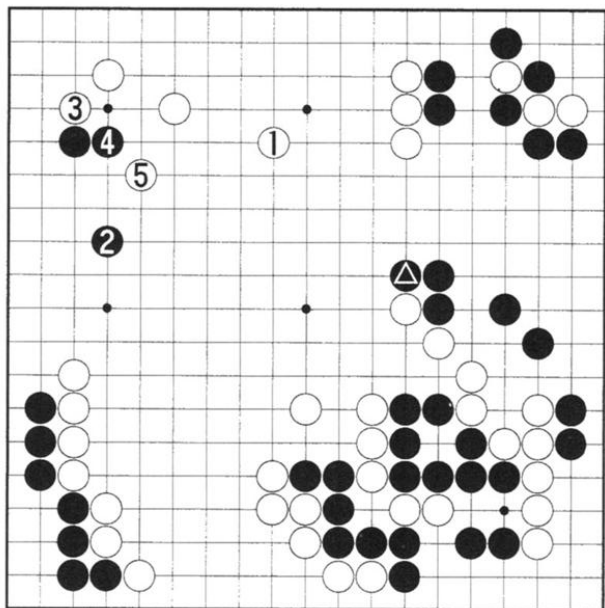


Figure 9: After black ▲ the upper area is getting more and more important so AI suggested that white should seek the territory above.

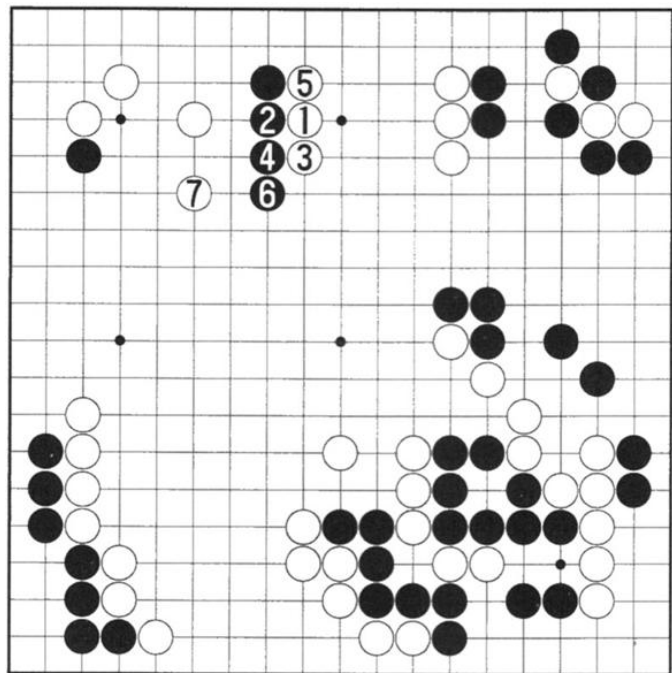


Figure 10: comparing to the white taking the left part in 80, another possible tactic is to attack the black stone directly.

White 78, 80 didn't threaten the invading black stone 79, on the contrary the black 81 has threatened the 3 white stones in the right. After several exchange, to 92 the white has built up its influence in the middle.

The black 93 to cut the white, which gives away very valuable endgame moves, shows that Shin is less confident in dealing with the huge influence in the middle.

