

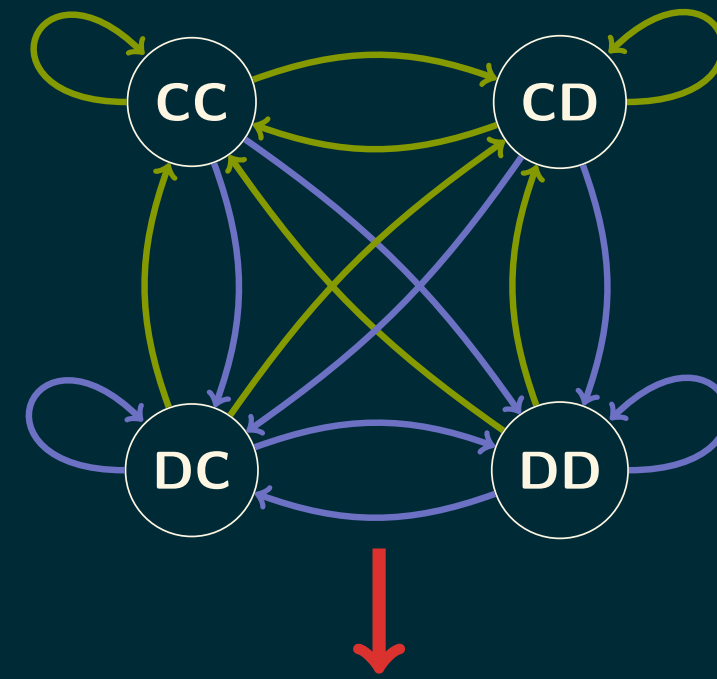
# THE POWER OF MEMORY

Is memory size advantageous in interactions (social, biological, ... ) ?

	C	D
C	3, 3	0, 5
D	5, 0	1, 1

	1	2	3	...	$n-1$	$n$
player p	C	C	C	...	D	...
player q	C	C	D	...	D	...

memory size =  $n-1$



$$\begin{bmatrix} p_1 q_1 & p_1(-q_1+1) & q_1(-p_1+1) & (-p_1+1)(-q_1+1) \\ p_2 q_2 & p_2(-q_2+1) & q_2(-p_2+1) & (-p_2+1)(-q_2+1) \\ p_3 q_3 & p_3(-q_3+1) & q_3(-p_3+1) & (-p_3+1)(-q_3+1) \\ p_4 q_4 & p_4(-q_4+1) & q_4(-p_4+1) & (-p_4+1)(-q_4+1) \end{bmatrix}$$

W. H. Press and F. J. Dyson. **Iterated Prisoner's Dilemma contains strategies that dominate any evolutionary opponent** PNAS 2012.

$p^* \rightarrow \text{manipulates} \rightarrow q$

This work considers an optimisation approach to identify:

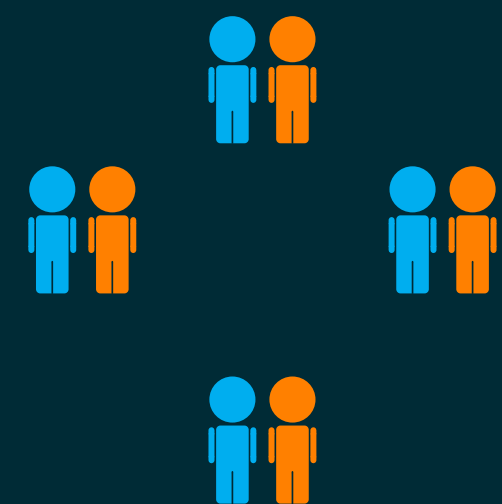
$p^* \rightarrow \text{best response} \rightarrow q$

$$1. \max_q : \frac{\frac{1}{2} \mathbf{p} \mathbf{Q} \mathbf{p}^T + \mathbf{c}^T \mathbf{p} + \mathbf{a}}{\frac{1}{2} \mathbf{p} \bar{\mathbf{Q}} \mathbf{p}^T + \bar{\mathbf{c}}^T \mathbf{p} + \bar{\mathbf{a}}}$$

st :  $\mathbf{p} \in \mathbb{R}_{[0,1]}^4$

## PURELY RANDOM STRATEGIES $p = (p, p, p, p)$

### 2. AGAINST A SINGLE OPPONENT

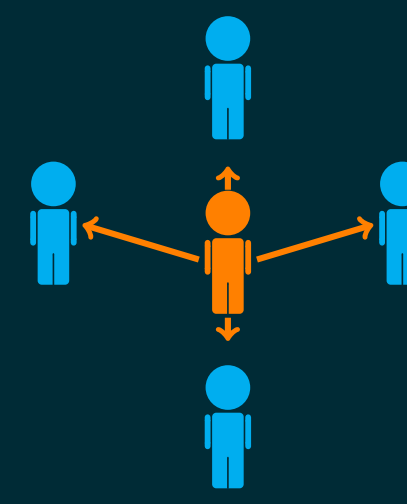


$$\mathbf{p}^* = \operatorname{argmax}(\mathbf{u}_q(\mathbf{p})), \mathbf{p} \in \mathbf{S}_q,$$

