

$p$  is the current processor id.  
 $P = \{P_1, \dots, P_k\}$  set of processors  
 $Q = \emptyset$   
**function** SCORE(node, depth,  $P$ )  
     $M = \text{LISTMOVES}(\text{node})$   
    **if** depth = 0  $\vee$   $|M| = 0$  **then**  
        **return** HEURISTICSCORE(node)  
    **end if**  
     $S_0 = \text{SCORE}(M_0, \text{depth} - 1, P)$  ▷ YBWC  
     $M \leftarrow M \setminus \{M_0\}$   
    **if**  $|P| = 1$  **then**  
         $C \leftarrow C + 1$   
        **if**  $C = \text{bulk sync limit}$  **then**  
             $\text{Done}_p = \text{false}$   
            Put  $\text{Done}_p$  in  $P(*)$   
            Synchronize  
            **if**  $\exists Q_i \in Q : Q_i \text{ not done}$  **then**  
                **end if**  
        **end if**  
    **end if**  
    **if**  $|P| > |M|$  **then** ▷ Take one move per subgroup of procs  
         $j \equiv |P| \bmod p$   
         $S_j \equiv \text{SCORE}(M_j, \text{depth} - 1, \{P_q : |P| \bmod q = p\})$   
        **for**  $i = 0, \dots, (|P| - 1) \wedge |P| \bmod i \neq p$  **do**  
            Put  $S_j$  in  $P_i$  ▷ Not all  $|P|$  procs should do this... just one or each a part  
        **end for**  
        Synchronize  
    **else** ▷ Distribute moves cyclically  
        **for**  $i = 0, \dots, (|M| - 1) \wedge |M| \bmod i \neq p$  **do**  
             $Q \leftarrow Q \cup \{M_i\}$   
        **end for**  
    **end if**  
    **if** Maximizing **then**  
        **return** max  $S$   
    **else**  
        **return** min  $S$   
    **end if**  
**end function**