

# Repeated games with mistakes

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## Objectives

The objectives of this project are to:

- study the expected payoff structure of repeated games with mistakes using the prisoner's dilemma as a model game.
- design an algorithm for efficiently computing the expected payoff of each player in the iterated prisoner's dilemma with mistakes.
- learn about tools to speed up numerical calculations in Python such as profiling and multiprocessing.
- study strategies that 'count' particular outcomes and how they perform in the iterated prisoner's dilemma with mistakes.