Stability of defection, optimisation of strategies and testing for extortion in the Prisoner's Dilemma

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Software Sustainability Institute



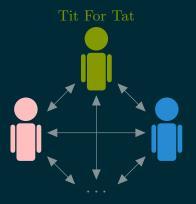
NICE? NOT NICE?



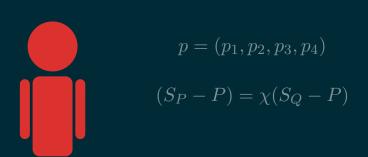


$$S_p = \begin{pmatrix} 3 & 0 \\ 5 & 1 \end{pmatrix} \quad S_q = \begin{pmatrix} 3 & 5 \\ 0 & 1 \end{pmatrix}$$

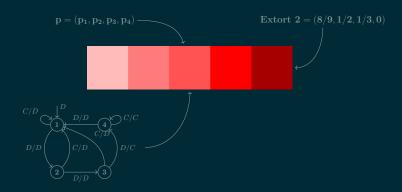
Effective Choice in the Prisoner's Dilemma - Robert Axelrod 1980



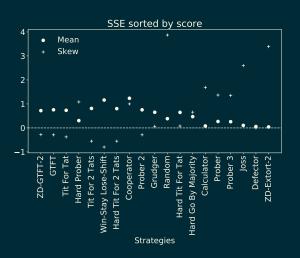
Iterated Prisoner's Dilemma contains strategies that dominate any evolutionary opponent - William H. Press and Freeman J. Dyson, 2012

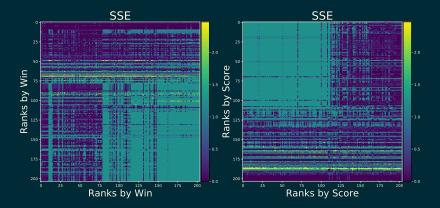


Recognising and evaluating the effectiveness of extortion in the Iterated Prisoner's Dilemma - Vincent A. Knight, Marc Harper, Nikoleta E. Glynatsi and Jonathan Gillard, 2019

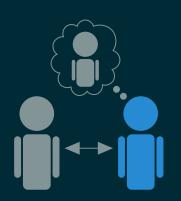


Extortion and cooperation in the Prisoner's Dilemma - A. J. Stewart and J. B. Plotkin., 2012

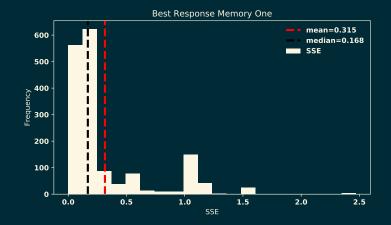


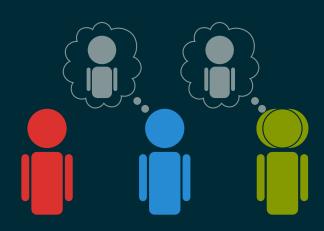


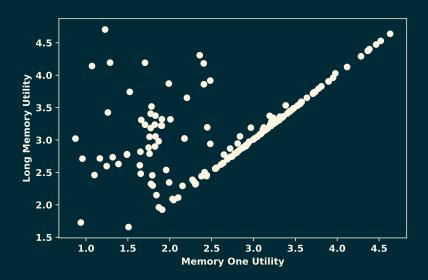
Stability of defection, optimisation of strategies and th limits of memory in the Prisoner's Dilemma - Nikoleta E. Glynatsi and Dr Vincent Knight



$$u_{q}(p) = rac{rac{1}{2}pQp^{T} + cp + a}{rac{1}{2}par{Q}p^{T} + ar{c}p + ar{a}}$$
 $p^{*} = \operatorname{argmax} \quad u_{q}(p)$









• ZD strategies are not adaptable.

• Extortion is not optimal.

 \bullet Longer memory is beneficial.



"Recognising and evaluating the.." is the #1 paper on Arxiv today in computer science and game theory. Github code (testing...) supports their results. Congrats @joelvincent @NikoletaGlyn. See it at assert.pub/arxiv/cs/cs.gt + assert.pub/papers/1904.00.... Please retweet.

11:21 PM - 1 Apr 2019

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https://arxiv.org/abs/1904.00973

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