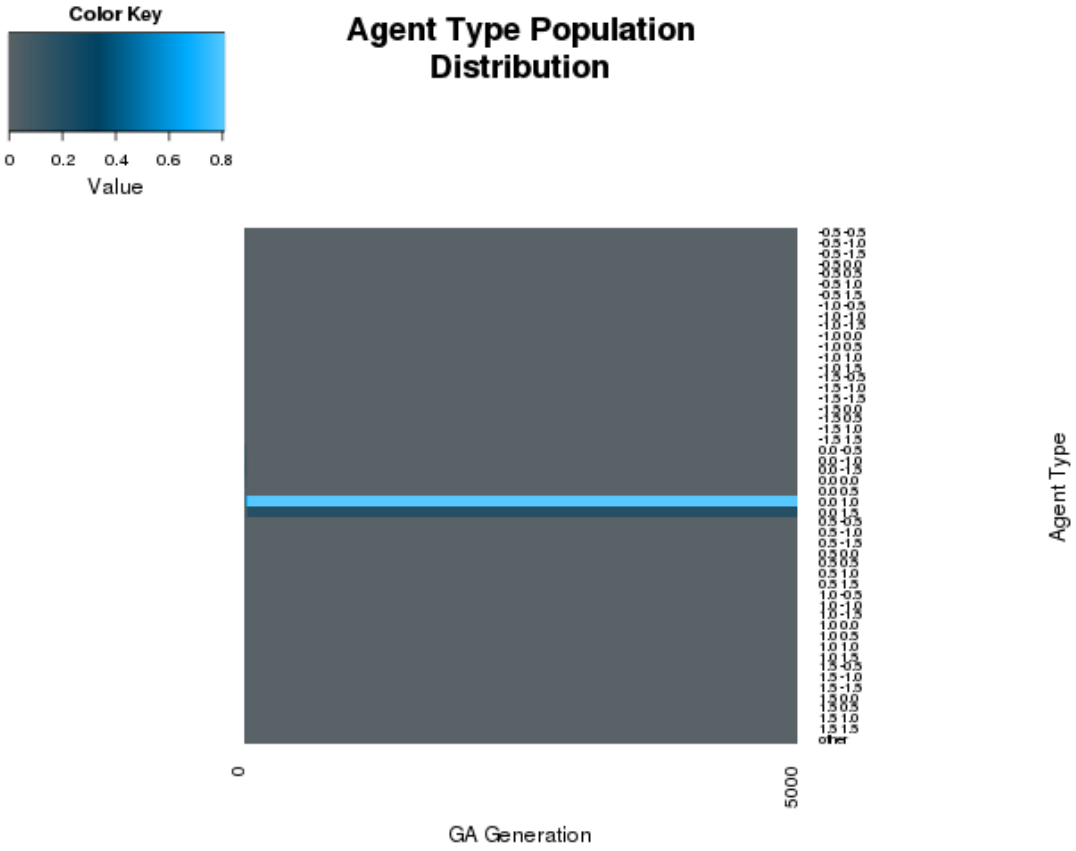
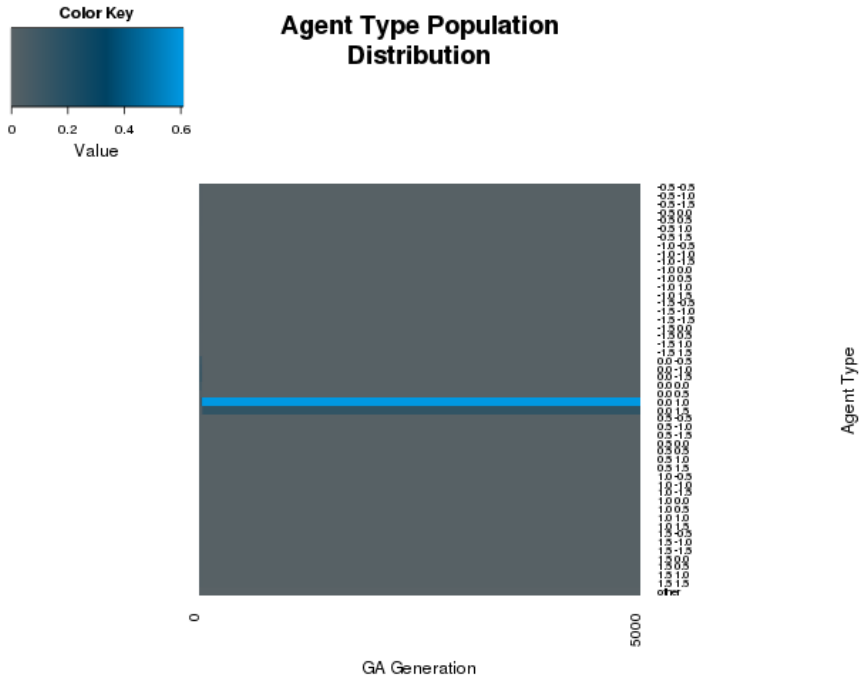
SHARE-RECIPROCATE GAME (w/ -1.5 to 1.5)

