Technology

When we don't quite know
what we are doing
(even if we are doing it well),
can we write a program
that does it for us?

Joel Mokyr,
November 20, 2015,
four months before AlphaGo,
a program from Google DeepMind,
won 4 out of 5 games playing against
one the world's top three players of Go,
a board game with simpler rules than chess
but many more squares and possible moves,
making winning much more dependent on
recognizing inexplicable spatial patterns