Proceedings of Machine Learning Research 1–3

Full Title of the Project

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Abstract

Write in maximum of 200 words what problem you addressed and what is the summary of your work.

Keywords: What are the three key concepts used or developed?

1. Introduction

Formatting:

- The main text should be 6 pages using this style guide. Your references or appendices including code will not count towards this page limit.
- If you don't use this latex template, then ensure you use a font and style as close as possible to this template and limit to 6 pages.
- Audience: your writeup should be completely understandable to any of your colleagues in the game theory course. So, you should provide sufficient detail and clarity so that they can follow the motivation, the logic used in the analysis and the results.

In the Introduction, motivate the problem. What problem you addressed and why? Discuss briefly the past work relevant to your work. In your discussions, you should guide the reader to the problem you want to address.

Common mistakes:

- listing a number of different articles and summarizing their work without specifically directing the literature review to what you want to address.
- Poor English grammar - check your grammar and spelling.
- Lack of clarity of connection and differences of your work with past work.

2. Problem Setup

- A clear problem statement where the players, their strategy sets, their objectives are defined. The game should be categorized as precisely as possible using the classes of games we covered in this course. Your problem statement should be captured as clearly as possible using mathematics.
- Include a brief notation section to establish your conventions for the use of variables.

3. Analysis

- Present the approach you used to address your problem.
- Provide sufficient mathematical details and analysis for clarity.

Common mistakes:

- Writing an approach without sufficient mathematical detail or motivation.
- Statements not backed up with proof or justification.

4. Simulation Results

- What examples you chose for the simulation/detailed analysis and why? Here, say how the chosen examples help you understand the question you had posed in the introduction and problem setup.
- What were the conclusions? How do they support your analysis? Do they provide any new insights or surprises?
- The examples and simulations should provided in sufficient detail so a reader can reproduce your result.

Common mistakes:

- poorly presented figures, not clear explanation of the results, limited discussion on how the simulation was set.
- not sufficient motivation for why the specific examples were chosen.

5. Conclusions

- How did your work address the problem you had setup in Section 1?
- What are the main conclusions of your project?
- What questions remain open?

6. Partnership work and resources

- Who did what in the project and how did you work together? 3 lines.
- Use of AI. If you used AI or used some other help, describe it clearly here.

Acknowledgments

If you had discussions with anyone regarding the project you can include it here. Properly cite references, e.g. Nash (1950), as described in the hand-out "ProjectDeliverable.pdf" posted on Moodle in the week of April 29.

References

John F Nash. Equilibrium points in n-person games. *Proceedings of the National Academy of Sciences*, 36(1):48–49, 1950.