

Table of Contents

1	Introduction.....	4
1.1	General.....	4
1.2	Motivation.....	5
1.3	Overview.....	8
1.4	Acknowledgements and Research.....	14
2	Basics.....	15
2.1	General.....	15
2.2	Negative Numbers.....	22
2.3	White-Count.....	24
2.4	Symmetry.....	25
2.5	Encore.....	25
3	Gote, Sente and Short Sequences.....	27
3.1	Simple Gote without Follow-up.....	28
3.2	One Player's Follow-up.....	29
3.3	Black's Follow-up.....	31
3.4	White's Follow-up from Black's Perspective.....	47
3.5	White's Follow-up from White's Perspective.....	55
3.6	Both Players' Follow-ups.....	62
3.7	Less Valuable Iterative Follow-ups.....	68
3.8	Multiples.....	70
4	Gote and Sente Options.....	71
4.1	Black's Options.....	73
4.2	White's Options from Black's Perspective.....	82
4.3	White's Options from White's Perspective.....	90
5	Local Sequences and Endgames.....	97
5.1	Privilege.....	97
5.2	Local Double Sente?.....	100
5.3	Global Double Sente.....	108

5.4	Introduction to Long Sequences.....	121
5.5	Values.....	126
5.6	Types of Sequences.....	132
5.7	Types of Local Endgames.....	136
5.8	Traversal Sequence.....	142
5.9	Simplifications.....	147
5.10	Ko.....	151
5.11	Global Context.....	152
5.12	Problems.....	155
6	Ordinary Evaluation of Long Sequences.....	159
6.1	Making a Hypothesis.....	161
6.2	Details.....	162
6.3	Preserving Ko Threats.....	166
6.4	Examples.....	168
6.5	Counter-Examples.....	204
6.6	Problems.....	212
7	Fast Evaluation of Long Sequences.....	217
7.1	Comparing the Opponent's Branches.....	218
7.1.1	Theory.....	218
7.1.2	Examples.....	221
7.1.3	Counter-Examples.....	234
7.1.4	Problems.....	237
7.2	Comparing Counts or Move Values.....	244
7.2.1	Theory.....	244
7.2.2	Details.....	245
7.2.3	Examples.....	247
8	Appendix.....	249
8.1	Conventions.....	249
8.2	Keywords.....	253