Analysis of <u>Modern Backgammon</u>, Chapters 2-6, by Bill Robertie

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Goal: My goal was not simply to roll out every position in the book, but only to find any mistakes, or "too close to call" results. I did this for Chapters 2 – 6.

Procedure: I analyzed the positions with eXtreme Gammon version 2.1, Roller++, unlimited mode, no Jacoby no Beavers. If Robertie's recommended move was best by at least .03 equity, I went no further. Any moves that were within .03 equity of the best move were all rolled out with default settings (2-ply moves 3-ply cubes, 1296 games, variance reduction).
In all cases where Robertie's move appeared to be wrong or too close to call with Roller++, I rolled out all moves from the best move down to Robertie's recommended move, or all within .03 equity of the best in the TCTC cases.

I grouped the results as follows:
TCTC (too close to call): The recommended move is within plus or minus .01 equity of another move, or moves. If no other moves are mentioned below, it means the close move was the other move Robertie considers. Where this is not true, the close move(s) are mentioned below.
Wrong: The recommended move is worse than the best move by more than .01 but less than.05 equity.
Badly Wrong: The recommended move is worse than the best move by greater than or equal to .05 equity.

In all diagrams that are not mentioned below, Robertie's recommendations are correct according to the procedure above, and better than the next best move by at least .01 equity.

Chapter 2 – Efficient Play

<u>Badly Wrong</u>
2-17
24/18 13/11 best
13/11 13/7 -.053
13/5 -.068

2-28
13/7 best
13/8 6/5 -.141

<u>Wrong</u>
2-10
12/6 13/11 best
13/9 11/9(2) -.028

2-54
b/22 24/18* 6/3* best
b/22 6/3*(2) 13/10 -.012

2-55
24/23 10/8 best
13/11 6/5 -.012
13/10 -.026

2-61
22/15 best
22/20 13/8 -.011

2-66
20/13 best
20/15 13/11 -.002
20/15 8/6 -.012

2-71
13/9* 24/22 best
13/9* 13/11 -.019
13/9*/7 -.071

Too Close To Call
2-1
2-4
2-13
2-35
2-44
2-52 (23/22 13/9 is the close move)
2-53 (13/7 8/7 is the close move)
2-62 (21/16 and 23/18 are both close)

Chapter 3 – Connectivity

Badly Wrong
3-46
13/9* 10/4 best
13/9* 21/15 -.059
Because 10/4 wins more gammons, but these moves trade places at DMP.

Wrong

3-38
9/3* 8/7 best
9/3* 6/5 -.014

<u>Too Close To Call</u>
3-9 (13/11 6/1* is the close move)
3-12 (b/24 16/13 is the close move)
3-30
3-35
3-37
3-43 (23/16 is the close move)
3-53 (b/24 7/6 is the close move)

Chapter 4 – Non-Commitment

<u>Wrong</u>
4-10
6/3* 13/11 best
24/21 13/11 -.013
6/3* 3/1* -.018

4-13
13/7* 24/22 best
13/7* 13/11 -.016

4-32
21/16 best
18/15 16/14 -.023

<u>Too Close To Call</u>
4-1 (23/22 6/1* is the close move)
4-6
4-7
4-21

Chapter 5 – Robustness

<u>Badly Wrong</u>
5-6

24/18 4/1(2) best
24/18 10/7(2) -.075
9/3(2) -.147
24/18 9/6(2) -.214

5-10
5/1 2/1 best
22/18 5/4 -.066

5-23
7/2 6/2 best
13/9 13/8 -.067
20/11 -.106

<u>Wrong</u>
5-5
23/18 5/4 best
23/18 3/2 -.043

5-11
8/3 8/2 best
8/2 6/1 -.028
22/11 -.047

5-25
8/2 best
20/14 -.012

5-29
9/3 6/2 best
Followed closely by 3 other moves which hold the 22 point
22/12 -.044

5-36 (ironic)
20/14 6/2 best
14/4 -.011

<u>Too Close To Call</u>
5-3
5-4 (13/10 6/2 is the close move)
5-8
5-9 (13/7 6/3 is the close move)

5-13

5-16 (9/5 8/5 is the close move)

5-17 (16/14 6/3* is the close move)

5-24 (There are several close moves: 14/10(2) 7/3 8/4, 14/10(2) 7/3 6/2, 14/10 14/2, and 14/10 14/6 8/4.   Robertie's rejected alternative 8/4 7/3(2) 6/2 is not in the "close" group.)

5-30

5-32

Chapter 6 – Problems

6-4 is wrong.

24/20 22/20 best

8/4 6/4 -.012

6-18 is wrong.

13/7 8/7 best

23/16 -.025

6-21 is too close to call between 9/5 6/5 and 24/23 13/9.

6-27 is too close to call between 13/8 and 18/13.

6-32 is badly wrong.

18/9 best

7/1 7/4 -.058

6-34 is too close to call between 13/9 10/5 and 13/9 13/8

6-44 is badly wrong.

20/15 16/15 best

20/14 -.006

18/12 -.010

18/13 16/15 -.014

20/15 14/13 -.017

20/15 13/12 -.019

and finally Robertie's move 20/15 2/1* -.060