

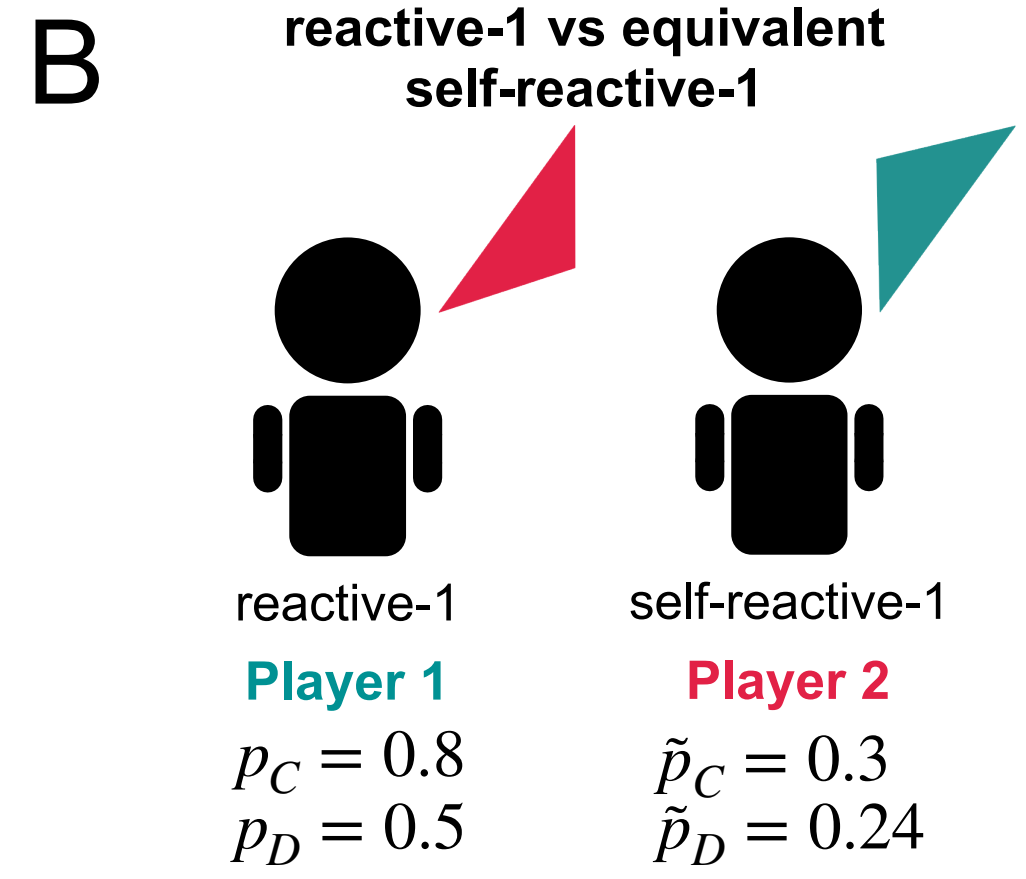
Realized Repeated Game

Player 1 *C C C D D ...*

Player 2 *D D C D D ...*

Outcome distribution