No stealth or mutation:

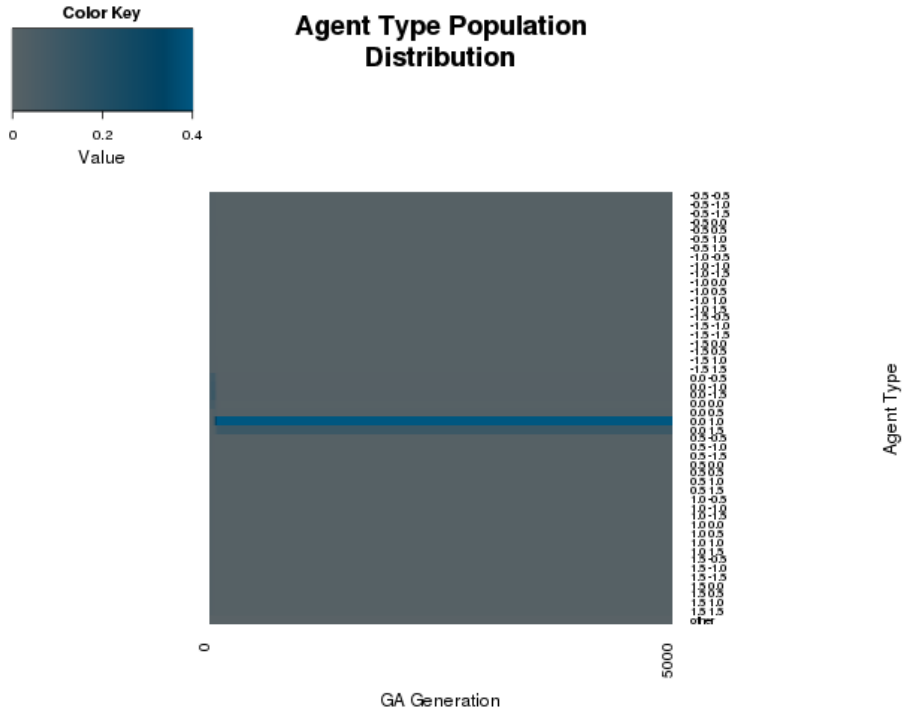


Varying mutation rate (w/ no stealth):

