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Dedicated to my family.

Abstract

Here goes the abstract.

Keywords: key, words, go, here

Abstract in lingua italiana

Qui va inserito l'abstract in italiano.

Parole chiave: qui, vanno, le, parole, chiave

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1 | Introduction

2 | State of the art

3 | Background

4 | Solution design

5 | Evaluation

5.1. Goals

5.2. Conditions

5.3. Baseline

In this section, we describe the baseline we use to evaluate the efficiency of fuzzers generated by RLC. As a baseline, we need a simpler method of automatically generating fuzzers for game descriptions. Any such method needs to establish an abstraction for how a game is described. We have chosen to use the abstraction of OpenSpiel, Google DeepMind's framework for applying reinforcement learning methods to games (TODO: I probably need to describe OpenSpiel in greater detail.).

5.4. Results

6 | Conclusion

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Here you may want to acknowledge someone.