PS C:\Users\henry\Documents\computing coursework\prototype 3> cd 'chess engine'

PS C:\Users\henry\Documents\computing coursework\prototype 3\chess engine> python minimax\_parallel.py

At total time 1.346867100102827 sec: depth=2; result=(50, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 6.775226000114344 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 9.429761300096288 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 12.057847000076436 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 14.824496100074612 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 17.682959300116636 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 20.608447700040415 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 23.525617900071666 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 26.585476400097832 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 29.54687040008139 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 32.47896130010486 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 35.571316700195894 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 40.65486320015043 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 45.75940490013454 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 51.23779160017148 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 57.45454090018757 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 63.48756260017399 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 69.29608040023595 sec: depth=3; result=(0, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 79.43408880021889 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 90.3228310002014 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 101.3880862002261 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 111.45354540017433 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 125.8680315001402 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 137.27071040018927 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 152.6418517001439 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 169.17526890011504 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 184.4799516000785 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 200.17595630011056 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 216.23583600006532 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 231.6912738000974 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 262.7850528000854 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 292.89046630007215 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 324.19814550015144 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 355.4157649001572 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 386.49867470015306 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 418.08838910015766 sec: depth=4; result=(-10, (Vector(i=1, j=1), Vector(i=0, j=2)))

At total time 460.45968570013065 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 491.7061845001299 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 522.5823446001159 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 553.2352455001092 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 583.9504685001448 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 614.8347390000708 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 646.499532100046 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 677.797505900031 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 708.8936434000498 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 739.4182414000388 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 770.1077100000111 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 801.5062118999194 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 831.6178412999725 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 863.3119579999475 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 894.0013776998967 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 925.1251082998933 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 956.1771747998428 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 987.8062613998773 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1018.9159800998168 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1051.007382099866 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1081.1813562999014 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1113.3057187998202 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1145.2126376999076 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1176.7394711999223 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1209.6299230000004 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1240.40628190001 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1272.6044681000058 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1305.5301448000828 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1346.2026287000626 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1377.3649487000657 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1409.9080888000317 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1441.4635952999815 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1479.6815621000715 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1512.0933335000882 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1542.7615483001573 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1574.230386700132 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1605.5254887001356 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1635.6100947002415 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1666.5772935003042 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1697.8962654003408 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1728.8744538003812 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1760.5635121003725 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1790.678586300346 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 1821.0572235003347 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))

At total time 2384.5456043004524 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))=1), Vector(i=0, j=1))) , Vector(i=0, j=1)))

At total time 2415.8099987005116 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))=1), Vector(i=0, j=1))) , Vector(i=0, j=1)))

At total time 2447.193213900551 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))1), Vector(i=0, j=1))) , Vector(i=0, j=1)))

At total time 2479.077207800583 sec: depth=5; result=(-70, (Vector(i=5, j=1)), Vector(i=0, j=1)))1), Vector(i=0, j=1))) ), Vector(i=0, j=1)))

At total time 2510.9603239005664 sec: depth=5; result=(-70, (Vector(i=5, j=1, Vector(i=0, j=1)))=1), Vector(i=0, j=1))) ), Vector(i=0, j=1)))

At total time 2541.928052300471 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))1), Vector(i=0, j=1))) , Vector(i=0, j=1)))

At total time 2573.3301861005602 sec: depth=5; result=(-70, (Vector(i=5, j=1), Vector(i=0, j=1)))=1), Vector(i=0, j=1))) , Vector(i=0, j=1)))

At total time 2716.001011000597 sec: depth=6; result=(40, (Vector(i=1, j=0),, Vector(i=0, j=1)))), Vector(i=1, j=2))) , Vector(i=0, j=1)))

At total time 2758.446213100571 sec: depth=6; result=(40, (Vector(i=1, j=0),), Vector(i=0, j=1)))), Vector(i=1, j=2))) ), Vector(i=0, j=1)))

At total time 2790.8355664005503 sec: depth=6; result=(40, (Vector(i=1, j=0)), Vector(i=0, j=1)))0), Vector(i=1, j=2))) , Vector(i=0, j=1)))

At total time 2821.418285300606 sec: depth=6; result=(40, (Vector(i=1, j=0),, Vector(i=0, j=1)))), Vector(i=1, j=2))) ), Vector(i=0, j=1)))

At total time 2852.2049583006883 sec: depth=6; result=(40, (Vector(i=1, j=0), Vector(i=0, j=1)))0), Vector(i=1, j=2))) ), Vector(i=0, j=1)))

At total time 2883.8057506006444 sec: depth=6; result=(40, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 2915.183465500595 sec: depth=6; result=(40, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 2946.1027516006725 sec: depth=6; result=(40, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 2979.750259900582 sec: depth=6; result=(40, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 3010.961930200574 sec: depth=6; result=(40, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 3041.1576160006225 sec: depth=6; result=(40, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 3071.52804090071 sec: depth=6; result=(40, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 3111.9136510007083 sec: depth=6; result=(40, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 120.45918170001823 sec: depth=6; result=(40, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 240.8390003000386 sec: depth=6; result=(40, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 361.58726470009424 sec: depth=6; result=(40, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 481.84344880015124 sec: depth=6; result=(40, (Vector(i=1, j=0), Vector(i=1, j=2)))

At total time 602.9399648001418 sec: depth=6; result=(40, (Vector(i=1, j=0), Vector(i=1, j=2)))