

GAI – 3D Tic-Tac-Toe Toolkit

Release Notes

Version 0.1.0 (03/26/2010):

- Reference C++ CPU path for recursive AlphaBeta, MiniMax search, not highly optimized.
- Initial package.
- Dependencies:
 - o Visual Studio SP1 2008 C runtime libraries (use Visual C++ Redistributable Package).
 - o CUDA 3.0 toolkit and a matching display driver.
 - o DirectX Redistributable, End-User Runtime (February 2010).

Version 0.4.0 (06/08/2010):

- First pass of a CUDA port for AlphaBeta, MiniMax search.
- Dependencies:
 - o Visual Studio SP1 2008 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 (10/12/2010):

- Implemented a hybrid of runtime/user managed stack in global memory.
- Technology Preview release.
- Dependencies:
 - o Visual Studio 2010 and Visual Studio SP1 2008 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 0.8.0 (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).