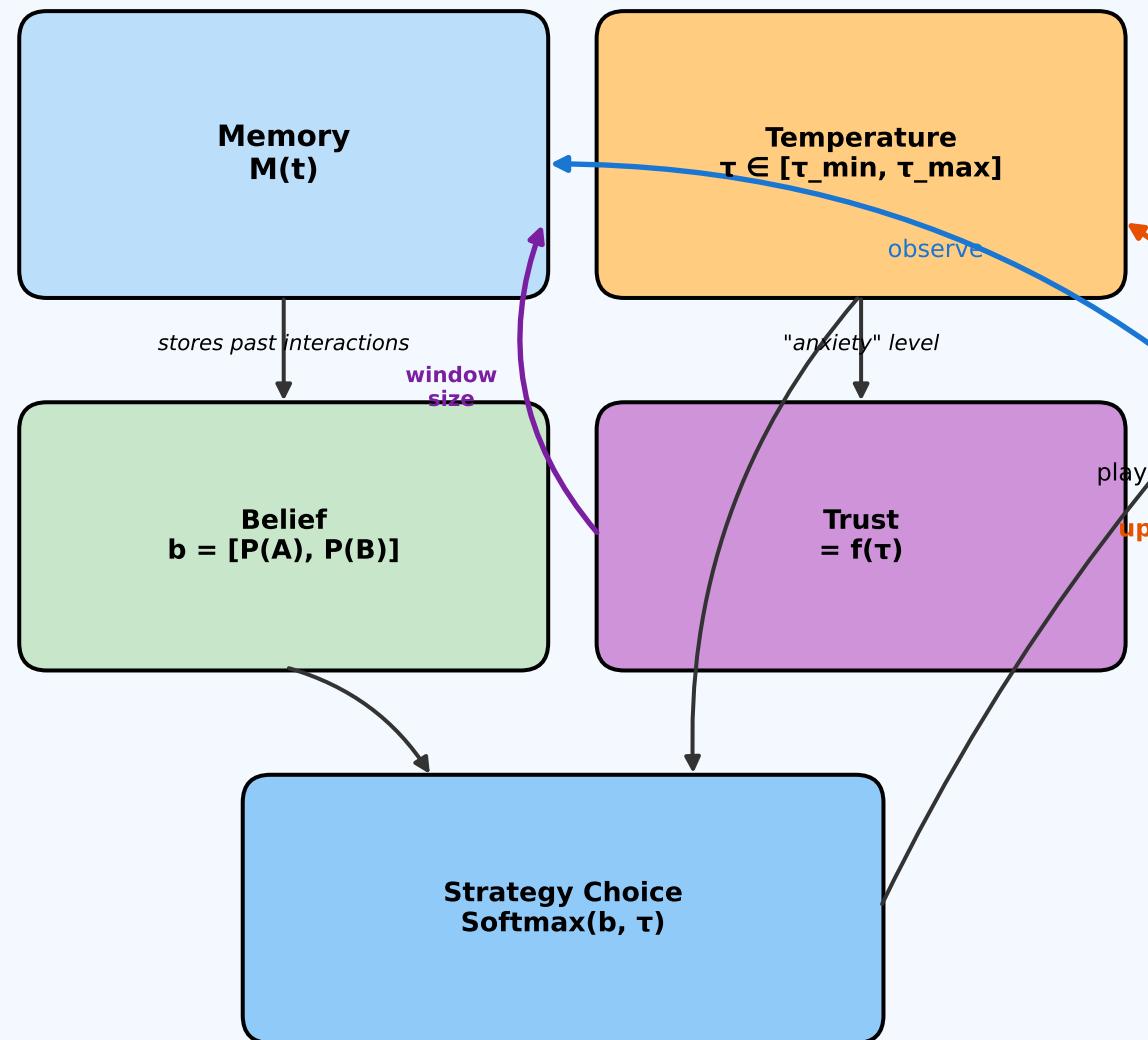
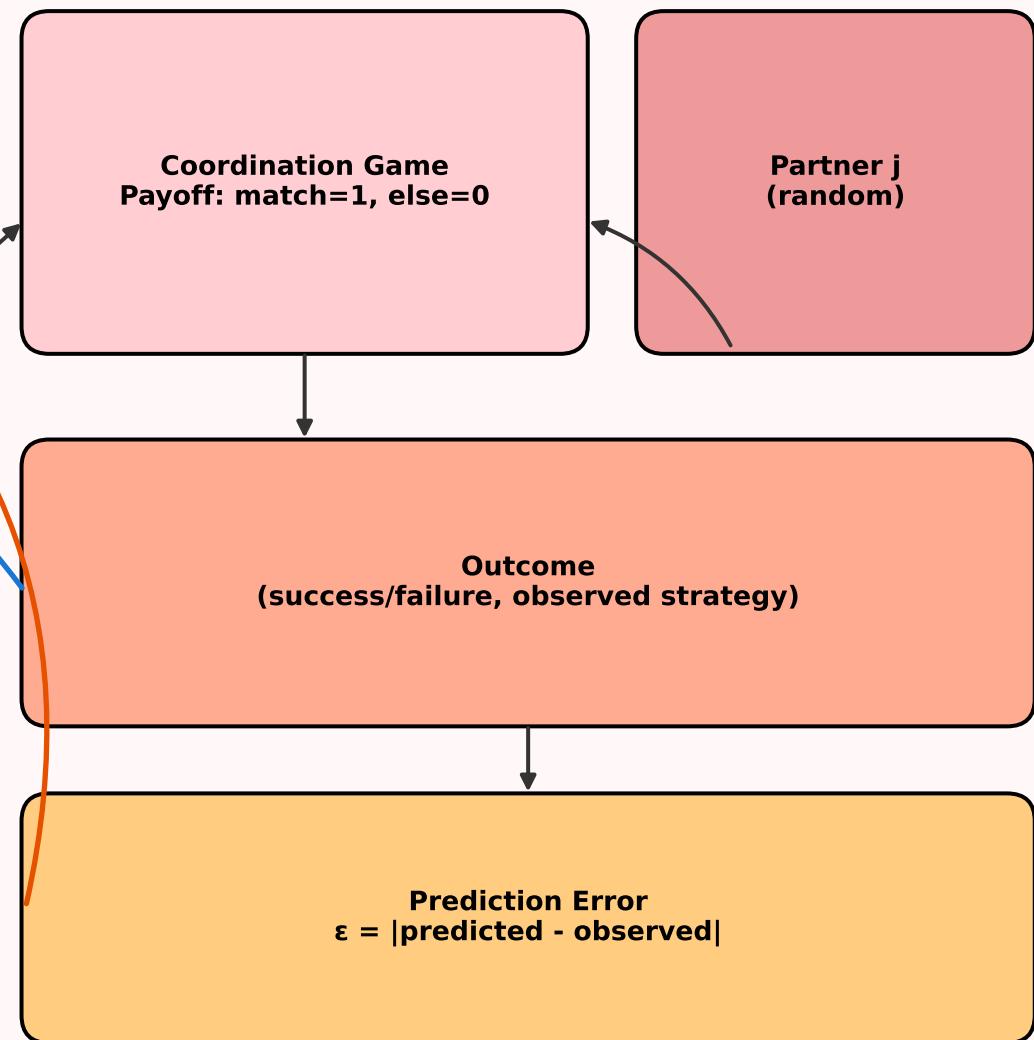


Conceptual Model: Adaptive Memory in Coordination Games

Agent Internal State



Environment



Positive Feedback (Stability)

Coordination Success
 \rightarrow Correct Prediction $\rightarrow \tau \downarrow \rightarrow \text{Trust} \uparrow$
 \rightarrow Memory Window $\uparrow \rightarrow$ More Stable Norm
(reinforcing loop)

Negative Feedback (Flexibility)

Coordination Failure
 \rightarrow Wrong Prediction $\rightarrow \tau \uparrow \rightarrow \text{Trust} \downarrow$
 \rightarrow Memory Window $\downarrow \rightarrow$ Faster Adaptation
(balancing loop)