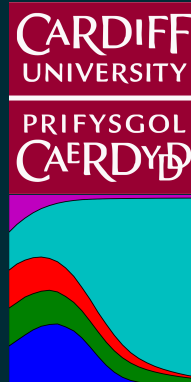
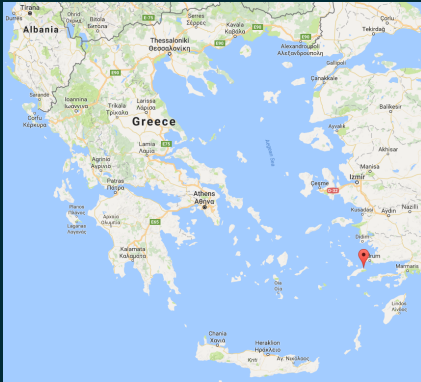


Machine Learning and the Iterated Prisoner's Dilemma

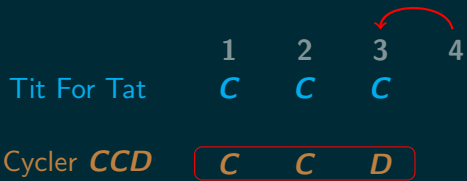
@NikoletaGlyn



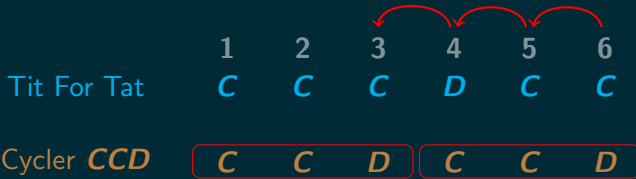
	1
Tit For Tat	<i>C</i>
Cycler <i>CCD</i>	<i>C</i>

	1	2	3
Tit For Tat	<i>C</i>	<i>C</i>	<i>C</i>
Cycler <i>CCD</i>	<i>C</i>	<i>C</i>	<i>D</i>

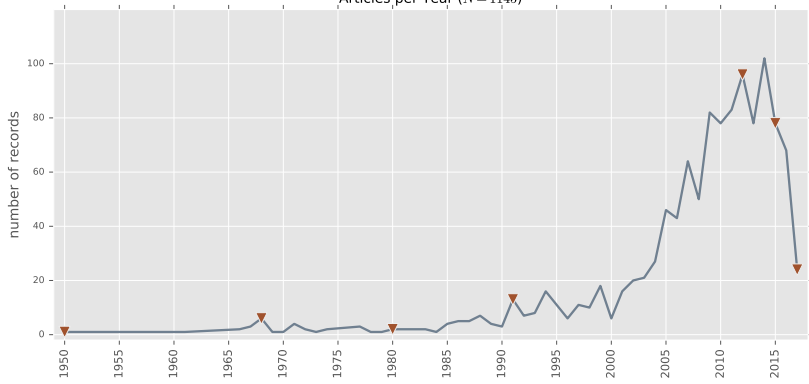
	1	2	3
Tit For Tat	<i>C</i>	<i>C</i>	<i>C</i>
Cycler <i>CCD</i>	<i>C</i>	<i>C</i>	<i>D</i>

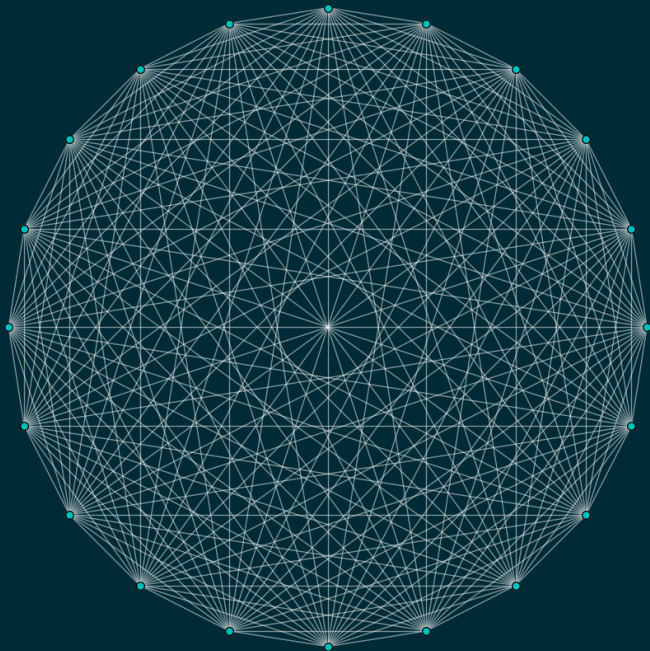


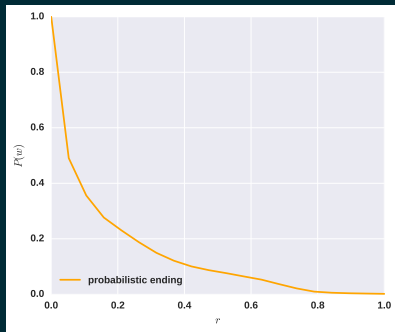
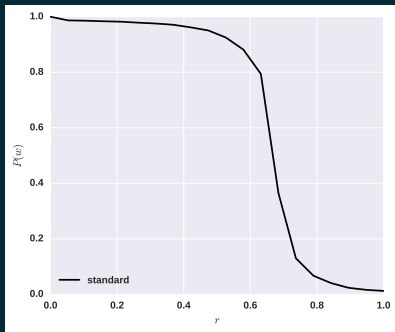
	1	2	3	4
Tit For Tat	<i>C</i>	<i>C</i>	<i>C</i>	<i>D</i>
Cycler <i>CCD</i>	<i>C</i>	<i>C</i>	<i>D</i>	<i>C</i>

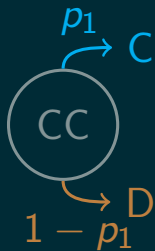


Articles per Year ($N = 1145$)









- ▶ *William Press and Freeman Dyson*. Iterated Prisoners Dilemma contains strategies that dominate any evolutionary opponent. 2012.
- ▶ *Christopher Lee, Marc Harper, and Dashiell Fryer*. The art of war: Beyond memory-one strategies in population games. 2015.

Tournament size $N = 5$

