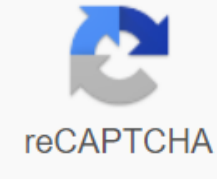I'm not robot

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Backgammon pure strategy pdf

Backgammon Backgammon Books: Pure Strategy Author: Marc Brockmann Olsen YEAR: 2017 ISBN: 1539640361 ISBN-13: 978-1539640363 DESIGN: Softcover Pages: 462 Size: 23 cm height, 15cm wide WEBSITE: DESCRIPTION: The book describes how computers use artificial neural networks to play backgammon and uses that as a metaphor to set a framework for how human players can think about the game. READERS COMMENTS: I like this book. Olsen defines a strategic approach to reading the board, and describes his thought process for finding the best cube movements and actions. Its cube evaluation techniques are unique and cannot work for everyone but it is a worthwhile reading in my opinion. In the first section of olsen's book lists all the various factors that make a backgammon position weak or strong. Examples include structure, race, internal board strength, security, external board control, synchronization, etc. Olsen looks at typical position types (early blitz, backgame, containment game, etc.) in the second section. It tries to apply the factors from the first section to each type of position. I like this approach as it orients you to what you should be thinking in a given position. For example, if you conduct a blitz you need to give high priority or weight (its condition) to attack and fight and less weight to prim. The third section describes the author's unique approach to cube evaluation. Analyzes any position on four factors: Prime, Blitz, Race, and Contact Price. It considers who has the advantage in each of these areas and how big the advantage is (small, medium or large). The results guide doubling and decision-making. The last part of the book contains several problems. We encourage you to apply the concepts by testing your thought process in relation to the author's explanations. More important than getting the answer right or wrong is to see if you are thinking about the right things. I found this a thought provoking book and a valuable contribution to backgammon literature. I would recommend it to every student in the game. -2+2 Backgammon Forum, May 2017 I can not recommend it. I bought it and got about a third of the way through, but then I gave up. There's more white space than I've ever seen in a book. And the book contains so many spelling errors, grammatical errors, and typographical errors that it is painful to read. -Bill Robertie, 2 +2 Backgammon Forum, May 2017 The first chapter is probably more interesting for those who have no idea at all how a neural network thinks. Next the concepts of backgammon. There are almost seventy pages of concepts, so I won't list them all. Then there is a forty-five-page chapter on their burdens, their positions, and how important different concepts can be for the exploitation of each side. This leads to a fifty-page chapter in the value equation: V = P + B + R + C, where V is the value, P is Prime, B is Blitz, R is Race, and C is Communication. There is a short chapter on cubes, which abandons the discussion of V, based on rollouts for its analysis. And then there's the quiz, about 130 posts, each about the recto, and the discussion about Verso's. Despite some problems, this is an extremely remarkable book, perhaps the best to come together in several years. The author worked hard to select the positions, and between the quiz and the chapters that precede there are over two hundred to ponder. This is a huge achievement! If you ignore the nonsense value equation, the concepts discussed in the first chapters are a decent review of the building blocks of backgammon. —Jake Jacobs, GammonVillage Magazine, April 2019. CONTENT: Foreword Chapter 1: Thinking Like a Neural Net Discussion on Universal Concepts in Backgammon How a Backgammon Neural Net Works Human Neural Net Box Chapter 2: Hierarchy of Concepts Fundamental Concepts Pi p Count Race Efficiency Purity Structure Internal Link Zone Initiative And Anti-Freedom Spot Count Ammunition Outfield Control Probability of Reproduction and Diversification Complex Concepts Race Mobility Effectiveness Taciscom Hyperplex Concepts Design Security Value Chapter 3 : Weights in concepts Open game Middle Game Race Holding game Keeping the game with extra contact Anchor game A man back and leads to the match Single-checker holding game Early blitz Middle-game Blitz vs. Prime Early Backgame Late Backgame Backgame with Timing Problems Limiting Game High Volatility Position Late-Game Contact Hypergammon Posts The 6-prime Chapter 4 : The Value Equation Chapter 5 : Cube Action Concepts Volatility and Market Losers O'Hagan Woolsey's Law The Value Equation Too good to double cube's key mantra of ownership and