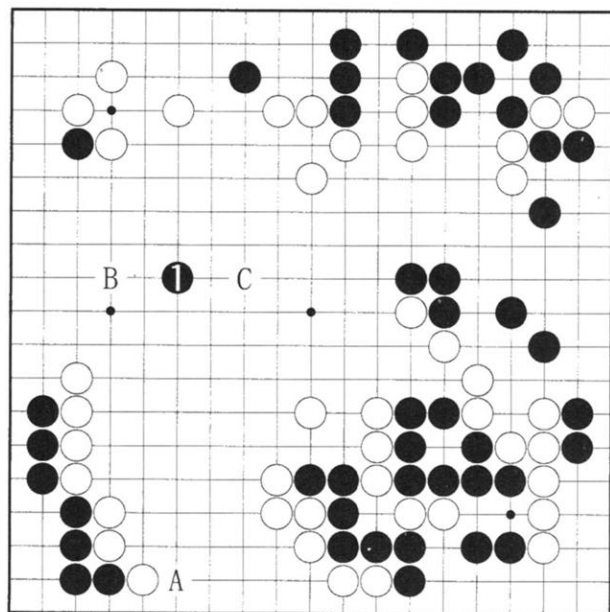


Figure 11: AI believes that black should keep the possible move A and invade directly at 1, and the white can move either at B or C, depending on personal style. However, this is only possible because AI is capable of keeping black 1 safe, and for human players the 71% rate of winning for black is merely a reference.

Black 95 is to utilize the sacrificed 93, yet the move is not approved by AI who suggested the after 95 the game is tight again. However the white didn't take the chance. The white should have further pushed the black by moving 96 at 98's position, but Xie's steady style makes him prefer to strengthen himself first.

After black 103, the black has already settled and the game is in black's favour once again. White 104 to 108 is less aggressive for the player in behind.

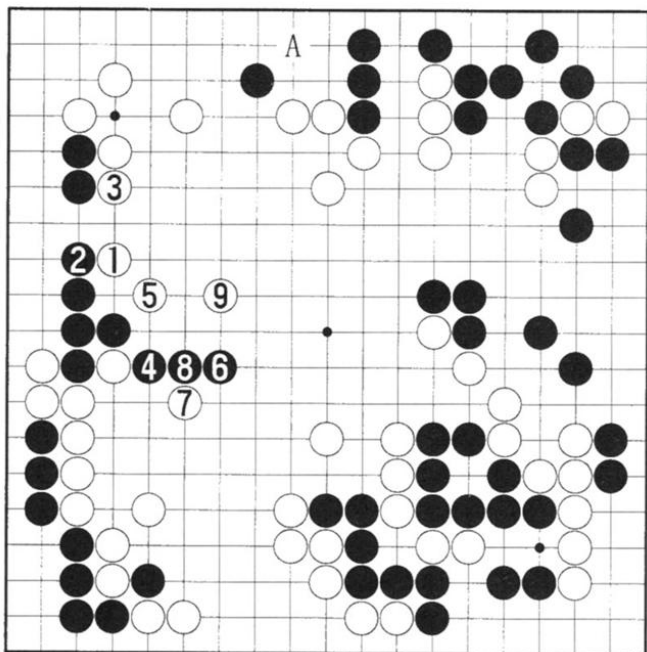


Figure 12: The white should keep it tight and push the black by aggressive moves. After white 9 the cutting move at A is very valuable and Jiang, the commentator believe that in this way the game is far from finish.

After white 108 to safeguard its territory below, the black should have expend its eye potentials.

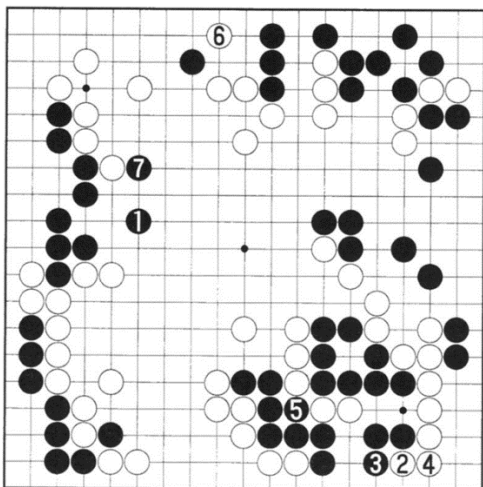
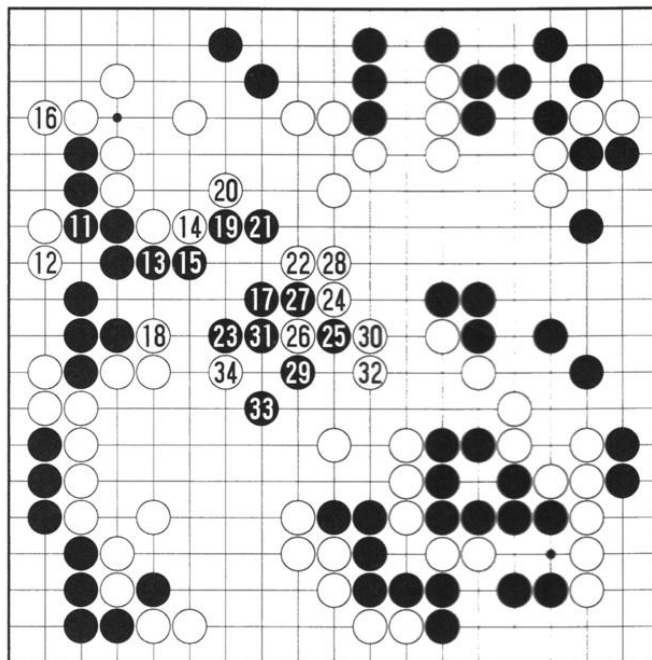