<i>C C</i> 15%	<i>C D</i> 44%
<i>D C</i> 1%	<i>D D</i> 30%



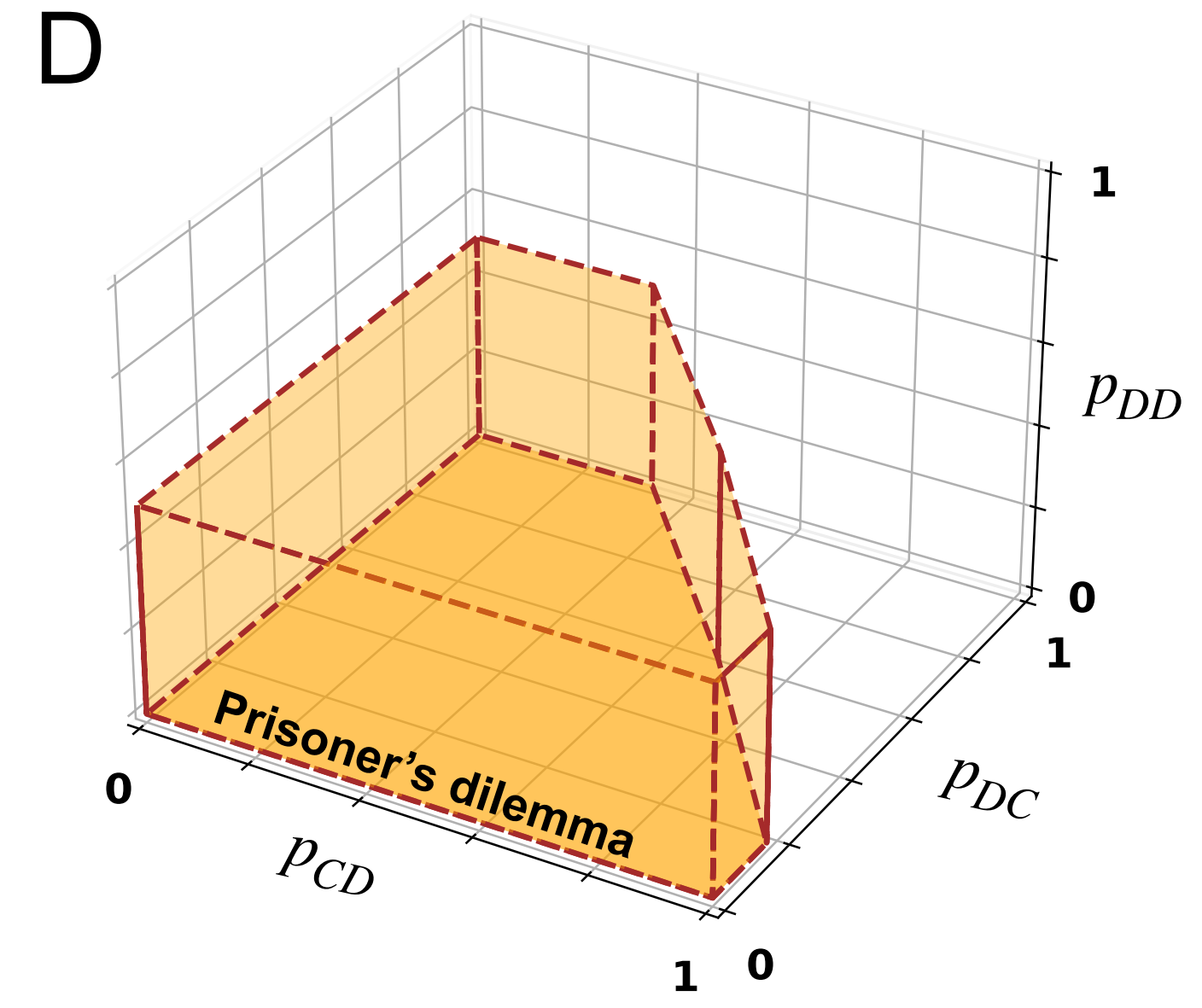
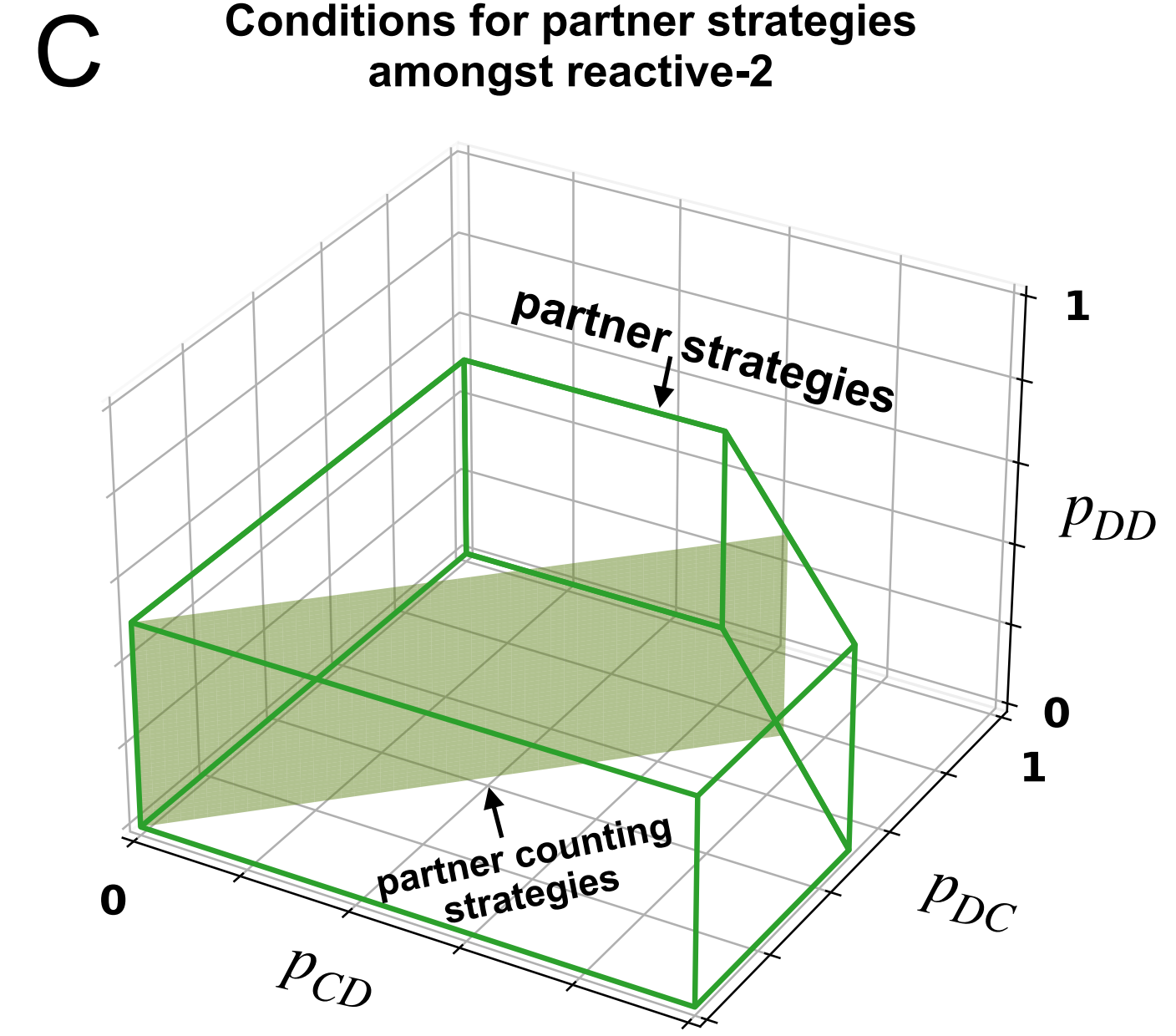
Realized Repeated Game

