

## **GAI – Go Toolkit Release Notes**

### **Version 0.4.0 (10/08/2010):**

- First pass of a CPU implementation and a CUDA port for Monte Carlo Go, exercising up to thousands of random games per move..
- Dependencies:
  - o Visual Studio 2010 and Visual Studio 2008 SP1 C runtime libraries (use Visual C++ Redistributable Package).
  - o CUDA 3.1 toolkit and a matching display driver.
  - o DirectX Redistributable, End-User Runtime (June 2010).

### **Version 0.6.0 (06/06/2011):**

- Mostly fixes for improved stability.
- Dependencies:
  - o Visual Studio 2010 SP1 (use Visual C++ Redistributable Package).
  - o Production CUDA 4.0 toolkit and a matching display driver.
  - o DirectX Redistributable, End-User Runtime (June 2010).