Rate = .25

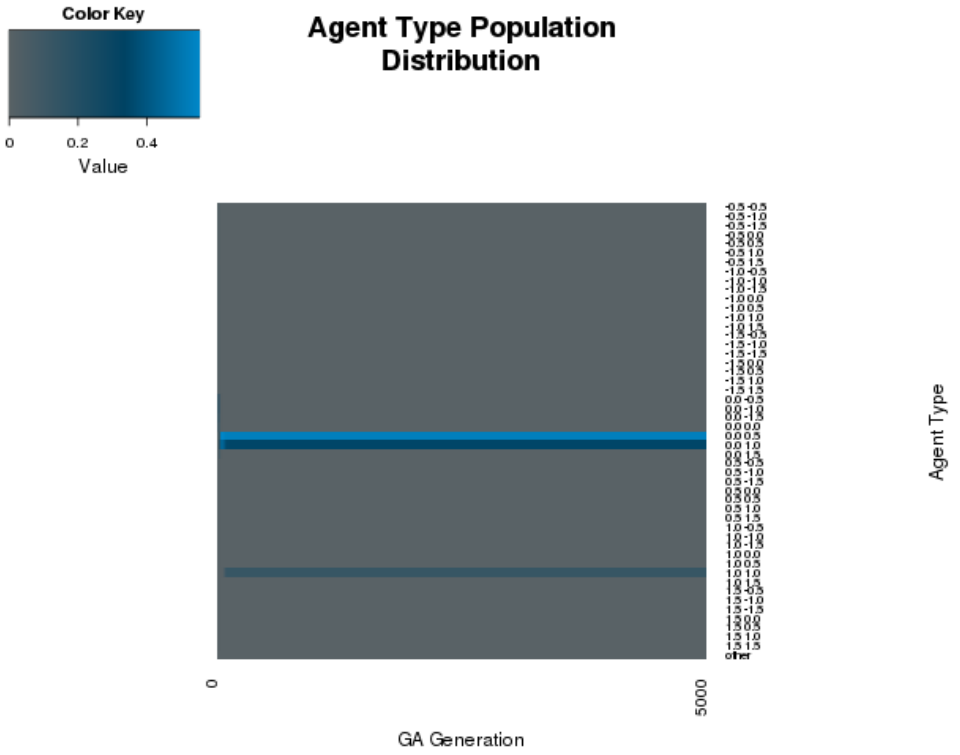


Rate = .5

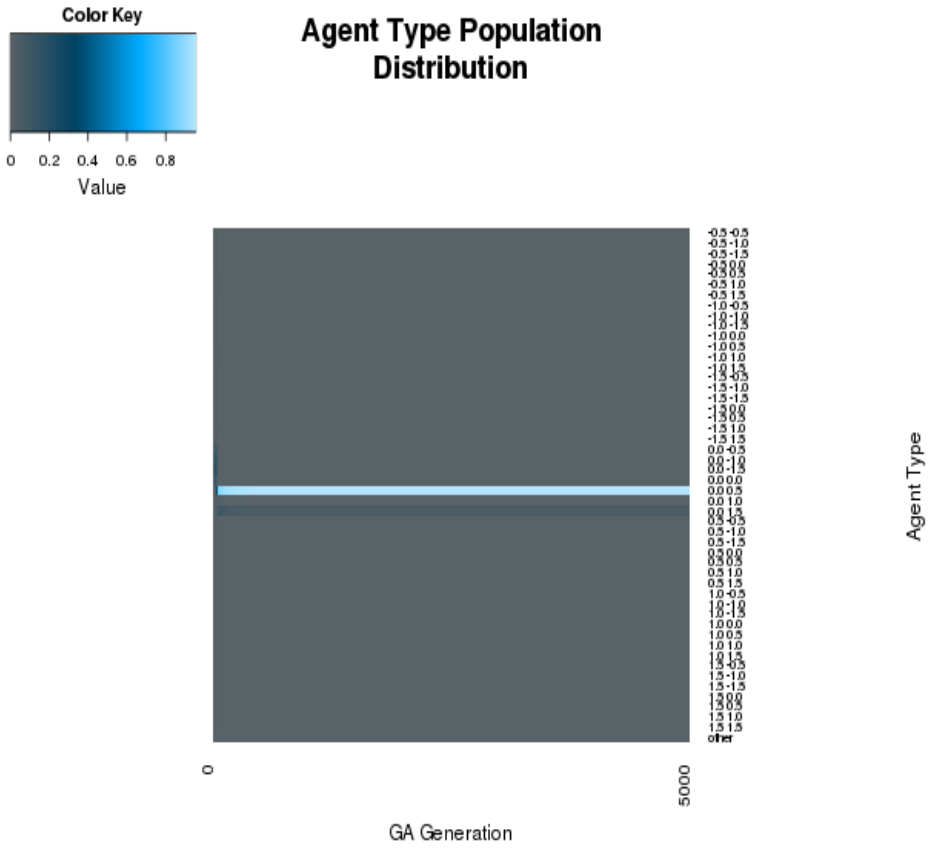


Varying stealth (w/ no mutation):

