

# Tic Tac Toe Parallel Searcher

ply: 5    cutoff: 2    divide cutoff: 3

current board: #    move to make: null

possible moves: # # # # # # # # # #



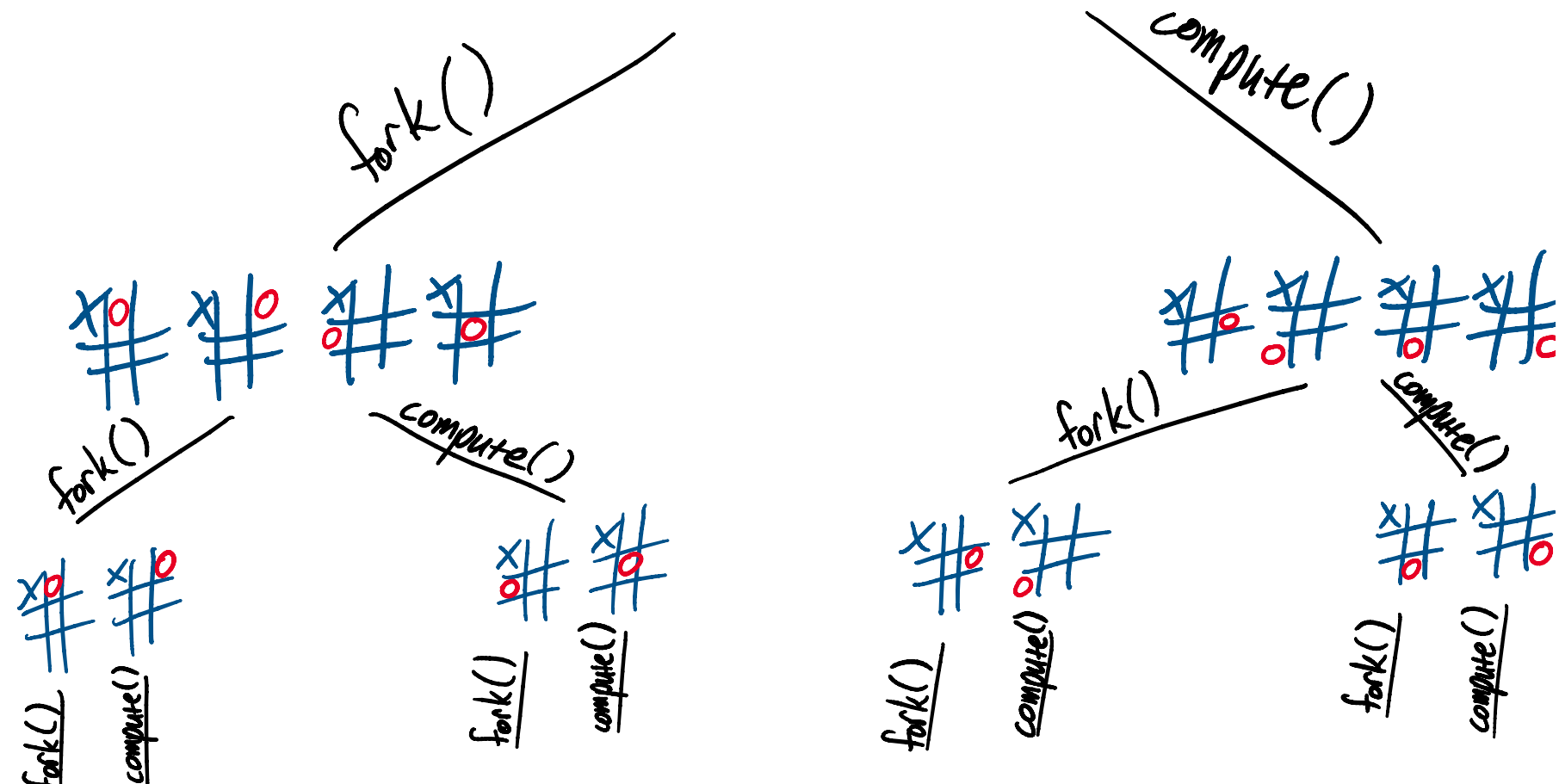
for simplicity's sake, we'll only draw out this thread

