

List of acronyms

ABM:	Agent-Based Modelling.
AT:	Aspiration Threshold.
BM:	Bush-Mosteller (model).
CBDT:	Case-Based Decision Theory.
CBR:	Case-Based Reasoning.
CGT:	Classical Game Theory.
CK:	Common Knowledge.
CKCI:	Common Knowledge of Complete Information.
CKR:	Common Knowledge of Rationality.
CogGT:	Cognitive Game Theory.
EGT:	Evolutionary Game Theory.
ER:	Erev-Roth (model).
ESS:	Evolutionary Stable Strategy.
EUT:	Expected Utility Theory.
EWA:	Experience Weighted Attraction (model).
FP:	Fictitious Play.
GPL:	General Public Licence.
GRL:	General Reinforcement Learning (framework).
LGT:	Learning Game Theory.
N-CBR:	Noisy Case-Based Reasoning (model).
NE:	Nash Equilibrium.
ODE:	Ordinary Differential Equation.
PC:	Personal Computer.
PD:	Prisoner's Dilemma.
RD:	Replicator Dynamics.
SCE:	Self-Correcting Equilibrium.
SFP:	Smooth Fictitious Play.
SRE:	Self-Reinforcing Equilibrium.
SREUP:	Self-Reinforcing Equilibrium of the associated Unperturbed Process.
TC:	Tragedy of the Commons (game).
TFT:	Tit For Tat (strategy).
UML:	Unified Modelling Language