

Introduce idea.

Introduce notation

↳ Assign initial strategies (potentially in probability terms)

Describe the "game model" we're using

Attempts to simplify for information quality

i.e.

imperfect game → perfect game

- Nash equilibria
- Strategy spaces
- support Enumeration

INTRODUCTION

Exploring the results of our game

Lots of graphs
+ that

Keep pulling back to game

WHAT CAN THE ALGORITHM DO?

Can we model a Evolutionary stable strategy

Create a threshold, how much they can get away with,
relax it. strengthen it.

Understand what the graphs, their plots, whether they're
dependent or independence

INDEPTH QUESTION.