

- [39] Bikramjit Banerjee and Jing Peng. Efficient no-regret multiagent learning. In *AAAI*, pages 41–46, 2005.
- [40] Martin Zinkevich, Michael Johanson, Michael Bowling, and Carmelo Piccione. Regret minimization in games with incomplete information. In *NeurIPS*, pages 1729–1736, 2007.
- [41] Constantinos Daskalakis, Alan Deckelbaum, and Anthony Kim. Near-optimal no-regret algorithms for zero-sum games. In *SODA*, pages 235–254, 2011.