Tic Tac Toe
Jamboree Searcher

ply: 5  cut off: 2  divide cut off: 3  percent sequential: 0.5

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: x#
make move: x10
possible moves: x * * * * * *

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