Player 1 *C C C D D ...*

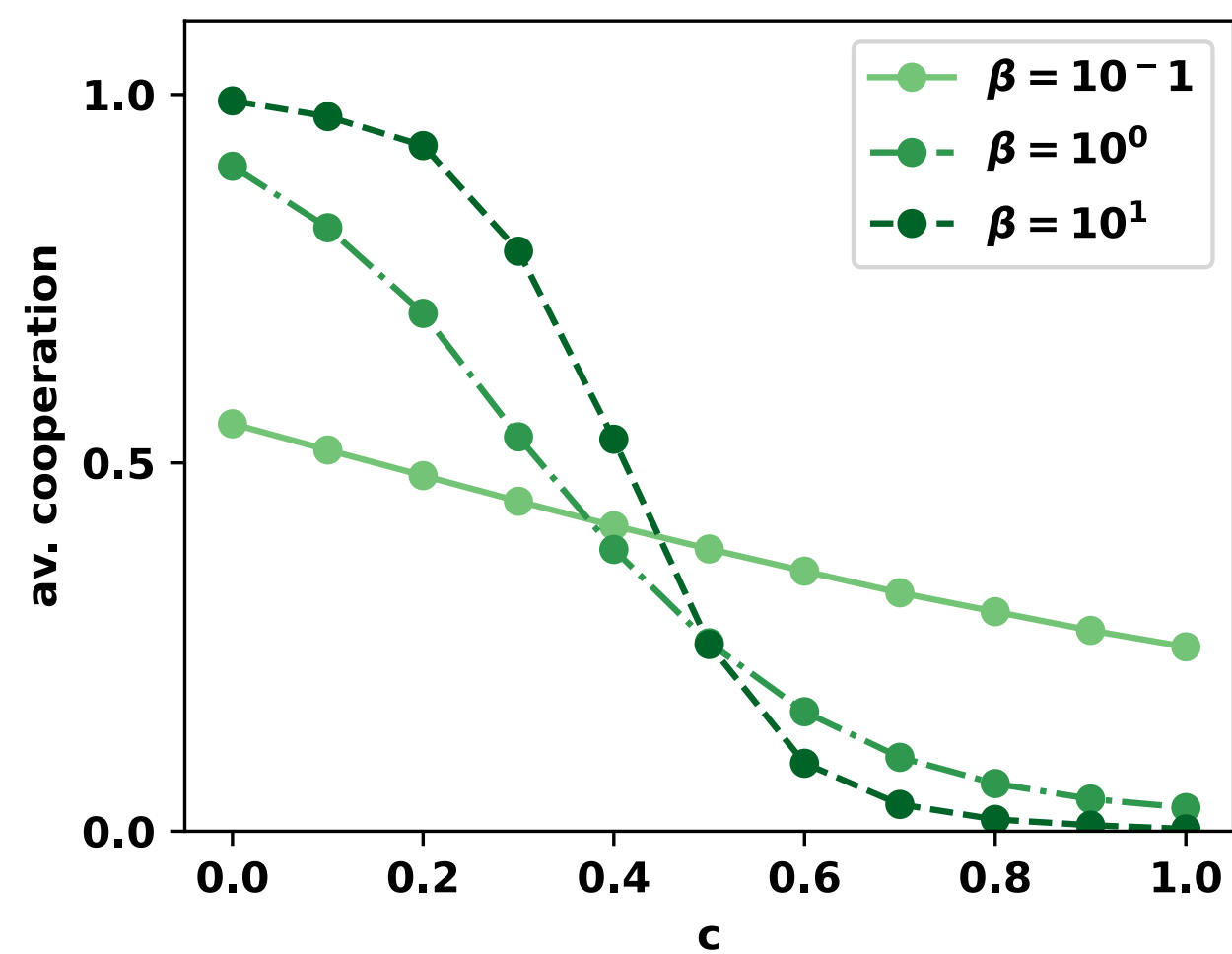
