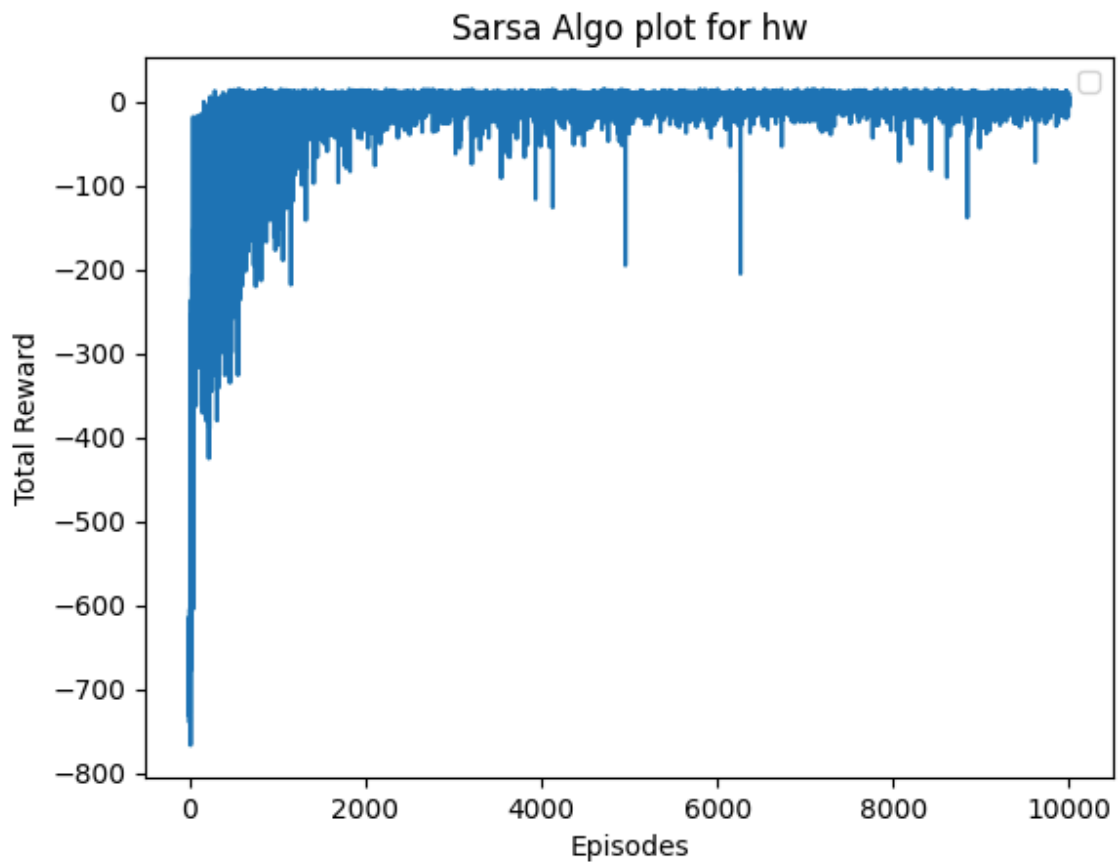
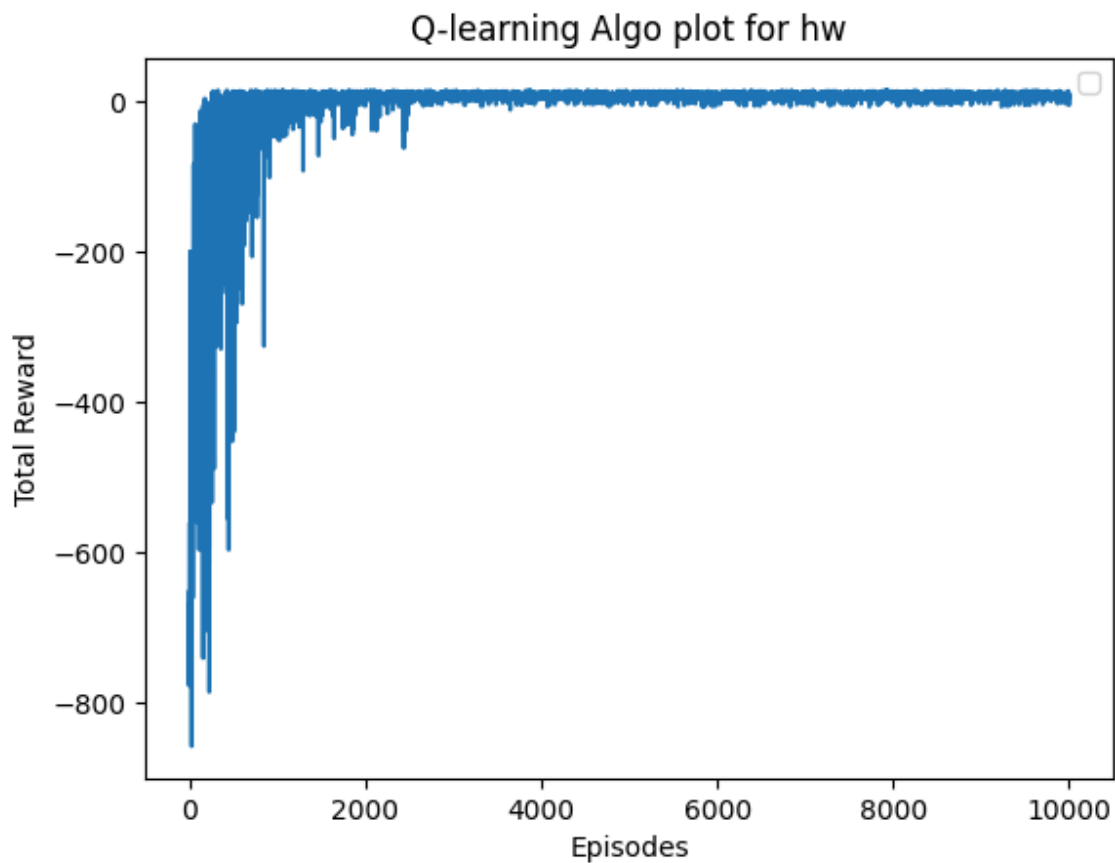


