Parallelized Game Tree Generation for Go

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***Abstract*—Go is an exceedingly difficult game for an artificial intelligence to conquer; this is because generating a game tree is difficult, the branching factor is too large for most systems to handle. By splitting the work of generating a game tree, that spans all potential moves available at a particular moment in the game, among all the processors available to the system, we reduce the amount of time waiting for a move to occur. The two algorithms explored in our project indicate. . .**

I. Introduction

Intro goes here.

A. Subsection Heading Here

Subsection text here.

1) Subsubsection Heading Here: Subsubsection text here.

II. Main Results

Our GO bot is unbeatable

III. Conclusion

Monte Carlo was good.

References

[1] Y. Shoham, S. Toledo, *Parallel Randomized Best-First Minimax Search*, Artificial Intelligence 137 (2002) 165–196