Figure 13: Black 1 is necessary and although white 6 has great territory gain the black can still enter the endgame with 60% chance of winning. While in the game Shin is too confident about his ability to manage the weak group.



Record 4: move 11-34 (111-134)

The white 110 is very sharp and the black found itself has nothing more than one eye in gote. After white 16 everyone knows that the game is now dependent on the life or death of the black group.

The black 17 is approved by AI, and looking at the black's 55 chance of winning AI might believe the black group is safe while the white can make territorial gain while threatening the black.

After 21 the black is so close the upper or the right group yet there is no obvious way to connect.

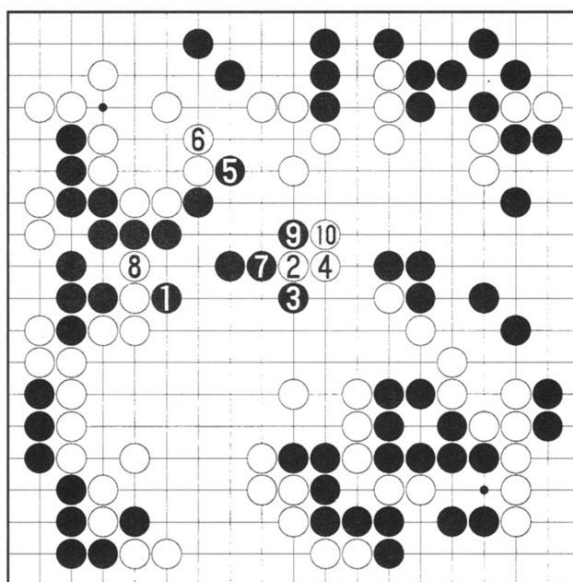


Figure 14: black 21 should stay flexible and in that way black's eye potential and overall shape is better than the game record. At this point the black still holds a rate of winning near 46%

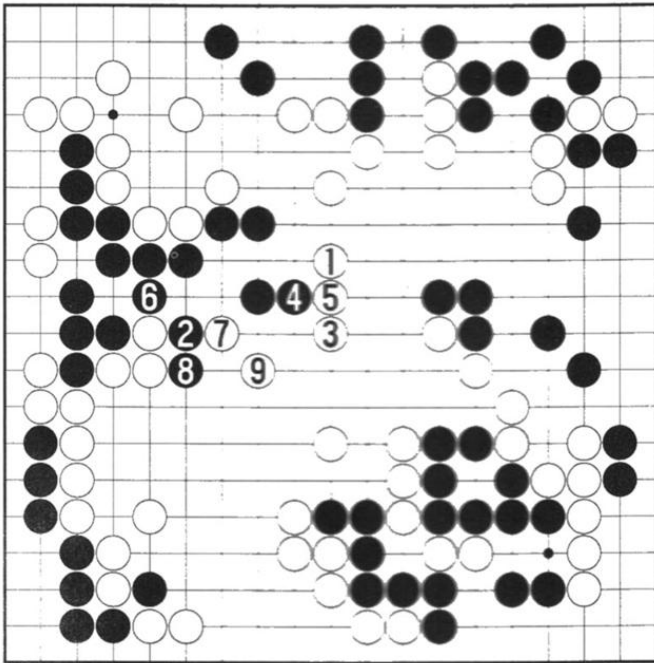


Figure 15: black 21 is slow and heavy, white 1 is very lethal and the black has no obvious way to escape.

