

# Distributed Nash Equilibrium Seeking On a Consensus based Gaming

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# Definition

We defined DGaming as a series of Gaming Behaviors and Strategies which is Distributed. With Lamport's definition on 1978, A Gaming is Distributed if the message transaction delay is not negligible compared to the time between event in classic gaming behavior.

# Lamport TimeStamp

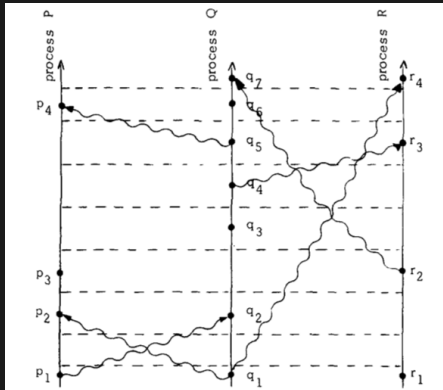


Figure: Lamport TimeStamp