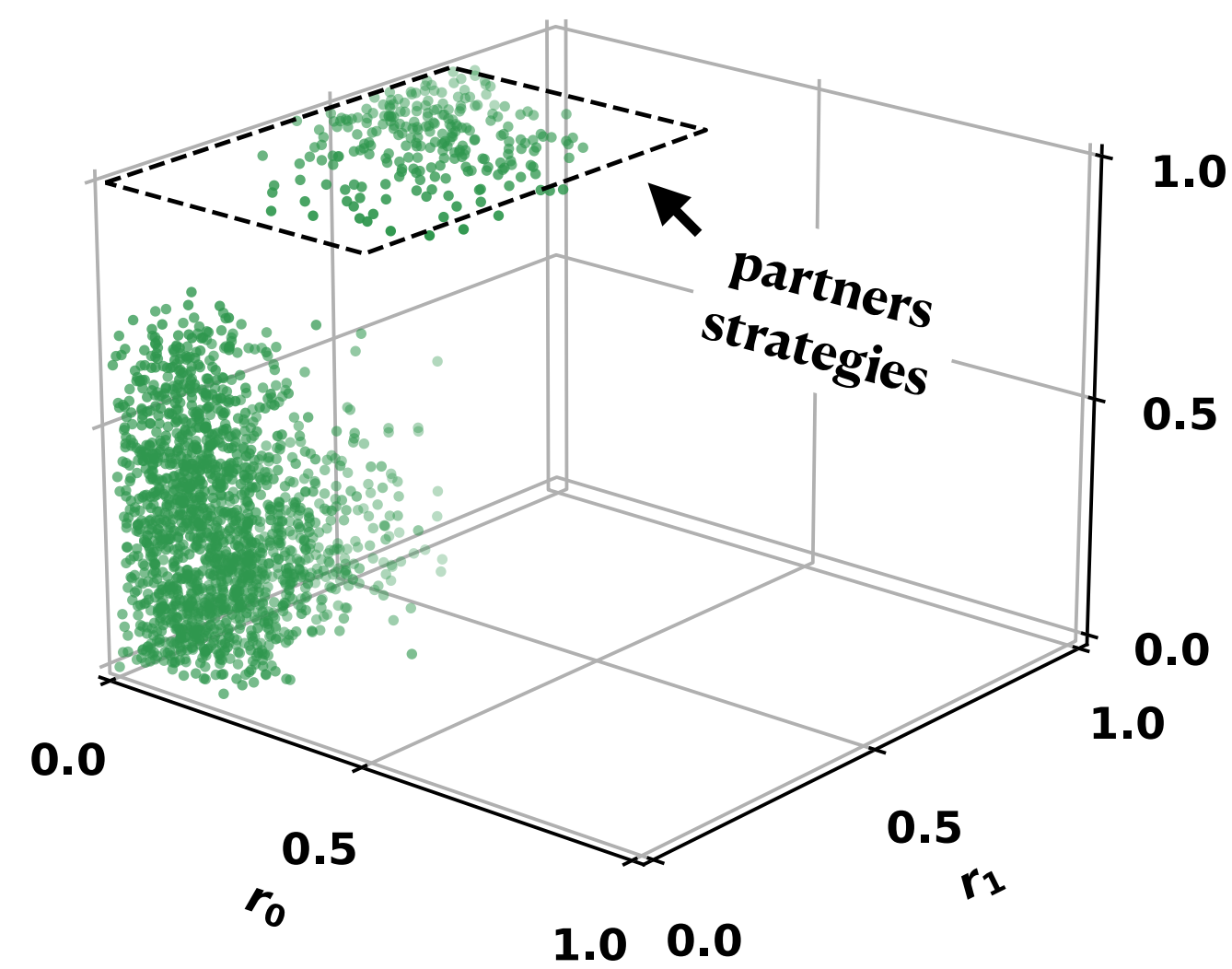
Player 2 *D D C D D ...*

