<https://books.google.co.uk/books?hl=en&lr=&id=lGMzmbUhpiAC&oi=fnd&pg=PA313&dq=cuda+%22finite+state+machine%22&ots=nwGemiOHhW&sig=4olWW0wT1l_jsRtcsKfIYpYch0g#v=onepage&q=cuda%20%22finite%20state%20machine%22&f=false>

<http://www.flame.ac.uk/pubs/pdf/p1125-richmond.pdf>

<http://www.me.mtu.edu/~rmdsouza/Papers/2007/SugarScape_GPU.pdf>

<http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=6106004&tag=1>

<http://ieeexplore.ieee.org/stamp/stamp.jsp?arnumber=6502211&tag=1>

<http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=5479099&tag=1>

<http://www.sciencedirect.com/science/article/pii/S1569190X05000894>

<http://ieeexplore.ieee.org/xpls/abs_all.jsp?arnumber=5035655&tag=1>

<http://dl.acm.org/citation.cfm?id=1413968>

<http://www.cosc.canterbury.ac.nz/research/reports/HonsReps/2009/hons_0905.pdf>

<http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.129.3118&rep=rep1&type=pdf>

<http://www.bit-tech.net/gaming/2009/03/05/how-ai-in-games-works/7>