

Presentation Seminar

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Presentation
Seminar

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TARO

Outline

Introduction

Background
Materials

Game Theory

Inserting a figure into
Beamer

Conclusion

- Introduction
- Background Material
- Conclusion



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$$p_i^{a_i(t-1)}(t) = \frac{e^{\frac{1}{\tau} U_i(a(t-1))}}{e^{\frac{1}{\tau} U_i(a(t-1))} + e^{\frac{1}{\tau} U_i(\hat{a}_i, a_{-i}(t-1))}} \quad (1)$$

As mentioned before, equation (1) expresses the value of ...

Definition 1: Potential Games

Type your definition inside this block.

Definition 2

You may use blocks to display your definitions.

Theorem1

isn't it easier using Beamer?.

Figure1

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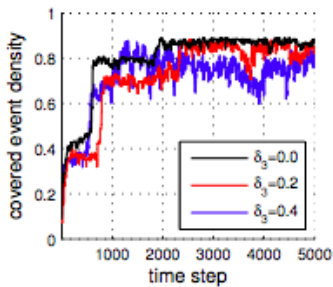
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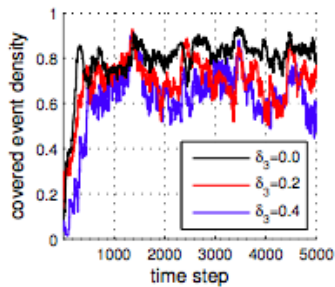
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(a) Static event



(b) Dynamic event

Figure 1: Graph

Conclusion

Use an alertblock if you want one for your conclusion.