

ROYAL HOLLOWAY, UNIVERSITY OF LONDON

FULL UNIT PROJECT

FINAL PROJECT REPORT

Cooperative Strategies in Multi-Agent Systems

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Abstract

Hello this is my abstract

<https://users.ece.cmu.edu/~koopman/essays/abstract.html>

Chapter 1

Introduction

How to structure:

- Introduction and review on past work on indirect reciprocity and the evolution of cooperation
- Methods:
 - My model of reciprocity, it's variables etc.
 - System design (Prolog + environ)
 - Interesting programming techniques?
 - Software engineering techniques, tools and processes
- Results
 - Analysis and evaluation of the results produced by my model
 -
- Discussion and Conclusion
 - Impacts in real life and intelligent agents
 - Interesting programming techniques?
 - Professional issues?
- Professional issues?

Chapter 2

Review of Literature

Evol Coop [1] Milestone: The report should describe the theory behind indirect reciprocity and its strategies in relation to game-theory

Milestone: The report should describe the link between indirect reciprocity theory and real life biological and intelligent agent interactions

Chapter 3

Contents and Knowledge

Methods Milestone: The report should describe the onlookers and gossip aspects of indirect reciprocity

Milestone: The report should contain a design of the web application and environment, Prolog service and agents, and the connection between them

Milestone: The report should provide an analysis and evaluation of strategies in indirect reciprocity tournaments

Milestone: The report should contain a discussion of the software engineering techniques, tools and processes used and issues encountered

Milestone: The report should contain any interesting programming techniques employed to develop the final prototype

Chapter 4

Discussion and conclusions

Discussion

Bibliography

- [1] Robert Axelrod and William D. Hamilton. The evolution of cooperation. *Science*, 211:1390–1396, 1981.

Professional Issues

Professional Issues