To make matter worse for the black, the time was now on Xie's side, who had almost 1 hour left, whereas Shin only had 20 minutes. And time is crucial in intense fighting like this one.

White 22 is sharp and threatening but AI disapproves because the black can turn to the other side and after 22 the white's chance of winning dropped from 70% to less than 30%.

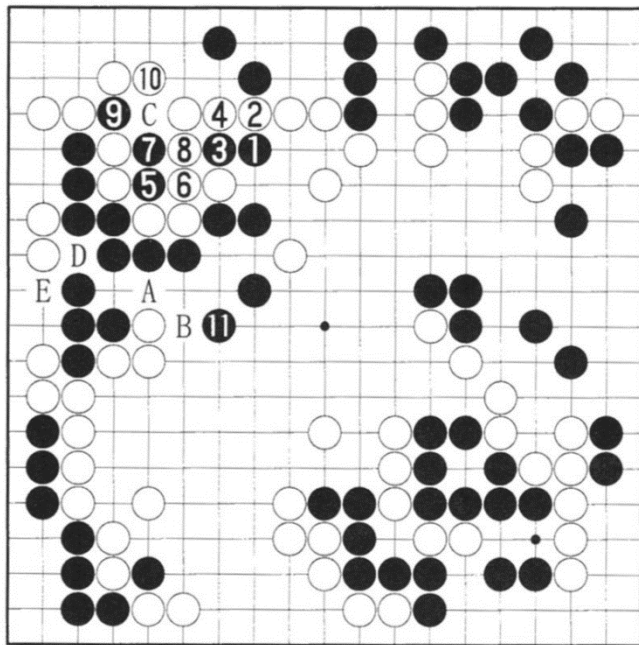


Figure 16: black 1 can connect the upper and lower black group utilizing the white's weakness if the white cut the black by force the black can use the following exchanges against the white corner.

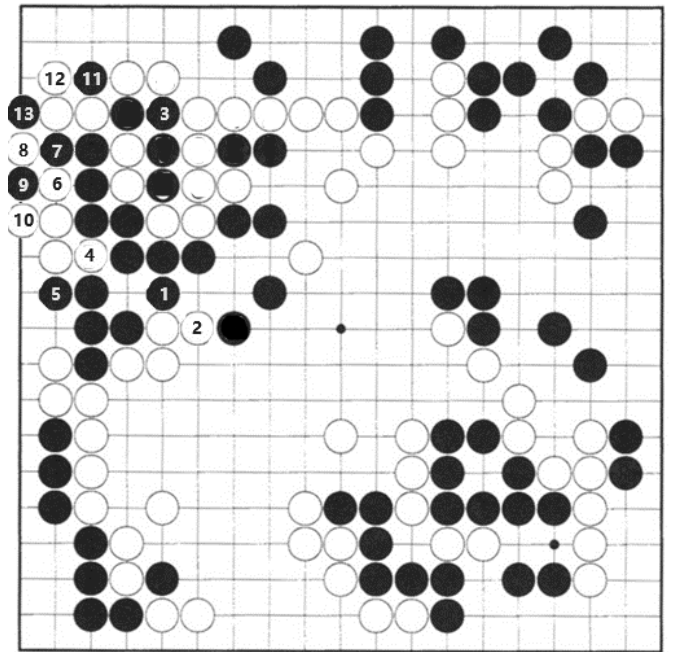


Figure 17: As above, the white's limited liberty in the corner prevent it from taking the black by force, so the white cannot cut and take the entire black group.