Outcome distribution

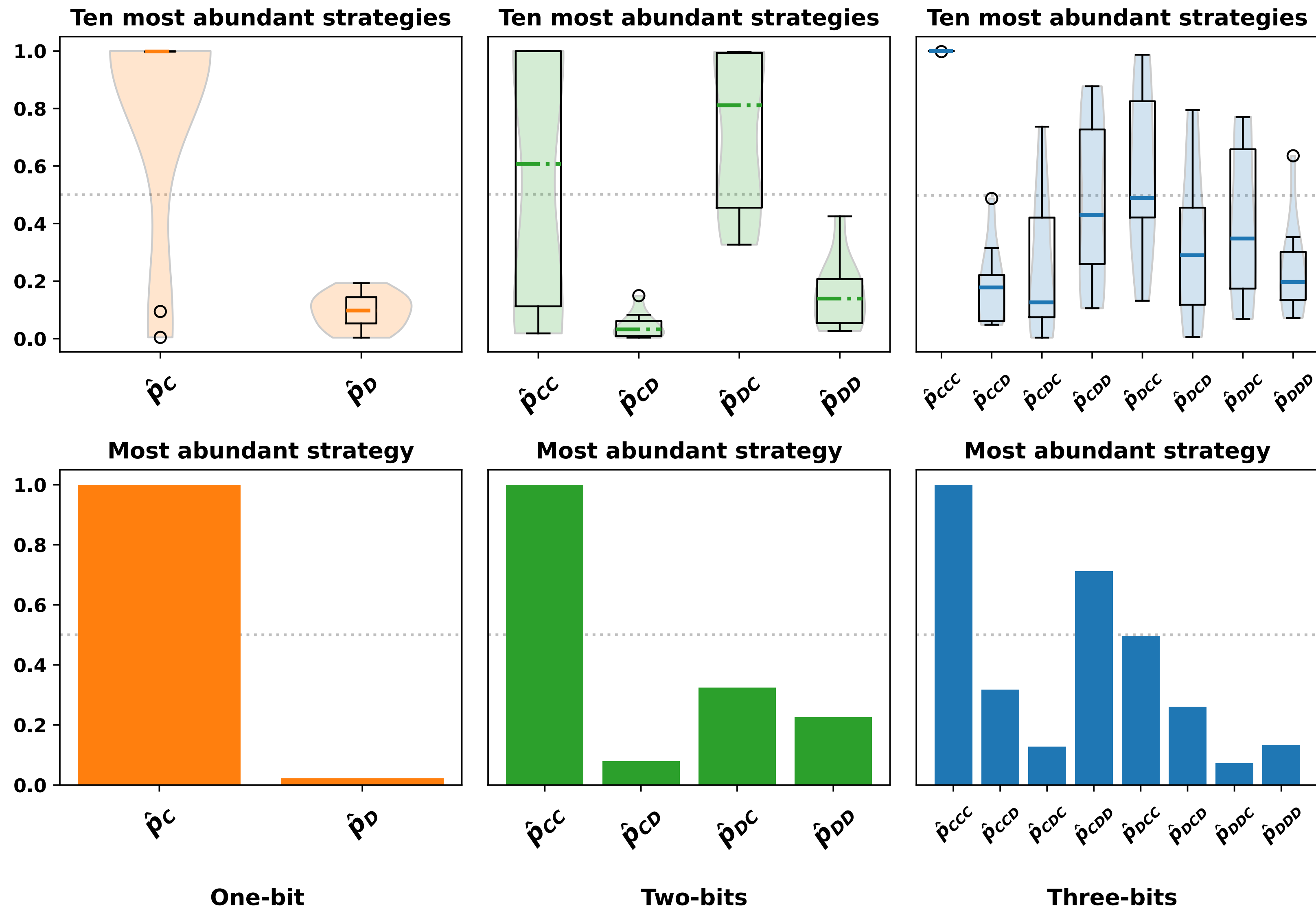
<i>C C</i> 15%	<i>C D</i> 44%
<i>D C</i> 1%	<i>D D</i> 30%

