
1: Global procedure

Initialize network
Define ∂R , A , ω , \mathcal{N}_{SA}^r
Update map

2: Local procedure

Start game $\Xi(s)$
SUs learn the mixed strategies by fictitious play at each level
End game $\Xi(s)$

3: Packet transmission procedure

4: Complete forwarding the request of CPC information

5: Acquire information from CPC

6: Go to update map if new information is obtained
