

# Parallel evaluation of neural game value networks

István Borsos<sup>1</sup>

<sup>1</sup>Institute for Technical Physics and Materials Science, Centre for Energy Research, Hungarian Academy of Sciences, Budapest, Hungary

During minimax evaluation of nodes of game value networks, a number of follow-up moves are generated and the values of the resulting positions are predicted by the network in order to compute a better estimation for the value of the original position. In parallel implementation of this problem multiple nodes (several hundred when using a GPU) should be evaluated simultaneously, but the different number of follow-up moves or the early exits (like e.g. alpha cut-offs) during the investigation of some of the nodes makes the direct parallelization less efficient. In this talk we present a method to improve the efficiency of this computation.