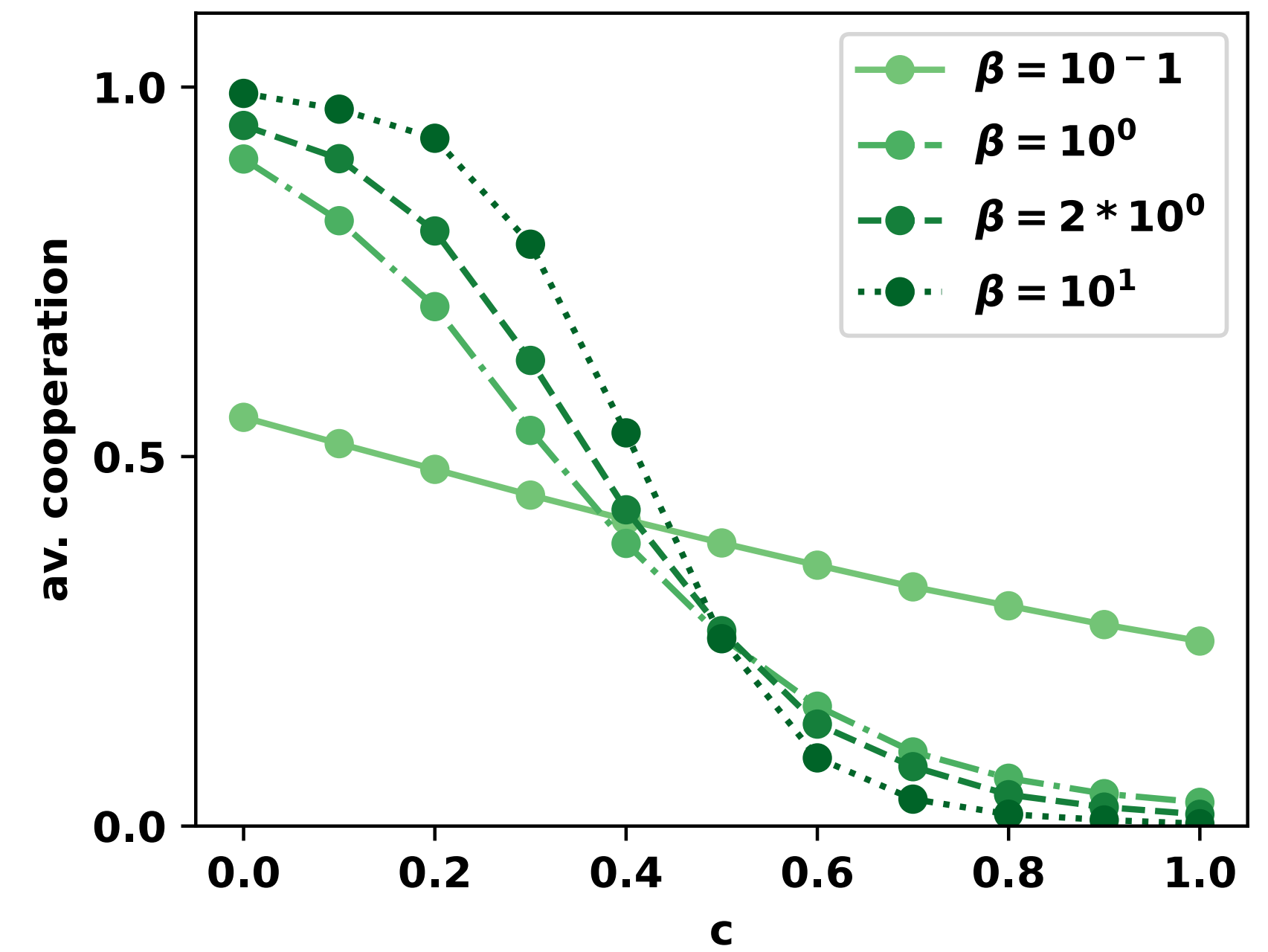
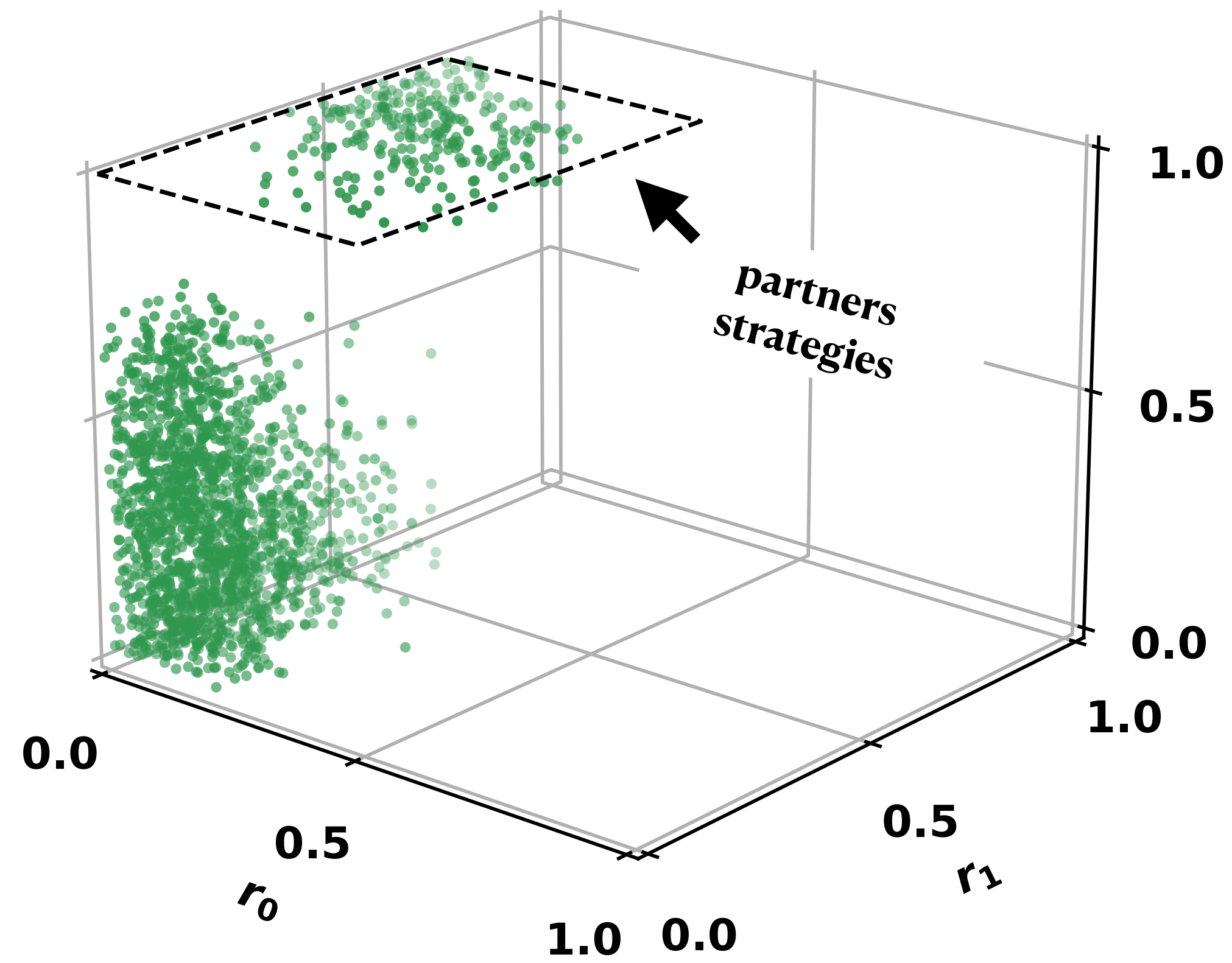


