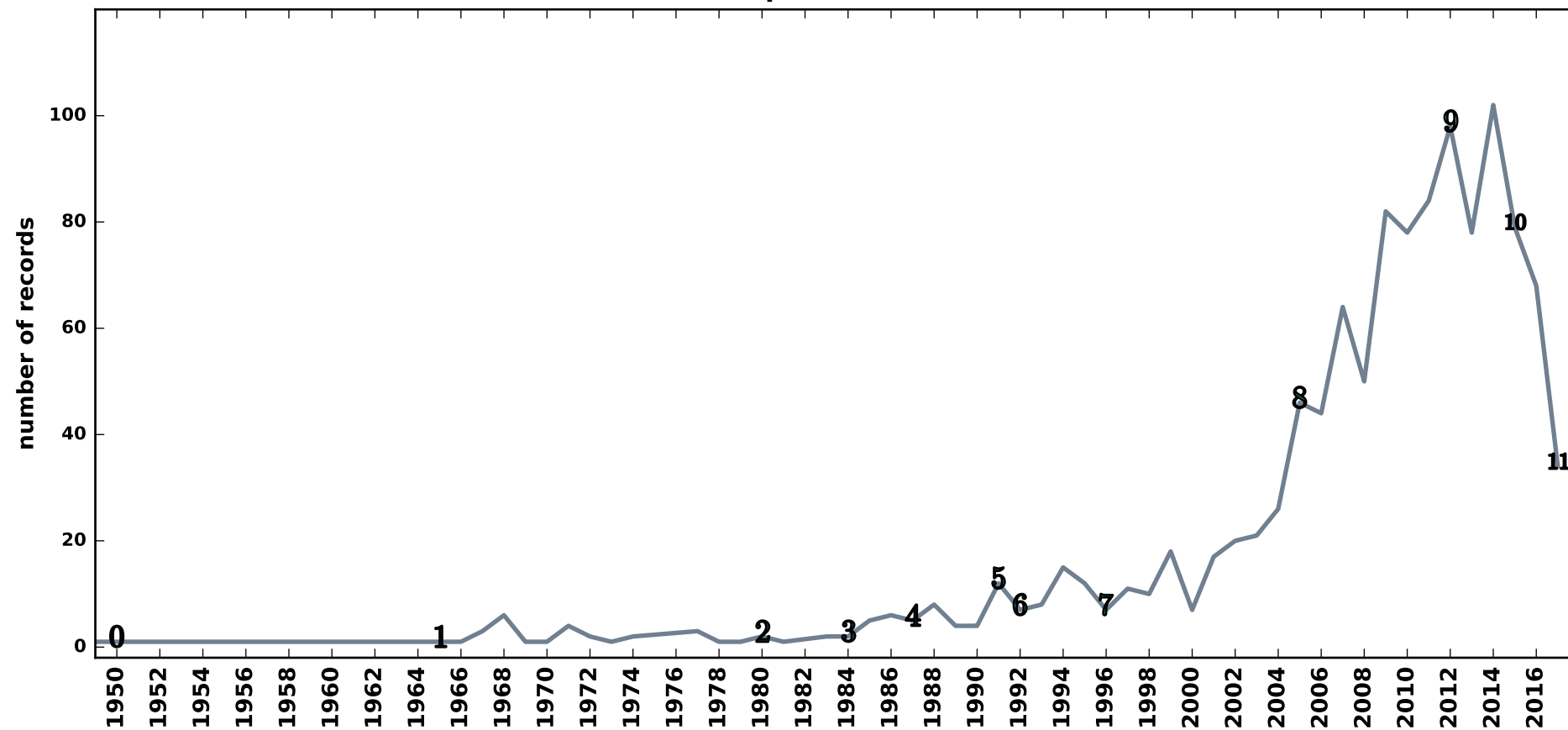


Articles per Year ($N = 1168$)



- 0** origin
- 1** early years
- 2** original computer tournament
- 3** evolution of cooperation
- 4** trained strategies
- 5** memory one strategies
- 6** spatial tournaments
- 7** neural network representation
- 8** fingerprinting
- 9** zero determinant strategies
- 10** axelrod project
- 11** evolved strategies