

// assign strategies to players according to EUI

// calculate b_1, b_2, b_3, b_4, b_5 , see, 5.pdf

$b_1 \leftarrow \text{EUI: all-C}$

$b_2 \leftarrow b_1 + \text{EUI: all-D}$

$b_3 \leftarrow b_2 + \text{EUI: kD}$

$b_4 \leftarrow b_3 + \text{EUI: kC}$

$b_5 \leftarrow 1.0$

for $i=1$ to M

 for $j=1$ to N

$\{ x \leftarrow \text{rand}(0,1)$

 if $x \leq b_1$ then $\{ \text{CA_stret}[i,j] \leftarrow 1; \text{goto } \textcircled{1} \}$ // all C

 if $x \leq b_2$ then $\{ \text{CA_stret}[i,j] \leftarrow 0; \text{goto } \textcircled{1} \}$ // all D

 if $x \leq b_3$ then $\{ \text{CA_stret}[i,j] \leftarrow 2$ // kD

$y \leftarrow \text{rand}[\text{EUI:k_var: min}, \text{EUI:k_var: max}]$

$\text{CA_kD_stret}[i,j] \leftarrow y$ // $k=y$

 goto $\textcircled{1}$

 }

 if $x \leq b_4$ then $\{ \text{CA_stret}[i,j] \leftarrow 3$ // kC

$y \leftarrow \text{rand}[\text{EUI:k_var: min}, \text{EUI:k_var: max}]$

$\text{CA_kC_stret}[i,j] \leftarrow y$ // $k=y$

 goto $\textcircled{1}$

 }

$\text{CA_stret}[i,j] \leftarrow 4$ // kDC

$y \leftarrow \text{rand}[\text{EUI:k_var: min}, \text{EUI:k_var: max}]$

$\text{CA_kDC_stret}[i,j] \leftarrow y$ // $k=y$

$\textcircled{1}$:

 }

 if debug then print -02