A



B

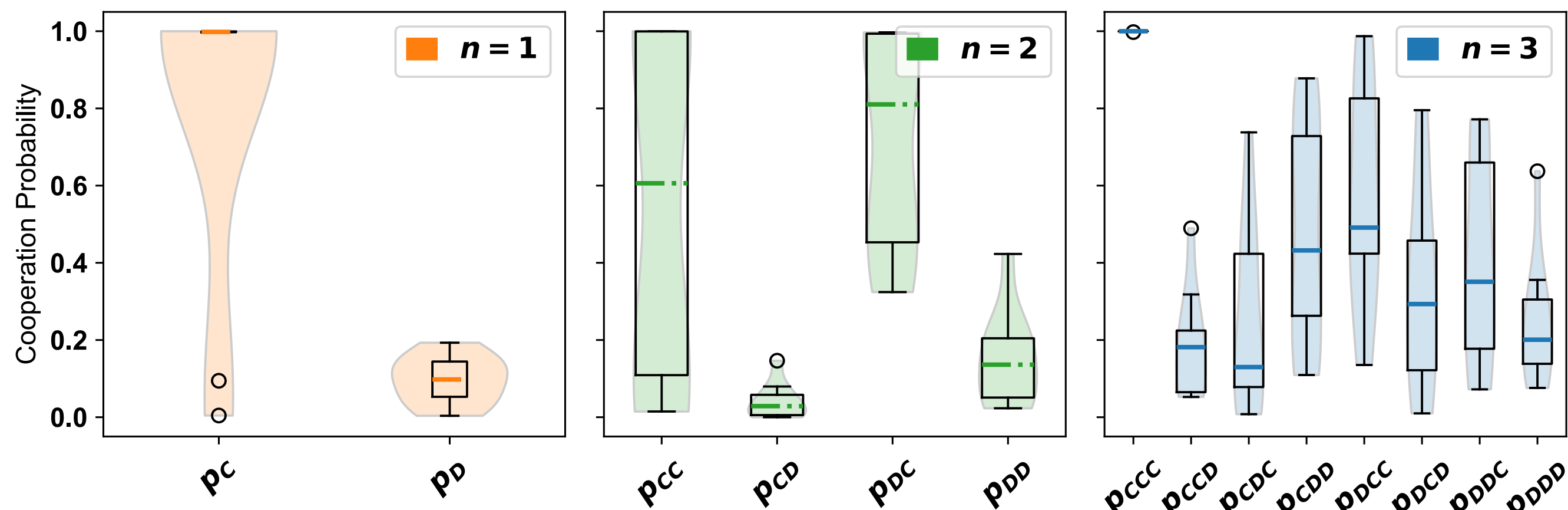




A

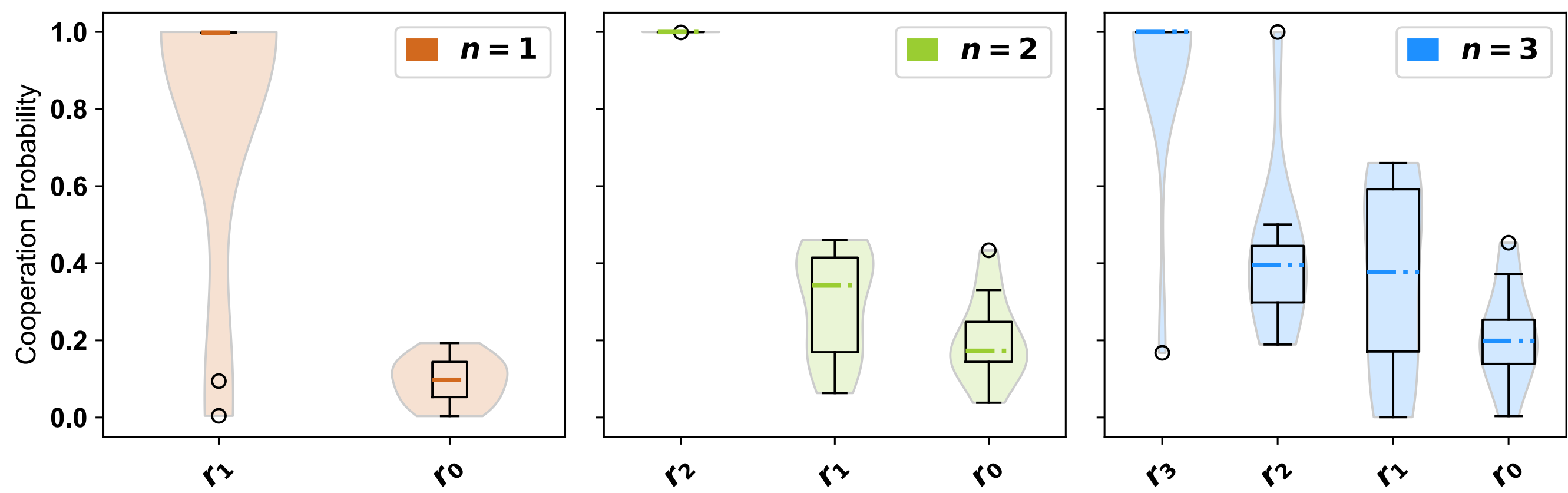
Most Abundant Strategies

