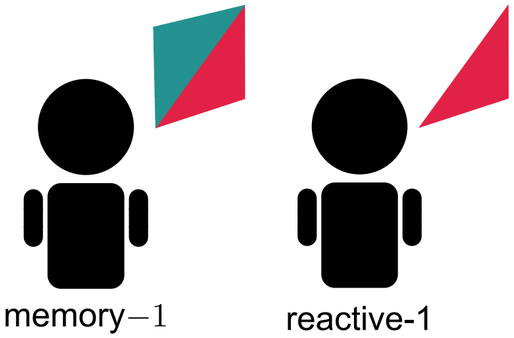
A

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 $D\ D\ C\ D\ D\ \ldots$

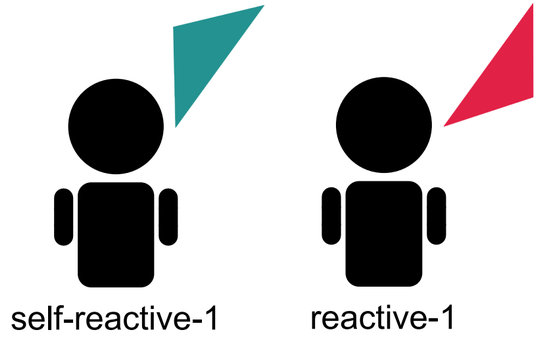
Player 2 $C\ C\ C\ D\ D\ \ldots$

Outcome distribution

$C\ C$	$C\ D$
15%	1%
$D\ C$	$D\ D$
44%	30%

B

reactive-1 vs equivalent self-reactive-1



Player 1

$\tilde{p}_C = 0.3$
$\tilde{p}_D = 0.24$

Player 2

$p_C = 0.8$
$p_D = 0.5$

Realized Repeated Game

Player 1 $D\ D\ C\ D\ D\ \ldots$

Player 2 $C\ C\ C\ D\ D\ \ldots$

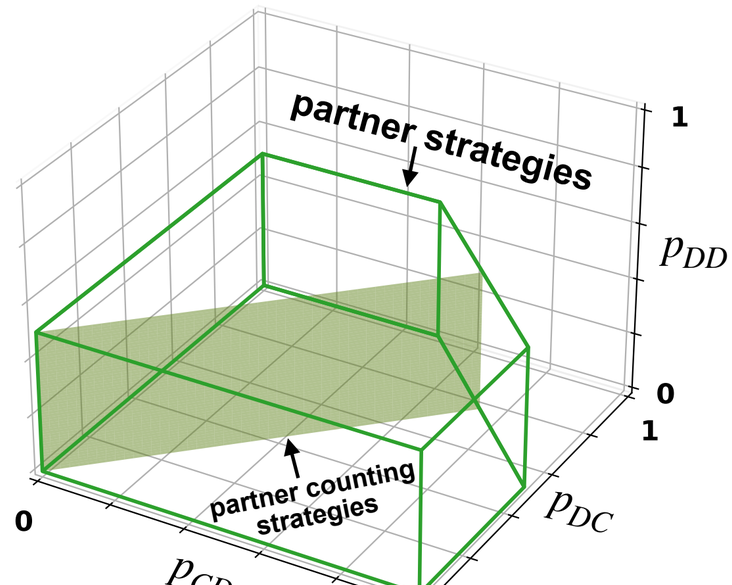
Outcome distribution

$C\ C$	$C\ D$
15%	1%
$D\ C$	$D\ D$
44%	30%

C

Partners among the reactive-2 strategies

Donation Game ($b/c = 2$)



D