CSE 332: Data Structures and Parallelism

Section 6: P3 and Search

0. MiniMax

(a) Explain why we *negate* the result of the recursive call in MiniMax.

1. Cutoffs

Provide a short diagram or description to explain the following parameters from P3:

(a) `ply`

(b) `cutoff`

(c) `divideCutoff`

2. Efficiency

Circle the **most efficient** option from each pair of possible implementation strategies for P3:

(a) To create threads for each move in a `List<M>` during Parallel Minimax:

Create threads in a `for` loop **OR** Create threads with divide-and-conquer

(b) To pass copies of boards to these threads:

Copy the board *inside* the child thread **OR** Copy the board *before* passing it to the thread