# Bibliography

Angeline, P. J., Saunders, G. M., & Pollack, J. B. (1994). *An Evolutionary Algorithm that Constructs Recurrent Neural Networks.* Columbus: Ohio State University.

Ash, T. (1989). Dynamic Node Creation in Backpropagation Networks. *Connection Science*, 365-375.

Axelrod, R. (1980). *Effective Choice in the Prisoner's Dilemma.* Michigan: Sage Publications, Inc.

Axelrod, R. (1984). *The Evolution of Cooperation.* New York: Basic Books, Inc.

Chen, D., Giles, C., Sun, G., Chen, H., Lee, Y., & Goudreau, M. (1995). Constructive Learning of Recurrent Neural Networks. *IEEE Transactions on Neural Networks*, 1196-1197.

Chen, J., Lu, S.-I., & Vekhter, D. (n.d.). *Game Theory*. Retrieved from https://cs.stanford.edu/people/eroberts/courses/soco/projects/1998-99/game-theory/axelrod.html

Duignan, B. (2009, April 20). *Prisoner's Dilemma*. Retrieved from Encyclopaedia Briannica: https://www.britannica.com/topic/prisoners-dilemma

Fahlman, S. E. (1991). *The Recurrent Cascade-Correlation Architecture.* Pittsburgh: Carnegie Mellon University.

Fogel, D. B., III, E. C., & Boughton, E. M. (1995). Evolving neural networks for detecting breast cancer. *Cancer Letters 96*, 49-53.

Friedman, J. W. (1971). *A Non-cooperative Equilibrium for Supergames.* Rochester: Oxford University Press.

Gifford, A. (n.d.). *Payoff Matrix in Economics: Theory & Examples.* Retrieved from Study: https://study.com/academy/lesson/payoff-matrix-in-economics-theory-examples.html

Herdt, T. D. (2003). Cooperation and fairness: the flood–Dresher experiment. *Review of Social Economy*, 184-191.

Jong, K. D., Fogel, D. B., & Schwefel, H.-P. (1997). *A history of evolutionary computation.* Oxford University Press.

Kakutani, S. (1941). A Generalization of Brouwer's Fixed Point Theorem. *Duke Mathematical Journal*, 457-459.

Kaznatcheev, A. (2015, March 2). *Short history of iterated prisoner’s dilemma tournaments*. Retrieved from Theory, Evolution and Games Group: https://egtheory.wordpress.com/2015/03/02/ipd/

Knight, V. (2015). *Background to Axelrod's Tournament*. Retrieved from https://axelrod.readthedocs.io/en/stable/reference/description.html

Langley, P. (1995). *Applications of Machine Learning and Rule Induction.* California: Stanford University Press.

Levine, D. K. (n.d.). *What is Game Theory?* Retrieved from Economic Game Theory: http://www.dklevine.com/general/whatis.htm

Lutter, B. E., & Huntsinger, R. C. (1969). Engineering Appllications of Finite Automata. 264-265.

McDonnell, J. R., & Waagen, D. E. (1994). Evolving Recurrent Perceptrons for Time-Series Modeling. *IEEE Transactions on Neural Networks vol. 5*, 24-38.

Nash, J. F. (1950). *Non-Cooperative Games.* New Jersey: Princeton University.

Nash, J. F. (1950). *Two-Person Cooperative Games.* California: U. S. Air Force Project RAND.

Paul G. Harrald, D. B. (1996). *Evolving Continous behaviours in the Iterated Prisoner's Dilemma.* Manchester.

Policonomics. (2016). *Game Theory III: Folk theorem*. Retrieved from Policonomics: https://policonomics.com/lp-game-theory3-folk-theorem/

Porto, V. W., Fogel, D. B., & Fogel, L. J. (1995). Alternative Neural Network Training Methods. *IEEE Expert: Intelligent Systems and Their Applications vol. 10*, 16-22.

Ross, D. (1997, January 25). *Game Theory*. Retrieved from Stanford Encyclopedia of Philosophy: https://plato.stanford.edu/entries/game-theory/#Bib

Samuel, A. L. (1959). *Some Studies in Machine Learning Using the Game of Checkers.* New York: IBM Journal.

Smith, E., & Wright, R. (1991). *Why is Automobile Insurance in Philadelphia So Damn Expensive?* Minneapolis.

Stergiou, C., & Siganos, D. (n.d.). *Neural Networks.* Retrieved from Imperial College London: https://www.doc.ic.ac.uk/~nd/surprise\_96/journal/vol4/cs11/report.html

Veelen, M. v., García, J., Rand, D. G., & Nowak, M. A. (2012). Direct reciprocity in structured populations. *PNAS (Proceedings of the National Academy of Sciences)*, 9929-9934.