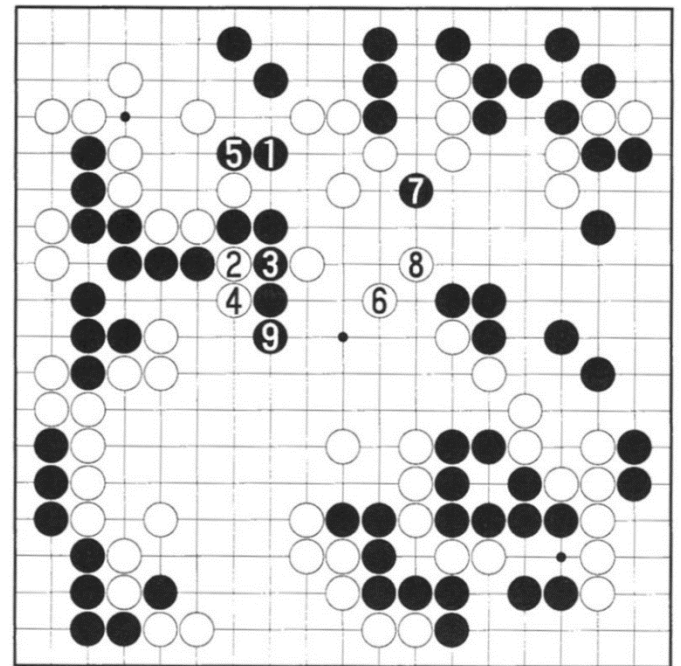


Figure 18: Instead of figure 16, the white should cut the black at 2. But surprisingly the black may sacrifice the left group and make gains by attacking the right white group. Although AI gives the black 70% chance of winning this exchange by sacrificing the left group seems to be too courageous for human players.

In the game record, the black 23 had lost its final chance of winning the game. White 24 is the calm and tough respond to the black, in the game Xie spend less than 2 minutes before this critical killing move.

The black 25 is the definite losing move, because it simplified the choice the white face, and a professional player will not make any mistake while trying to take down the black group.

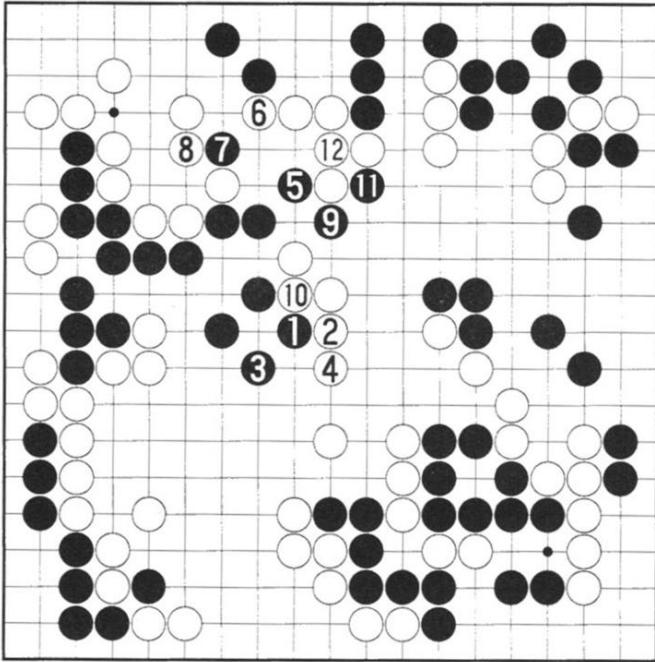


Figure 19: Before 25 the black still holds 40% chance of winning, but even if AI cannot give a clear path for black to safe its right group.

At move 33 Shin only has 5 minutes left before byo-yomi, moved in a rush, after 34 the game is settled and there was no room for Xie to make mistakes.

