Table of Contents

1 Introduction....6

2 Basics....10

3 History....15

3.1 Misleading Move Values....15

3.2 Evolution of Global Endgame Evaluation....17

4 Ensemble and Environment....21

4.1 General....21

4.2 Error Margin in Positional Judgement....27

5 Methods....29

5.1 Method of Decreasing Values....29

5.2 Alternating Sum....31

5.3 Method of Applying a Principle....33

5.4 Method of Comparing Counts....34

5.5 Method of Comparing Net Profits....36

5.6 Method of Comparing Two Sequences....40

6 Modified Ideal Environments....45

7 Early Gote Endgame....53

7.1 Introduction....53

7.2 With a Move of Equal Value....55

7.3 Without a Move of Equal Value....65

8 Early Sente Endgame....70

8.1 Application during a Game....71

8.2 Model View....72

8.2.1 High Temperature....72

8.2.2 Low Temperature and Available Follow-up....73

8.2.3 Low Temperature and Unavailable Follow-up....77

8.2.4 Conclusion....78

8.3 Defensive View....79

8.4 Delayed Privileges....83
9 Early Endgame with Gote and Sente Options....84
9.1 Gote-Sente-Difference....85
9.2 High Temperature....86
9.3 Low Temperature and Available Options....89
9.4 Low Temperature and Unavailable Options....98
10 Early Endgame with Several Follow-ups....101
10.1 Standard Strategy....101
10.2 Dubious Strategy....101
10.3 Simplifications....102
10.4 Large Gotes with Large Follow-ups....104
10.5 Mutual Reduction....106
11 Late Endgame with One Player's Follow-up....110
11.1 Introduction....110
11.2 Comparing Counts....116
11.2.1 Available Follow-up....116
11.2.2 Prevented Follow-up....121
11.3 Comparing Net Profits....124
11.3.1 Available Follow-up....124
11.3.2 Prevented Follow-up....128
11.4 Principles....130
11.4.1 High Temperature and Available Follow-up....131
11.4.2 High Temperature and Prevented Follow-up....136
11.4.3 Low Temperature and Available Follow-up....140
11.4.4 Low Temperature and Prevented Follow-up....146
11.5 Comparing Counts, Net Profits and Principles....150
11.6 Acceleration....160
11.7 Application during a Game....162
12 Late Gote Endgame with Follow-ups of Both Players....165

12.1 Introduction....165
12.2 Comparing Counts....167
12.3 Comparing Net Profits....172
12.4 Principles....174
12.4.1 High Temperature....174
12.4.2 Medium Temperature with Larger Follow-up....183
12.4.3 Medium Temperature with Smaller Follow-up....189
12.4.4 Low Temperature....193
12.5 Comparing Counts, Net Profits and Principles....195
12.6 Acceleration....204
12.7 Application during a Game....208
13 Late Endgame with Gote and Sente Options....212
14 Late Endgame with Several Follow-ups....214
14.1 Complexity....216
14.2 Larger Local Endgame with Simple Follow-up....221
14.3 Improved Simplification for Prevented Follow-ups....226
14.4 Delayed Dissolution of a Ko....230
14.5 Relation to Basic Endgame Kos....233
14.6 Reading....235
15 Late Endgame with Iterative Follow-ups....237
16 Strategy....245
16.1 Global Sente....245
16.2 Played Local Sente Sequences....248
16.3 Delayed Local Sente Sequences....249
16.4 Positional Judgement and Sente Strategy....255
16.5 Intermediate Plays Elsewhere....256
17 Solutions....257
18 Conventions....264
19 Index....266