

function MONTE-CARLO-TREE-SEARCH(*state*) **returns** *an action*
tree \leftarrow NODE(*state*)
while IS-TIME-REMAINING() **do**
 leaf \leftarrow SELECT(*tree*)
 child \leftarrow EXPAND(*leaf*)
 result \leftarrow SIMULATE(*child*)
 BACK-PROPAGATE(*result*, *child*)
return the move in ACTIONS(*state*) whose node has highest number of playouts