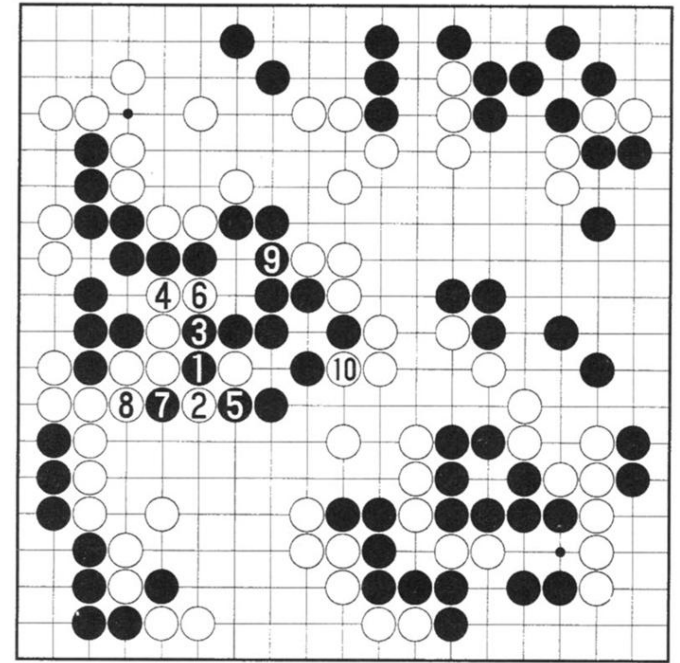
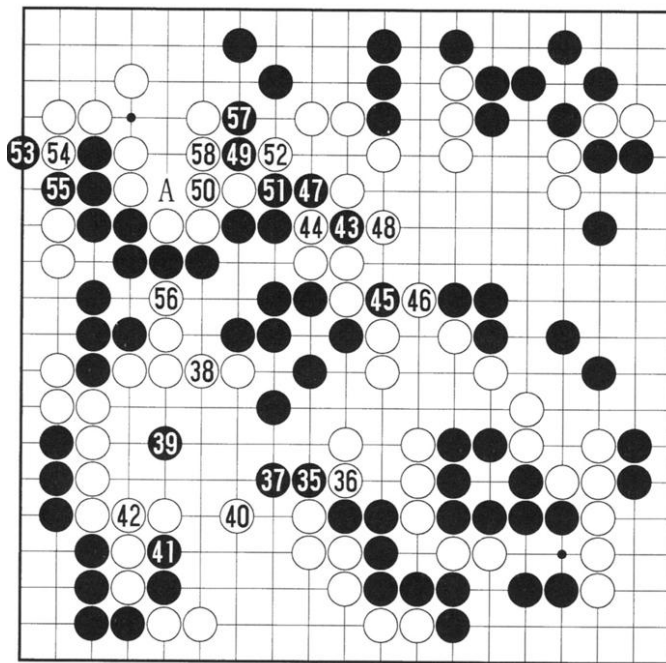


Figure 20: At move 35, AI suggested that black should move at 1 and create weakness in white's surrounding. Although the black still has a non-negligible chance of winning one cannot see any way the black can move out of the white's surrounding.

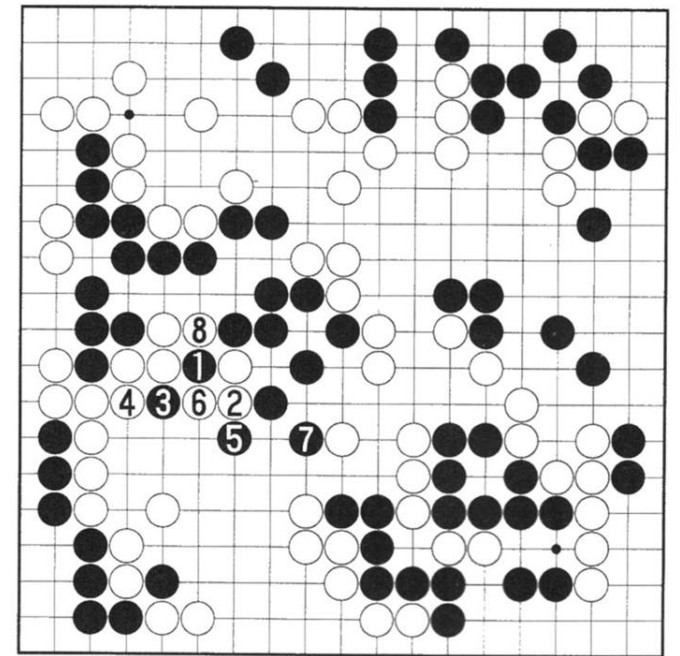


Figure 21: The white can calmly move at 2, despite black sente 7, the black still cannot break through the surrounding white.