current board: #

copy board: #

make move: #

possible moves: # # # # # # # # # #



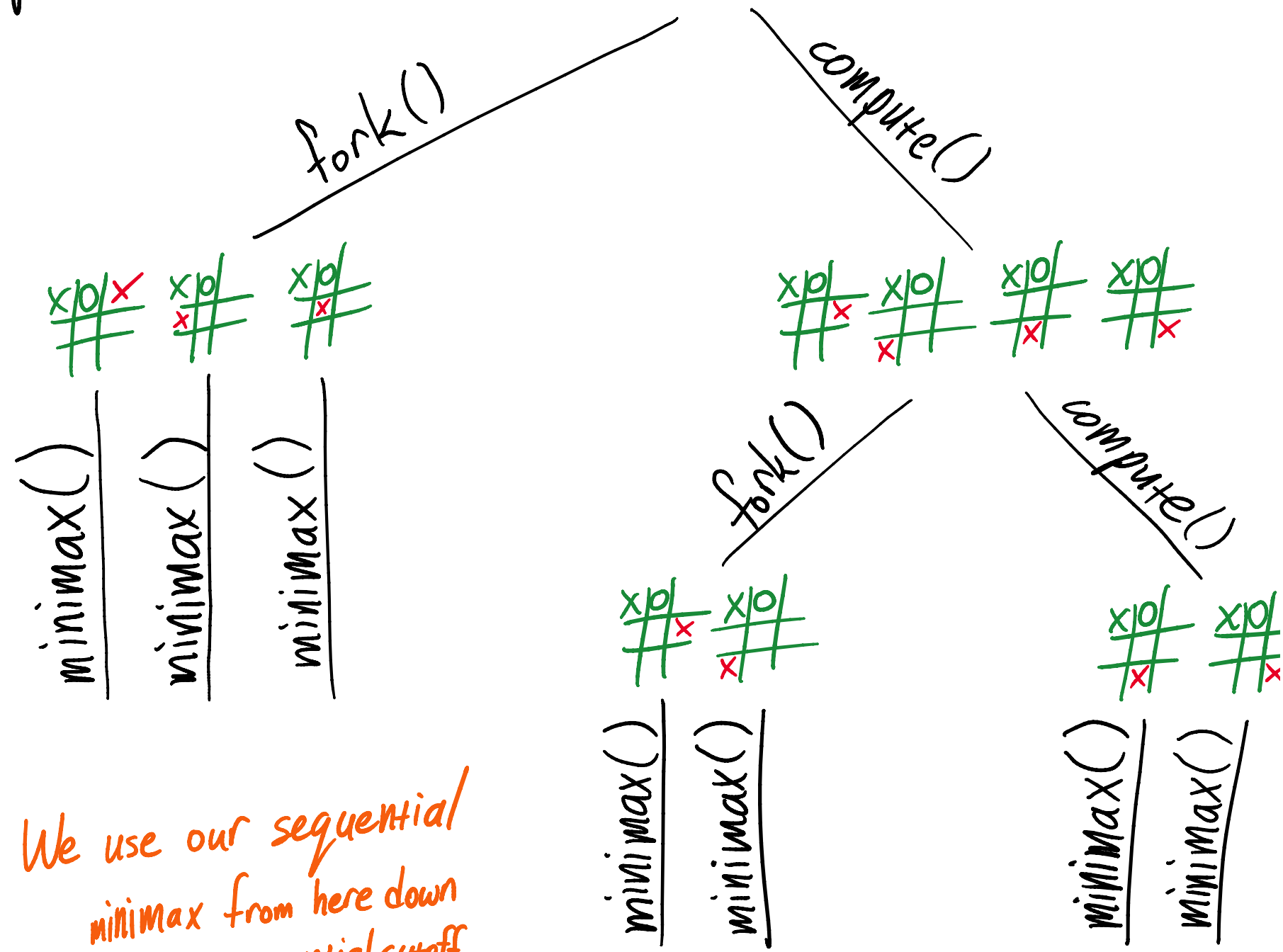
for simplicity's sake, we'll only draw out this thread

current board: #

copy board: #

make move: #

possible moves: # # # # # # # # # #



We use our sequential minimax from here down as our sequential cutoff is 2, so the last 2 levels of our ply (5) are run sequentially. (3 parallel levels above + 2 sequential levels done by minimax = 5 ply)