cube strategy effectiveness in the redoublees match game Chapter 6: Quiz Positions Checker plays Cube Actions Final words COVER Backgammon: Pure strategy goes deeper into understanding game theory than any other book before it. This isn't a beginner's book. This is the book to get your game from intermediate or advanced, expert or world class level. The book explains how the Artificial intelligence (artificial intelligence) algorithms work, and how we as humans can be inspired by them. With this inspiration, the book presents a very powerful framework for understanding the dynamics and strategy of the game: a human neural network philosophy. But instead of using brute force calculation power like a computer does, we use pattern recognition and conceptual thinking. The second part of the book consists of 129 quiz places, where the ideas and principles of the first part are implemented. The reader is encouraged to make an effort to find the best movement and understand what is happening in the post. Each post has an in-depth resolution when you turn the page. ABOUT THE AUTHOR: Marc Brockmann Olsen, a former football player with a degree in economics, is part of the new generation of backgammon theorists. His understanding of the game is inspired by the AI algorithms that play the game perfectly. His first book, Backgammon: From Basics to Badass, is a best-seller in the backgammon world, with more than 1,200 copies sold during the first three years of publication. It is often referred to as the best book in the new era to teach beginners and intermediates about the basics of backgammon strategy. His new book, Backgammon: Pure Strategy, is a high-level philosophical book on backgammon strategy. This book is written for advanced and special players to take their game to world class level. BY OWN AUTHOR: Backgammon From Basics to Badass Marc Brockmann Olsen Backgammon: Pure Strategy by Marc Brockmann Olsen Published: February 16, 2007 ISBN-10: 153964036 1 ISBN-13: 978-1539640363 Publisher: CreateSpace Independent Publishing Platform Order for Amazon Book Summary According to Marc Brockmann Olsen, this is a book about the human mind trying to understand backgammon theory. Mr . Olsen writes an inspirational account to describe his strategies and even his approach to reading the backgammon board. It suggests a very typical thought process to find the best moves and using doubling cube. These book applications are unique in their kind and frankly require little time to internalize, so it wouldn't work right away with every reader. It should also be noted that, the best option is to have a thorough understanding of the game before reading this book; reading is expected to lead players of the intermediate level at an advanced level or at expert level. It is clearly not a book for beginners, since it deals with the algorithms used in backgammon artificial intelligence, something the new player may be unaware of. Marc Brockmann also took his contributions to the next level in this new opportunity. In his previous book, he dedicated a section to the Value Equation. now extends to this topic in a chapter in itself. Improves the thinking framework on the approach to backgammon playing; Playing? what was previously proposed in his first book. Mr . Brockmann credits this method as the source of the known low error rate. Table of Contents Prologue Thought like a neural pure Backammon wheights concepts for concepts The Value Equation Cube Action Concepts Quiz Final words about author Marc Brockmann Olsen Marc Brockmann Olsen is now a retired football player who got a degree in economics. He's one of the backgammon theorists of the new generation. With a style and understanding of the game inspired by backgammon algorithms, he published his first book and sold more than 1200 copies in the first three years of publication, a real landmark in the backgammon world. Other books by Marc Brockmann Olsen Backgammon: From the Basics to Badass (Also published in French). Order Now on Amazon About author ----------------- Marc Brockmann Olsen, a former football player with a degree in economics, is part of the new generation of backgammon theorists. His understanding of the game is inspired by the AI algorithms that play the game perfectly. His first book Backgammon - One of the basics in badass is a best-seller in the backgammon world, with more than 5000 copies sold in the first five years of publication. It is often referred to as the best book in the new era to teach beginners and intermediates about the basics of backgammon strategy. His new book Backgammon - Pure Strategy is a high-level philosophical book on backgammon strategy. This book is written for advanced and special players to take their game to world class level. Show more