1a. Plot for the sarsa algorithm



1b. Plot for q-learning algorithm



2. Tables for the games

2a: table for the game Prisoners dilemma

	tit_for_tat	bully	fictious_play	godfather
tit_for_tat	(3.00, 3.00)	(0.99, 1.04)	(0.99, 1.04)	(3.00, 3.00)
bully	(5.00, 0.00)	(1.00, 1.00)	(1.00, 1.00)	(5.00, 0.00)
fictious_play	(5.00, 0.00)	(1.00, 1.00)	(1.00, 1.00)	(5.00, 0.00)
godfather	(3.00, 3.00)	(0.99, 1.04)	(0.99, 1.04)	(3.00, 3.00)

2b: table for the game chicken

	tit_for_tat	bully	fictious_play	godfather
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tit_for_tat	(3.00, 3.00)	(1.00, 1.02)	(2.50, 2.52)	(3.00, 3.00)
bully	(3.50, 1.50)	(1.00, 1.00)	(2.25, 1.25)	(3.50, 1.50)
fictious_play	(3.50, 1.51)	(1.50, 3.50)	(2.00, 2.00)	(3.50, 1.51)
godfather	(3.00, 3.00)	(1.50, 3.50)	(2.25, 3.25)	(3.00, 3.00)

2c: table for the game movie

	tit_for_tat	bully	fictious_play	godfather
tit_for_tat	(2.97, 1.98)	(2.97, 1.98)	(3.00, 2.00)	(3.00, 2.00)
bully	(3.00, 2.00)	(3.00, 2.00)	(3.00, 2.00)	(3.00, 2.00)
fictious_play	(3.00, 2.00)	(3.00, 2.00)	(3.00, 2.00)	(3.00, 2.00)
godfather	(1.98, 2.97)	(3.00, 2.00)	(3.00, 2.00)	(3.00, 2.00)