The black is not confident to test the complicated moves for its disadvantage at the time. So he moves at 35, 37 trying to spot a weaker point.

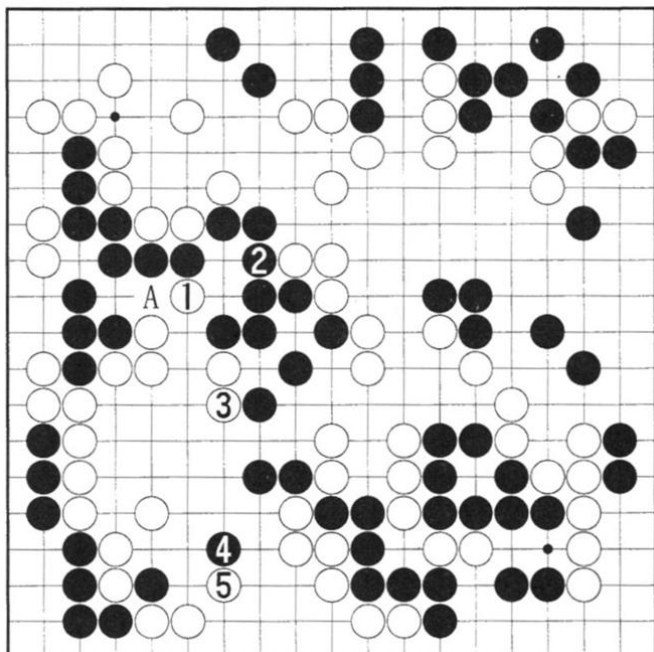


Figure 22: Black 37 is not working and white can easily breaks the black's eye potential.

Although 38 is not the first choice of AI, it is a very solid move and simplified the following.

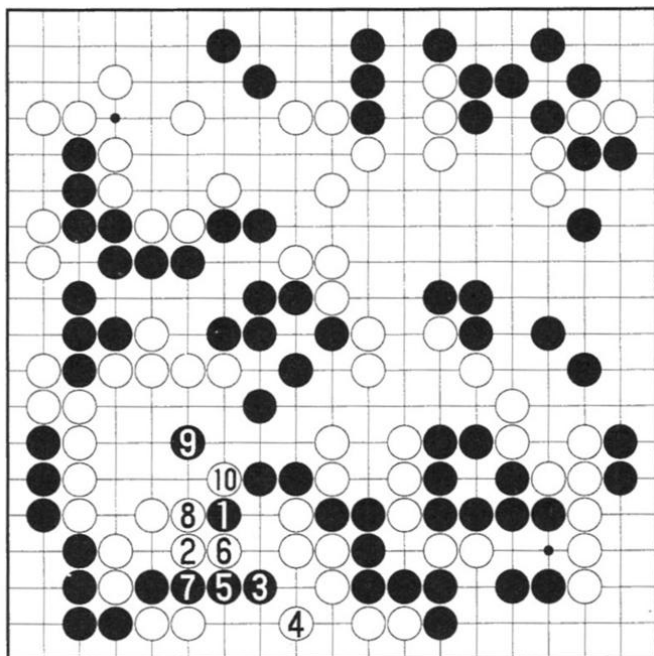


Figure 23: The white can respond to the black's attempt to utilize white's weakness by simply cut the lower group with the upper group.