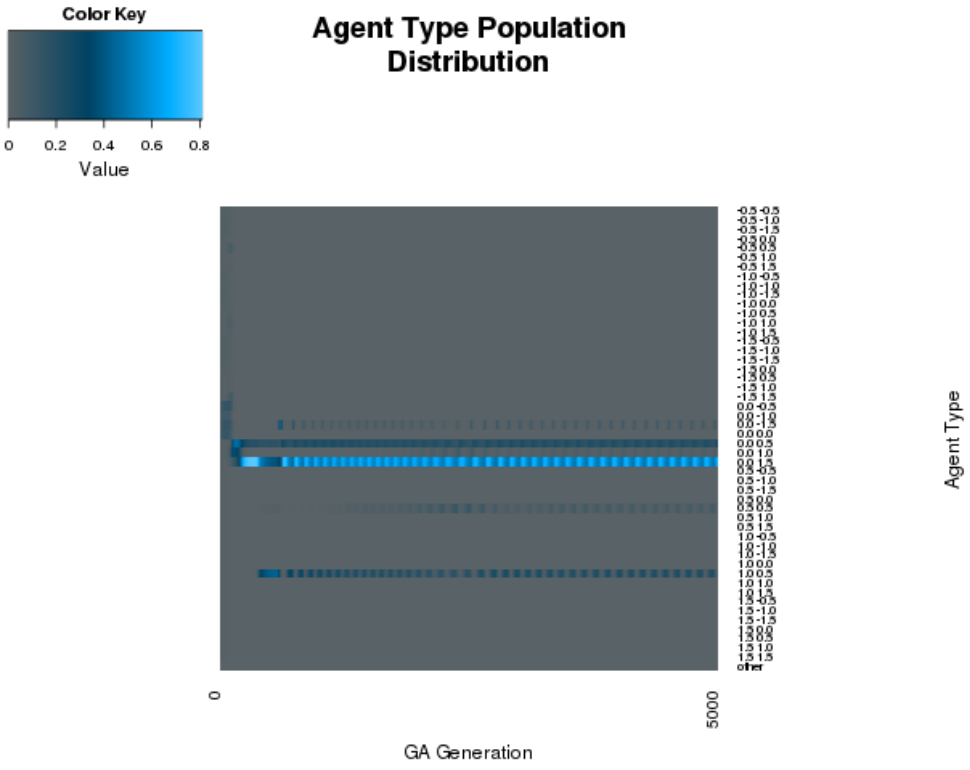
ProbBackTurned = .05



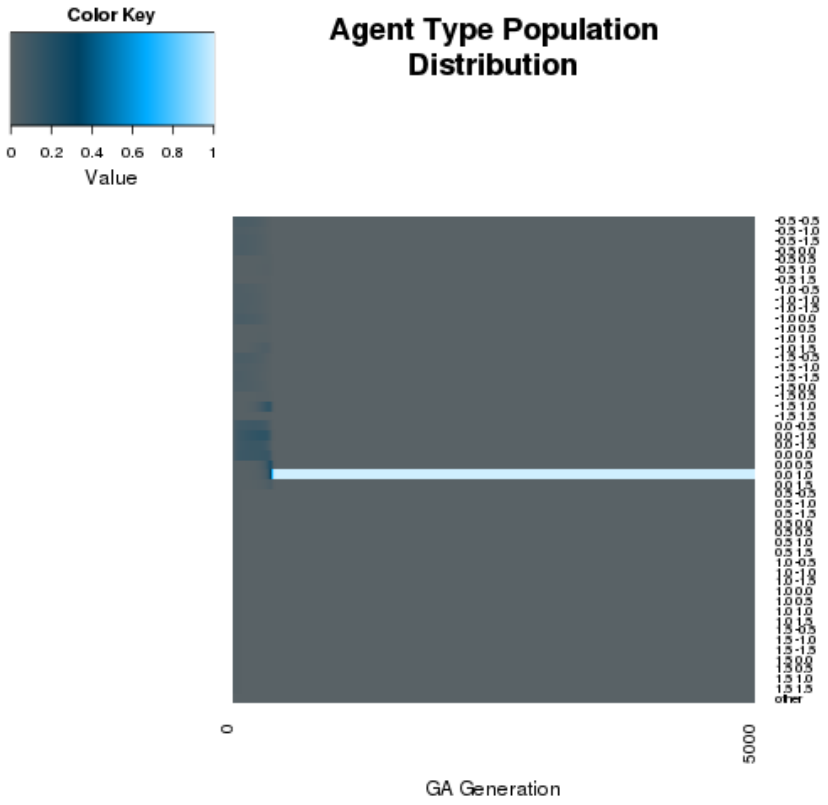