Reactive Strategies



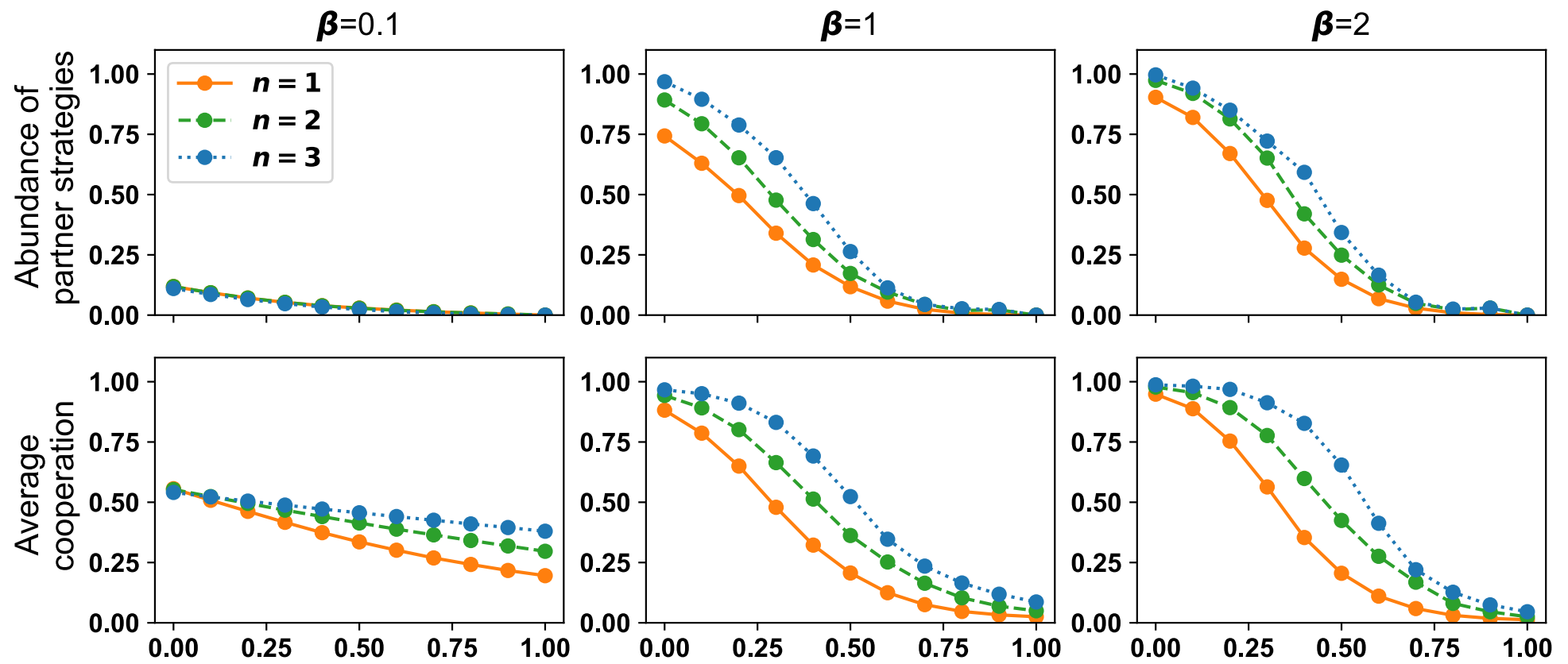
B

Reactive Counting Strategies



C

Dependence on Parameters



D

