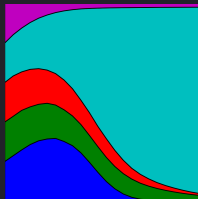
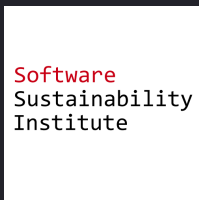


Evolution of cooperation among individuals with limited payoff memory

AQUAVIT

@NikoletaGlyn







Nice?



Nice? Not nice?



	Nice	Not Nice
Nice	$(b - c, b - c)$	$(-c, b)$
Not Nice	$(b, -c)$	$(0, 0)$

	Nice	Not Nice
Nice	$(2, 2)$	$(-1, 3)$
Not Nice	$(3, -1)$	$(0, 0)$



turn 1



turn 1



turn 2



turn 1



turn 2



turn 3



turn 1



turn 2

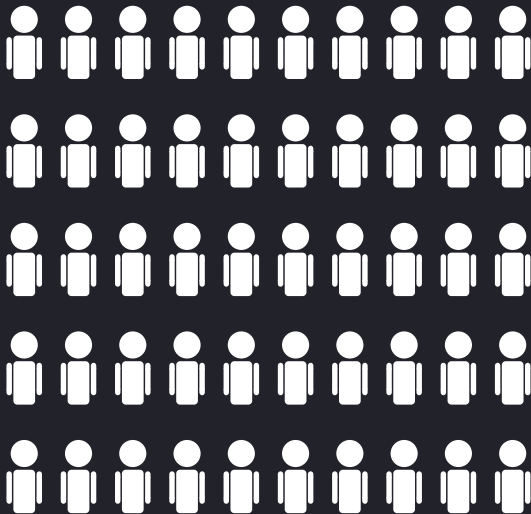


turn 3

...



turn n









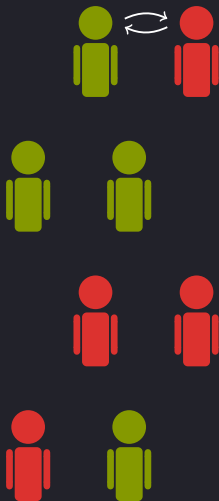
- First round
- After someone was nice
- After someone was not nice



- First round
- After someone was nice

(y, p, q) • After someone was not nice

Game Stage



Update Stage



Game Stage



Update Stage



Game Stage



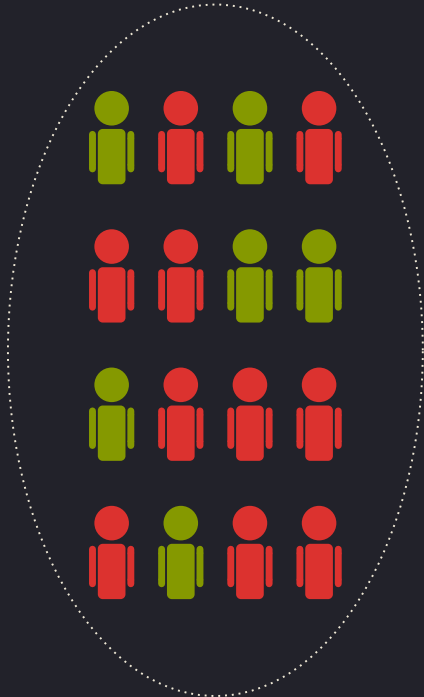
Update Stage



$$\text{Green Person} = k \text{ Green Person Green Person} + (N - k) \text{ Green Person Red Person}$$

$$\text{Red Person} = k \text{ Red Person Green Person} + (N - k) \text{ Red Person Red Person}$$





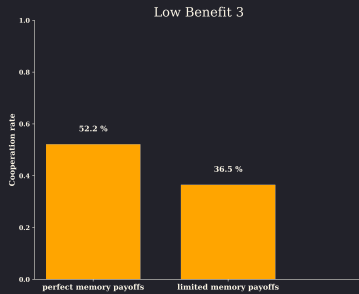


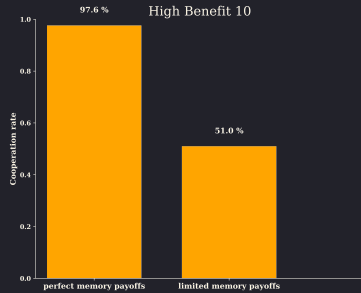
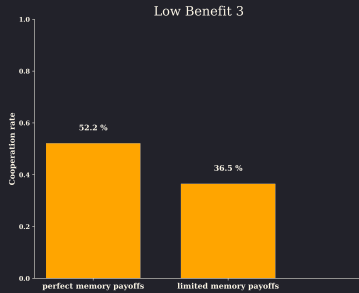




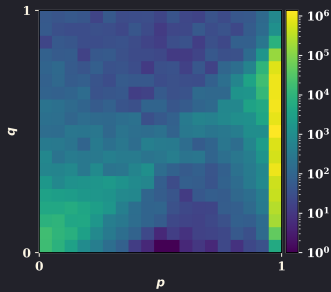
What happened last time we met?



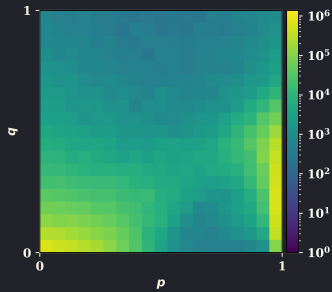




Perfect Memory Payoffs

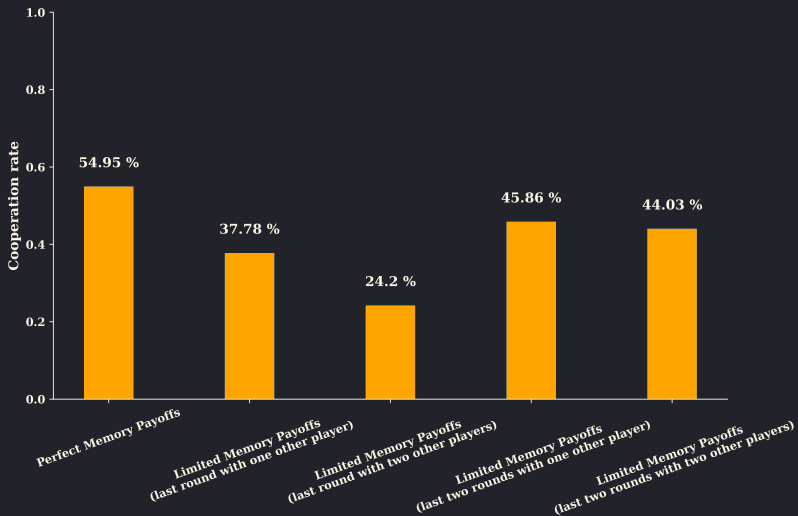


Limited Memory Payoffs



What happened the last times I met people?





 @NikoletaGlyn

 @chilbe3