23/07/22:

* Charness et al. -> Supplementary material -> Appendix E -> Charness and Rabin -> An Example:
  + They regress percentage of cooperation using random-effects probit model
  + They calculate the social welfare equilibrium (nash equilibrium after CR utility transformation?) to find the equilibrium from PD payoff matrix
  + Analyze PD using CR transformation in general (T, R, S, P format?)

25/07/22:

* Heuer and Orland
  + Data – One shot PD for pure and mixed strategies (~50 observations each); participants make one time decisions for 10 games
  + They use - two-sided Wilcoxon rank-sum test, OLS, checked fit with R2, AIC and BIC

28/07/22:

* Assume both players to be of same level
* ~~Upload the theoretical model for level 0~~

29/07/22:

* Dorrough and Glöckner (2016): continuous prisoners dilemma data set
  + CANT USE DATA, ALTERED PD
* Axelrod library: python library for simulating games (https://axelrod.readthedocs.io/en/stable/)
* At equilibrium believes should be consistent with strategies
* R library of data sets of games: datafsm -> NV\_games

30/07/22:

* Evoplex: platform for multi agent simulations (https://evoplex.org/docs/en/index.html)

1/08/22:

* Working on Montero-Porras data set – for zero level player, cant estimate beta
* Make readme files for all three codes tomorrow