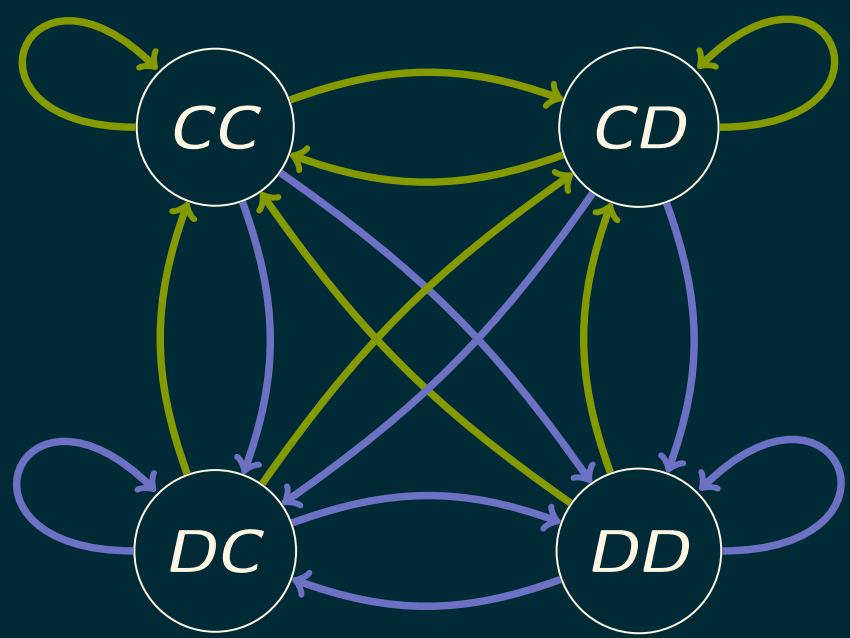


# THE POWER OF MEMORY

In interactions both social and biological is memory size advantageous?



$$\begin{bmatrix} p_1q_1 & p_1(-q_1+1) & q_1(-p_1+1) & (-p_1+1)(-q_1+1) \\ p_2q_3 & p_2(-q_3+1) & q_3(-p_2+1) & (-p_2+1)(-q_3+1) \\ p_3q_2 & p_3(-q_2+1) & q_2(-p_3+1) & (-p_3+1)(-q_2+1) \\ p_4q_4 & p_4(-q_4+1) & q_4(-p_4+1) & (-p_4+1)(-q_4+1) \end{bmatrix}$$



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

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

This work considers an optimisation approach to identify:

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

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

	1	2	3	...	$\overbrace{n-1}^{\text{memory-1}}$	$\overbrace{n}^{\text{memory-1}}$
player $p$	C	C	C	...	D	...
player $q$	C	C	D	...	D	...

memory size- $n-1$

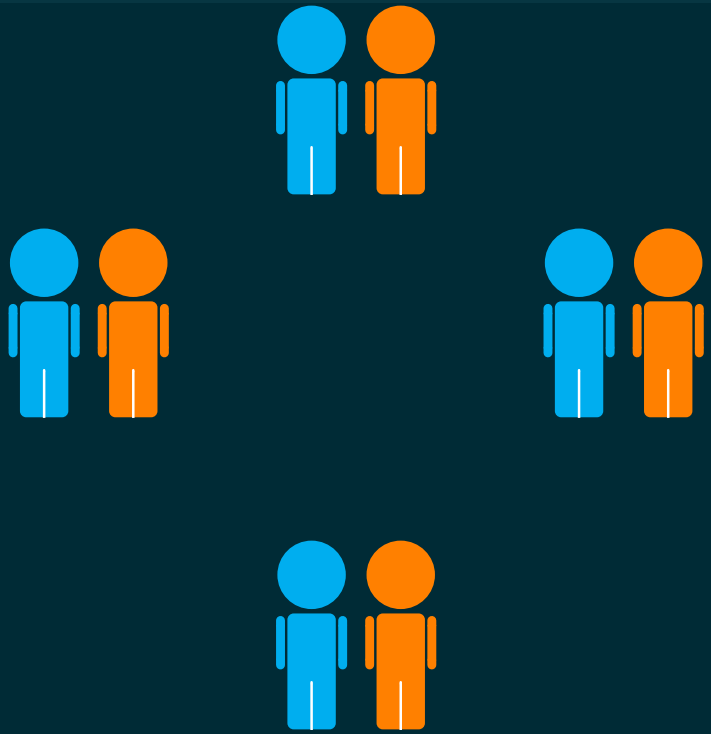
## PURELY RANDOM STRATEGIES $p = (p, p, p, p)$

AGAINST A SINGLE OPPONENT

$$p^* = \operatorname{argmax}(u_q(p)), \quad p \in S_q,$$

where the set  $S_q$  is defined as,

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



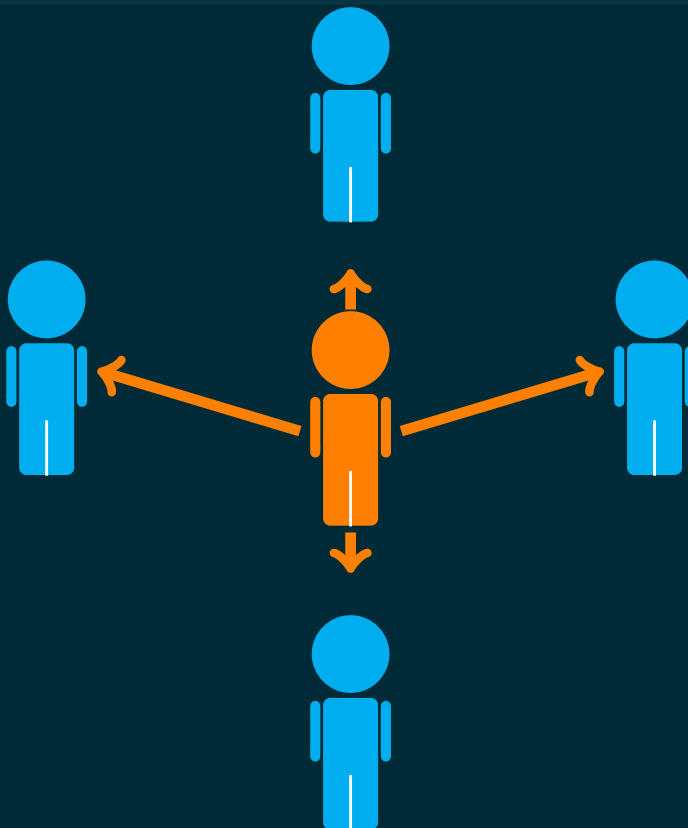
## AGAINST MULTIPLE OPPONENTS

$$p^* = \operatorname{argmax}\left(\sum_{i=1}^N u_q^{(i)}(p)\right), \quad p \in S_{q(i)},$$

where the set  $S_{q(i)}$  is defined as:

$$S_{q(i)} = \bigcup_{\substack{1 \leq i \leq 2N \\ \lambda_i \neq \frac{d_0}{d_1}}} \lambda_i \cup \{0, 1\}$$

Note the size of candidate solutions is  $1 \leq |S_{q(i)}| \leq 2N + 2$ .



## RESULTS

1. The first
2. The second
3. The third

## FUTURE WORK

