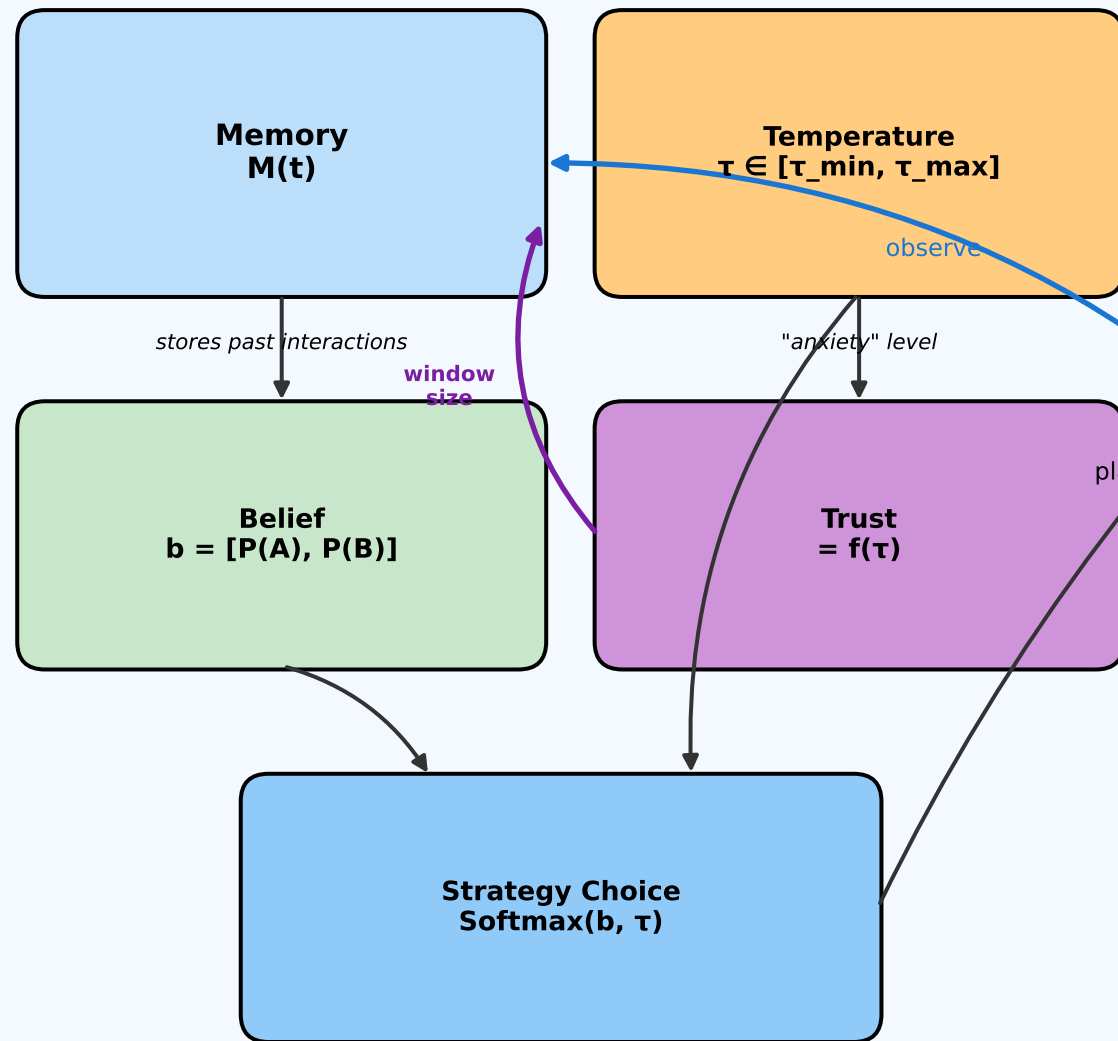
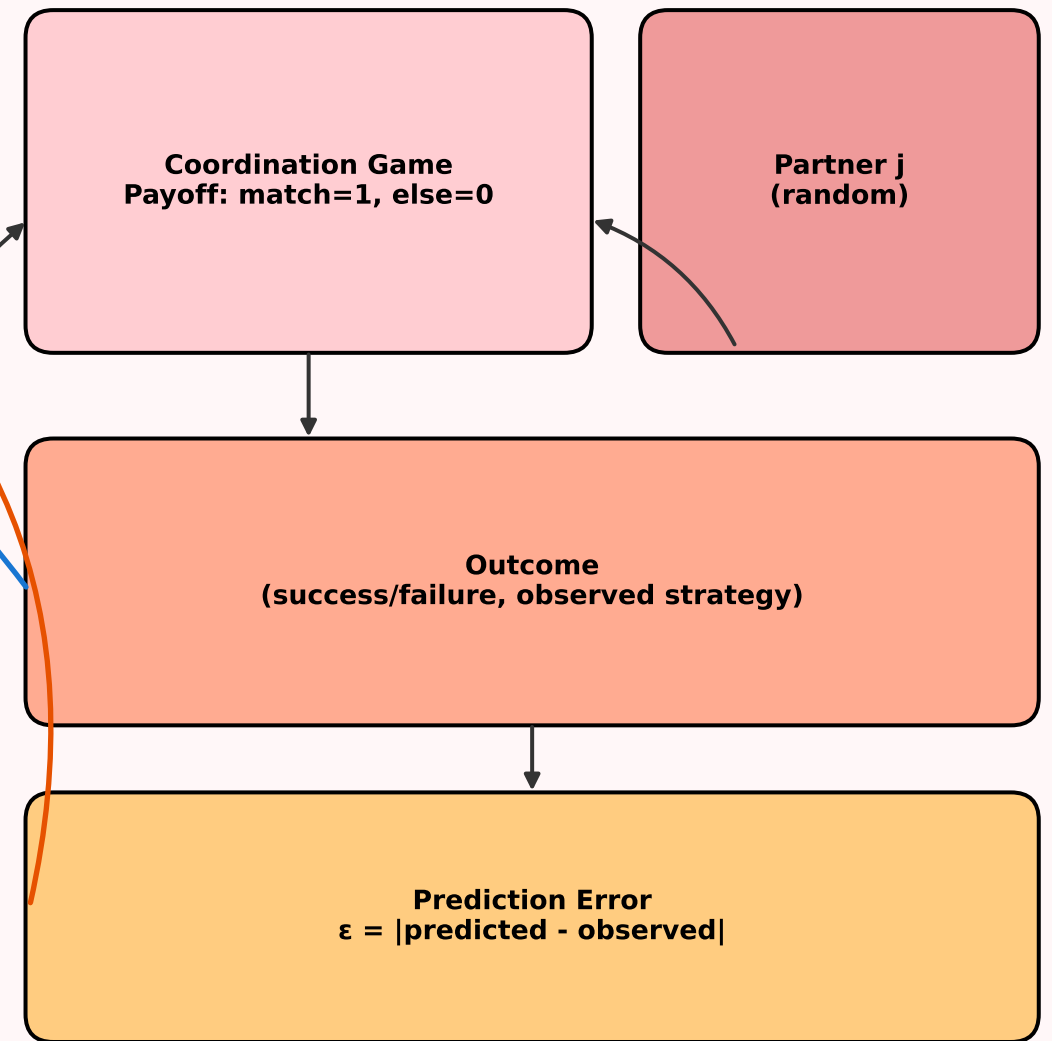


Conceptual Model: Adaptive Memory in Coordination Games

Agent Internal State



Environment



Positive Feedback (Stability)

Coordination Success
→ Correct Prediction → $\tau \downarrow$ → Trust \uparrow
→ Memory Window \uparrow → More Stable Norm

(reinforcing loop)

Negative Feedback (Flexibility)

Coordination Failure
→ Wrong Prediction → $\tau \uparrow$ → Trust \downarrow
→ Memory Window \downarrow → Faster Adaptation

(balancing loop)