where the set  $\mathbf{S}_q$  is defined as:

$$\mathbf{S}_q = \left\{ 0, p_{\pm}, 1 \mid \begin{array}{l} 0 < p_{\pm} < 1, \\ p_{\pm} \neq \frac{-d_0}{d_1} \end{array} \right\}$$

### 3. AGAINST MULTIPLE OPPONENTS



$$\mathbf{p}^* = \operatorname{argmax} \left( \sum_{i=1}^N \mathbf{u}_q^{(i)}(\mathbf{p}) \right), \mathbf{p} \in \mathbf{S}_{q(i)},$$

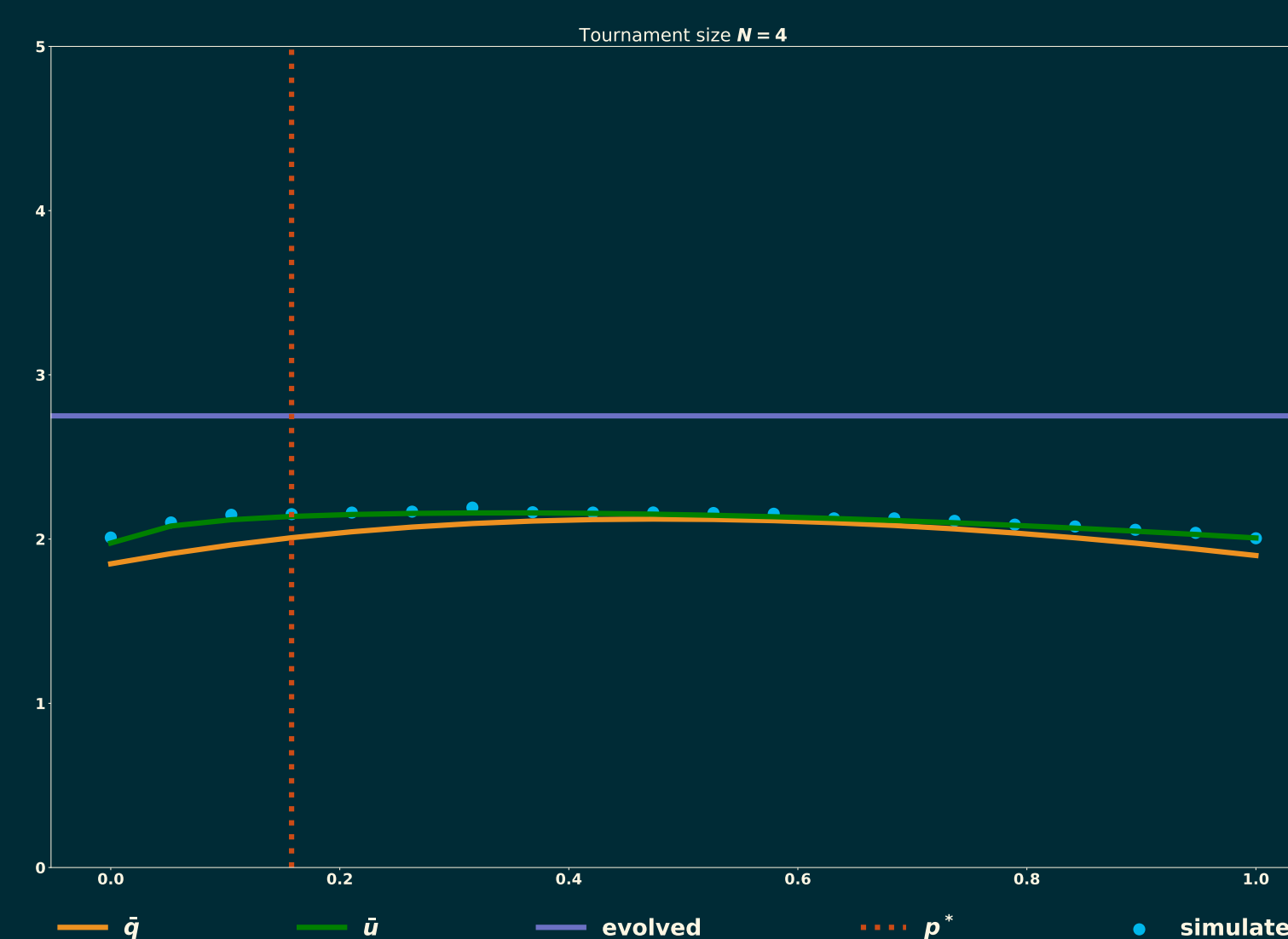
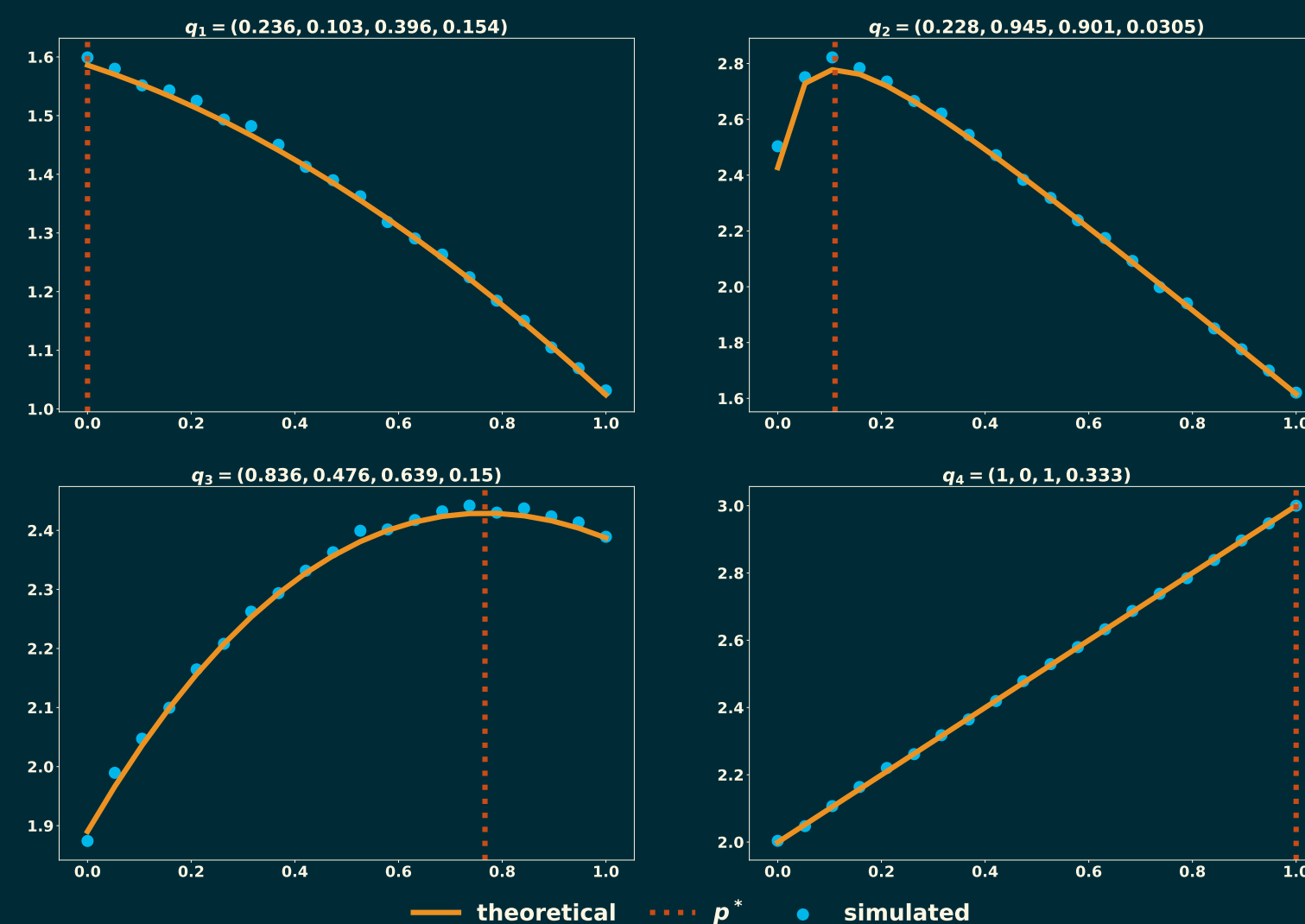
where the set  $\mathbf{S}_{q(i)}$  is defined as:

$$\mathbf{S}_{q(i)} = \bigcup_{i=1}^{2N} \lambda_i \cup \{0, 1\}$$

$\lambda_i = \frac{d_{0i}}{d_{1i}}$

## RESULTS

- The utility of a given player  $p$  against a given opponent  $q$  is written in a compact way.
- Defining the optimal random behaviour  $p^*$  is reduced to a search over a small finite set.
- Optimising against the mean utility can not be captured by optimising against the mean opponent.



## FUTURE WORK RESULTANT THEORY

