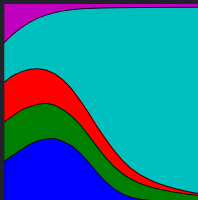
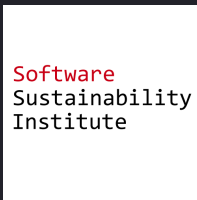


The Evolution of Cooperation

Cardiff University

@NikoletaGlyn



CLASSICAL GAME THEORY



EVOLUTIONARY GAME THEORY





()

$$\begin{pmatrix} (0,0) & (-1,1) & (1,-1) \\ \vdots & \vdots & \vdots \end{pmatrix}$$

$$\begin{pmatrix} (0,0) & (-1,1) & (1,-1) \\ (1,-1) & (0,0) & (-1,1) \\ (-1,1) & (1,-1) & (0,0) \end{pmatrix}$$



$$\begin{pmatrix} (0,0) & (3,1) \\ (1,3) & (2,2) \end{pmatrix}$$



...







UNDERSTANDING RESPONSES TO ENVIRONMENTS
FOR THE PRISONER'S DILEMMA: A META
ANALYSIS, MULTIDIMENSIONAL OPTIMISATION
AND MACHINE LEARNING APPROACH



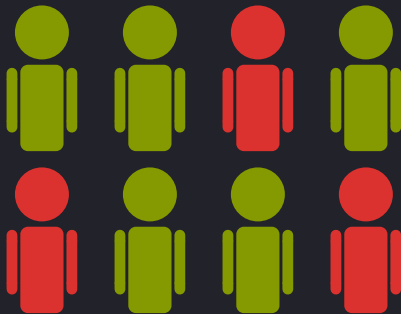
Nikoleta E. Glynatsi

Submitted in partial fulfillment of
the requirements for the degree of

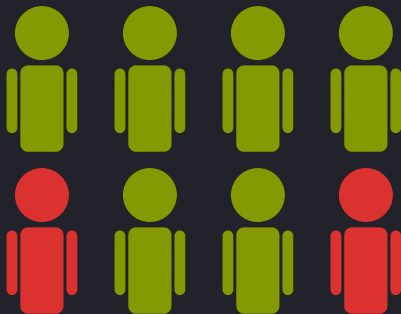
Doctor of Philosophy.

June 2020

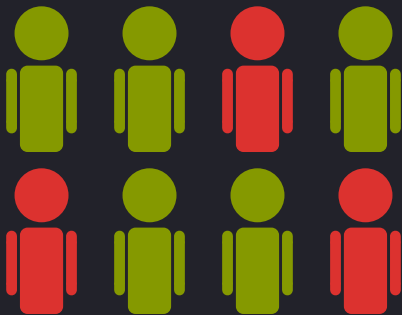




Oh no



REPLICATOR DYNAMICS



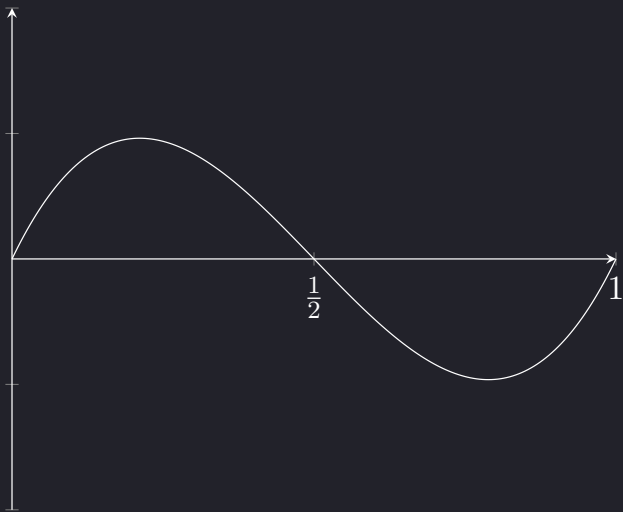
$$\chi = (x_1, x_2)$$

$$f_1(\chi) = 0 \times x_1 + 3 \times x_2$$

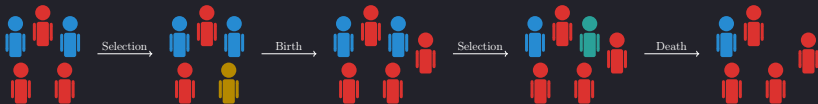
$$f_2(\chi) = 1 \times x_1 + 2 \times x_2$$

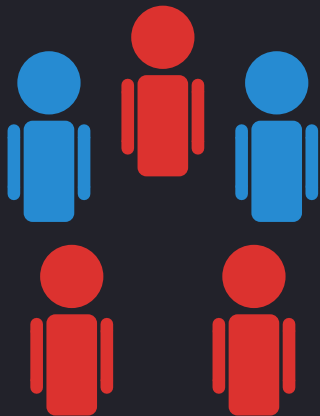
$$\phi = x_1 f_1(\chi) + x_2 f_2(\chi)$$

$$\frac{dx_1}{dt} = x_1(f_1(\chi) - \phi)$$



MORAN PROCESS





$$f_{1i} = \frac{0 \times (i - 1) + 3 \times (N - i)}{N - 1}$$

$$f_{2i} = \frac{1 \times i + 2 \times (N - i - 1)}{N - 1}$$

$$p_{i,i+1} = \frac{if_{1i}}{if_{1i} + (N - i)f_{2i}} \frac{N - i}{N}$$

$$p_{i,i-1} = \frac{(N - i)f_{2i}}{if_{1i} + (N - i)f_{2i}} \frac{i}{N}$$

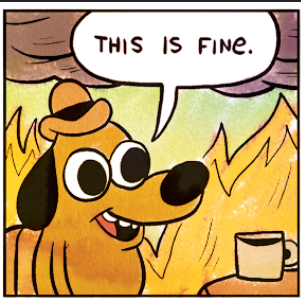
$$\varphi = \frac{1}{1 + \sum_{i=1}^{N-1} \prod_k^i \frac{p_{i,i-1}}{p_{i,i+1}}}.$$


EVOLUTION OF COOPERATION?

$$\begin{pmatrix} (1, 1) & (5, 0) \\ (5, 0) & (1, 1) \end{pmatrix}$$

GROUP DYNAMICS OF SOCIAL BEHAVIOUR

MORAN PROCESS



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<http://web.evolbio.mpg.de/social-behaviour/>