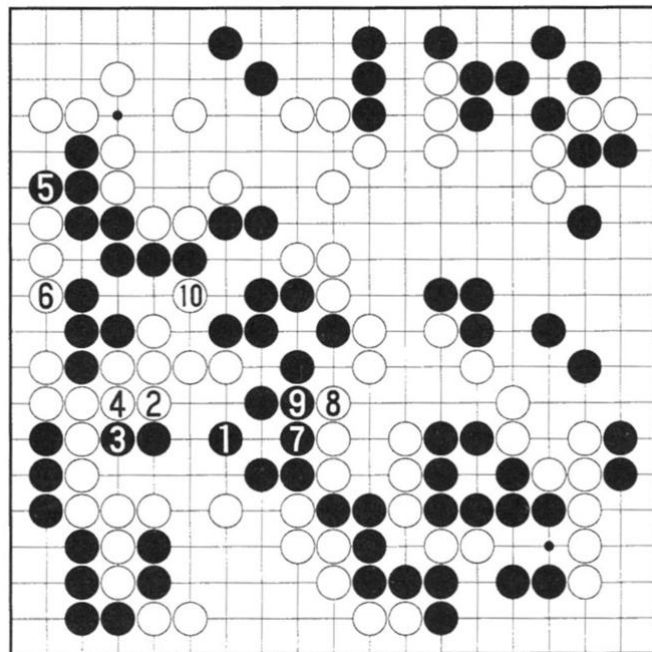


Figure 24: Black 39 is only bluffing and white 40 had called Shin's bluff. The black didn't have any method below after white connect at 2.

Although white 44 give the black a sente at 47, the black still cannot find a way out.

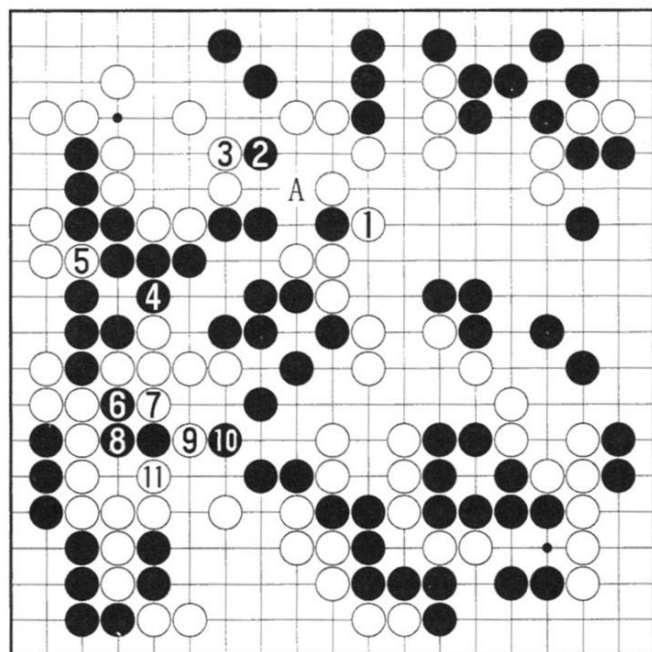


Figure 25: Another way to respond to move 43 is white 1, than the black 47 in record 5 is no longer sente. But both 1 here and 44 in record 5 is acceptable, and even if white had responded in A the black still couldn't find a way out.



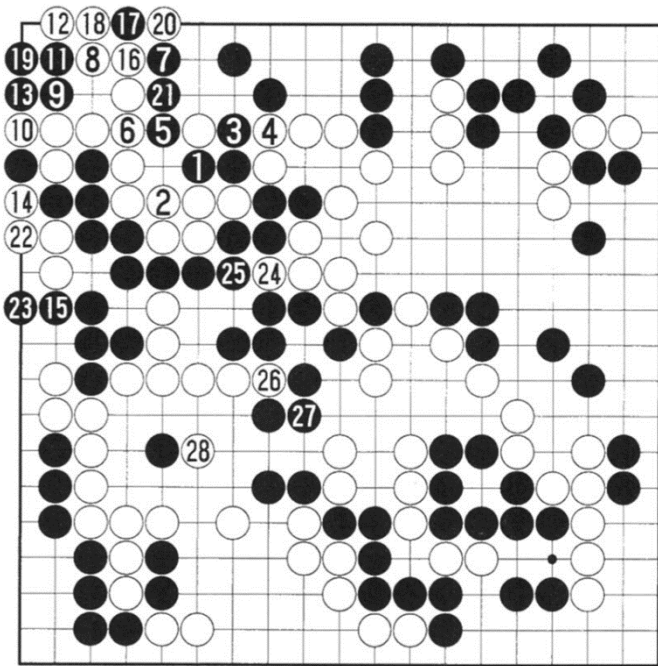


Figure 26: People had expected black 57 to move at 1 here, than there is one final capturing game, but the white's corner has extremely abundant liberties and the black still has no chance.

After 58 the black resigned.