**A shared-memory parallel implementation of the Minimax algorithm**

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**Abstract**This poster investigates the process of creating a parallel implementation of the Minimax with Alpha-Beta pruning algorithm for game tree search. The implementation is written in C# and .NET’s Task Parallel Library (TPL) is used to create the shared-memory parallelism within the search. The test game cases used to test the performance of the algorithm included TicTacToe, Treblecross and GoMoku, albeit on modified board sizes. The parallel variant achieves a modest but noticeable absolute speed-up over the sequential base when selecting a first move. We give evidence that the flat speed-ups beyond 32 cores is caused by increased memory consumption