CS785A: Course Project

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1 Problem Statement

In this project, we aim to employ game theoretic methods to study how different religions grew using their ideologies and propagation strategies, over the course of time. We plan to propose a model that would formulate payoff functions, strategies and the interactions among religions that would have approximately resulted into the existing scenario of religions. By existing scenario, we mean their popularity in terms of number of followers. Also, we are looking forward to study the influence religion has over different social and political phenomena, for example terrorism. We hope to address the following question - Is terrorism really a strategy used by some religions like Islam to propagate their view points?