25.02.2025

* We can assume that the algorithm has at least one sink (or each clique has at least one sink)
* Check the second algorithm to find a case where the first one doesn’t break, but the second does
* Difference between first and second algorithm:
  + First one can prove xxx using the harmonic series
  + If you just do delegations of 100%, the first one might not oscillate around which the second one does
* Regarding the P\_G question
  + P\_G should not vote, that is ok, since he is not a voting sink
  + All outflows must add up to one, that is something we can say
* For linear programming:
  + Compute the standing pool of voting power, not the final power
  + E.g. compute the maximum power that fit the delegation constraints,
* Formulae:
  + If you carefully keep the iterations separate, so the values are all dependent on all past iterations, then the formulae should be similar to the LP formulae that we are going to solve

For next meeting:

* LP works, the way that I found, but I also noticed its more efficient if you just solve a system of linear equations. Is this like what you imagined? It’s basically unravelling the simulation and then solving the equations
* I have not yet (?) proven or shown that the no source effect one is flawed. Could you please specify why you think it would not work?

Meeting 11.03.2025:

* We want the limit, while here its just solving for the nth iterations
* Ford proposed a delegation which might not work without the “source effect”, there only C should vote in the steady state
* We want to avoid an oscillation between 0 and something, 0 and something