**explore**() **{**

**#pragma omp parallel // start multithreading**

**| While {**  **// loop simulations**

**| UpdateNode**(node); **// expand the \_root**

**| While** { **// explore the tree**

**|** node= **select\_child\_UCT**(); **// select the node with UCT**

**|**

**| #pragma omp critical // start critical region**

**|**  **|** lock = node->**getLock();** **// test and acquire lock**

**|**

**| if(**lock ) **break**; **// get out and start simulations**

**|**

**| UpdateNode**(node); **// expand the node (if not locked)**

**|** node->**releaseLock();** **// release lock**

**|** }

**|** *result* **= playRandom**(node)

**|**  […]

**| update**(*result*);

**|** }

}