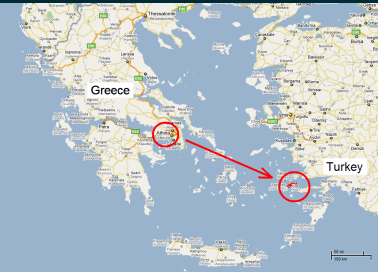


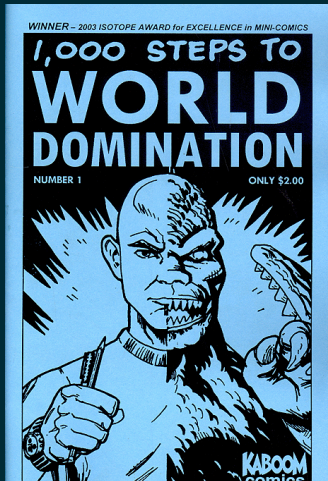
Who am I?

Who am I?



What do I do?

My Plans



<http://www.sequentialart.com/reports.php?ID=1971&issue=2016-08-15>

Fingerprinting: Visualization and Automatic Analysis of Prisoner's Dilemma Strategies

Daniel Ashlock and Eun-Youn Kim

Abstract—Fingerprinting is a technique for generating a representation-independent functional signature for a game playing agent. Fingerprints can be used to compare agents across representations in an automatic fashion. The theory of fingerprints is developed for software agents that play the iterated prisoner's dilemma. Examples of the technique for computing fingerprints are given. This paper summarizes past results and introduces the following new results. Fingerprints of prisoner's dilemma strategies that are represented as finite-state machines must be rational functions. An example of a strategy that does not have a finite-state representation and which does not have a rational fingerprint function is given: the majority strategy. It is shown that the *AllD*- and *AllC*-based fingerprints can be derived from the tit-for-tat fingerprint by a simple substitution. Fingerprints for four new probe strategies are introduced generalizing previous results.

		\mathcal{S}				\mathcal{S}	
		$C \ D$				$C \ D$	
\mathcal{P}	C	3	5	\mathcal{P}	C	$C \ T$	
	D	0	1		D	$S \ D$	
(1)				(2)			

Fig. 1. (1) The payoff matrix for prisoner's dilemma used in this study—scores are earned by strategy \mathcal{S} based on its actions and those of its opponent \mathcal{P} . (2) A payoff matrix of the general two player game— C , T , S , and D are scores given for the game as well.



Vincent Knight @drvinceknight · Sep 17

So awesome to see @JessicaUpani speak at #PyConUK!! @PythonNamibia #PyConNa @PhoenixCUni



1



3



@NikoletaGlyn

<https://github.com/Nikoleta-v3>

<https://github.com/Axelrod-Python/Axelrod>