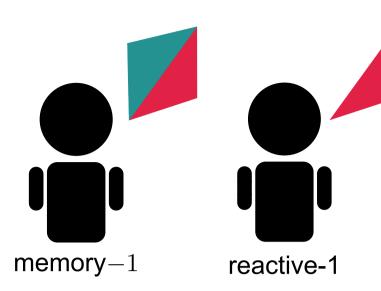
A reactive-1 vs memory-1



Player 1

 $m_{CC} = 0.1$ $m_{CD} = 0.6$ $m_{DC} = 0.2$ $m_{DD} = 0.3$

Player 2

 $p_C = 0.8$ $p_D = 0.5$

Realized Repeated Game

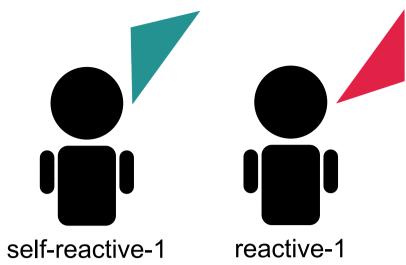
Player 1 DDCDD ...

Player 2 $C C D D \dots$

Outcome distribution

<i>C C</i> 15.3%	<i>CD</i> 10.6%
D C	DD
42.5%	31.7%

reactive-1 vs equivalent self-reactive-1



Player 1

 $\tilde{p}_C = 0.304$ $\tilde{p}_D = 0.242$

Player 2

 $p_C = 0.8$ $p_D = 0.5$

Realized Repeated Game

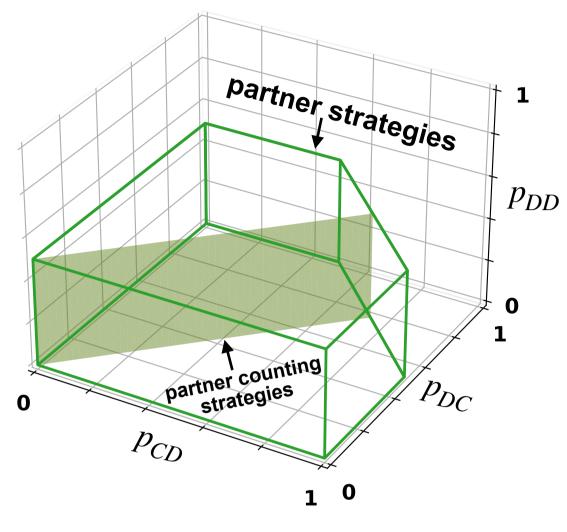
Player 1 DDCDD...Player 2 CCDD...

Outcome distribution

<i>C C</i> 15.3%	<i>CD</i> 10.6%
<i>D C</i> 42.5%	<i>DD</i> 31.7%

Partners among the reactive-2 strategies

Donation Game (b/c = 2)



Axelrod's Prisoner's Dilemma

