

# Parallelized Go Game Tree

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*Abstract*—The abstract goes here.

## I. INTRODUCTION

This demo file is intended to serve as a “starter file” for IEEE conference papers produced under L<sup>A</sup>T<sub>E</sub>X using IEEE-tran.cls version 1.7 and later. I wish you the best of success.

mds

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## II. CONCLUSION

The conclusion goes here.

## ACKNOWLEDGMENT

The authors would like to thank...

## REFERENCES

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