## Machine learning and the Iterated Prisoner's Dilemma

**SECOND YEAR REPORT** 

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**☑** Reinforcement Learning Produces Dominant Strategies for the Iterated Prisoner's Dilemma. PLOS One. 2017.

☐ An Evolutionary Game Theoretic Model of Rhino Horn Devaluation. Arxiv pre print. 2017. (under review with Ecological Modelling)

□ Evolution Reinforces Cooperation with the Emergence of Self-Recognition Mechanisms: an empirical study of the Moran process for the iterated Prisoner's dilemma. Vincent Knight, Arxiv pre print. 2017. (under review with PLOS One)



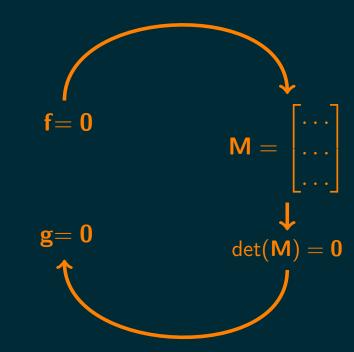
✓ Machine Learning. Duration: 88 hours.

✓ NATCOR Simulation, Duration: 40 hours.

MA3600 Game Theory. Duration: 40 hours. ✓ NATCOR Stochastic Modelling. Duration: 40 hours.

✓ NATCOR Combinatorial Optimisation. Duration: 40 hours.

Resultant Theory



$$f = x^2 - 5x + 6$$
$$g = x^2 - 3x + 2$$

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$$g = x^2 - 3x + 2$$

$$S = egin{bmatrix} 1 & -5 & 6 & 0 \ 0 & 1 & -5 & 6 \ 1 & -3 & 2 & 0 \ 0 & 1 & -3 & 2 \end{bmatrix}$$
 , where  $det(S) = 0$ 

$$f = x^{2} + xy + 2x + y - 1$$
$$g = x^{2} + 3x - y^{2} + 2y - 1$$

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$$S = \begin{bmatrix} x + 1 & x^{2} + 2x - 1 & 0\\ 0 & x + 1 & x^{2} + 2x - 1\\ -1 & 2 & x^{2} + 3x - 1 \end{bmatrix}$$

$$f = x^{2} + xy + 2x + y - 1$$
$$g = x^{2} + 3x - y^{2} + 2y - 1$$

$$S = \begin{bmatrix} x+1 & x^2+2x-1 & 0 \\ 0 & x+1 & x^2+2x-1 \\ -1 & 2 & x^2+3x-1 \end{bmatrix}$$

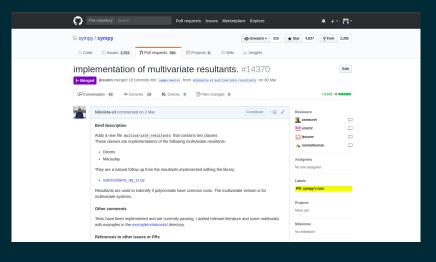
$$det(S) = -x(x-1)(x+3)$$

**Sylvester** 

Bezout

# Dixon

Macaulay



Thank you!