ProbBackTurned = .1



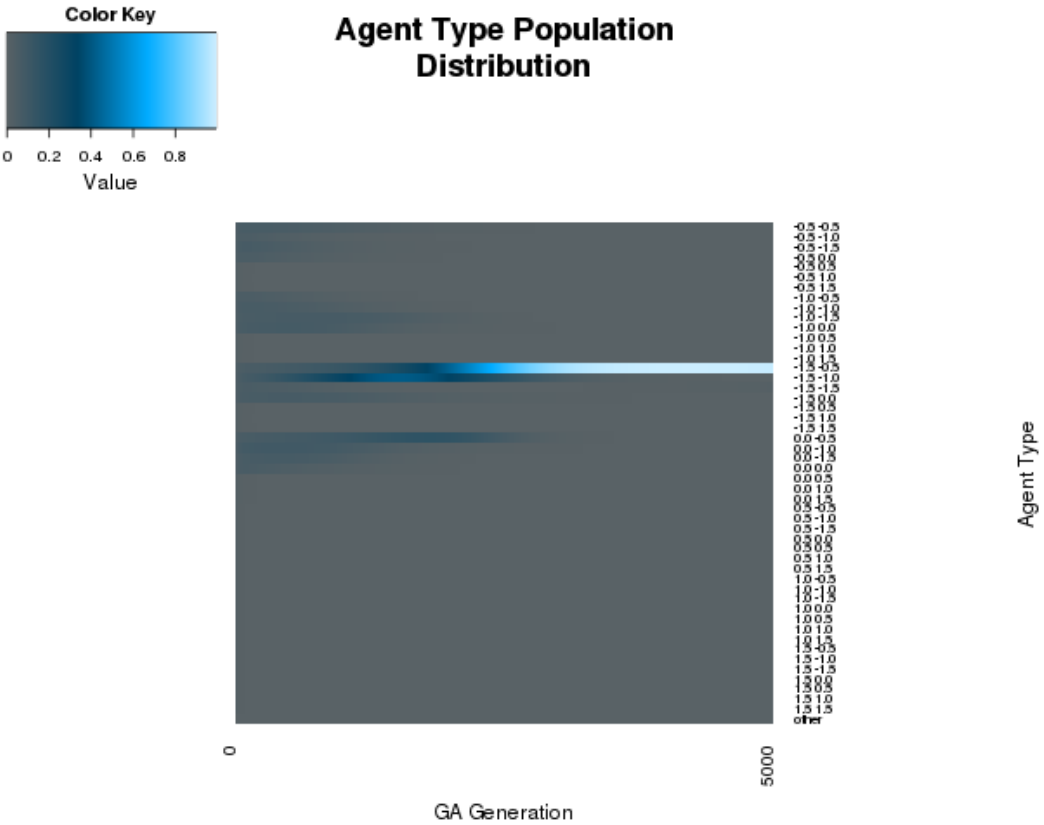
ProbBackTurned = .15



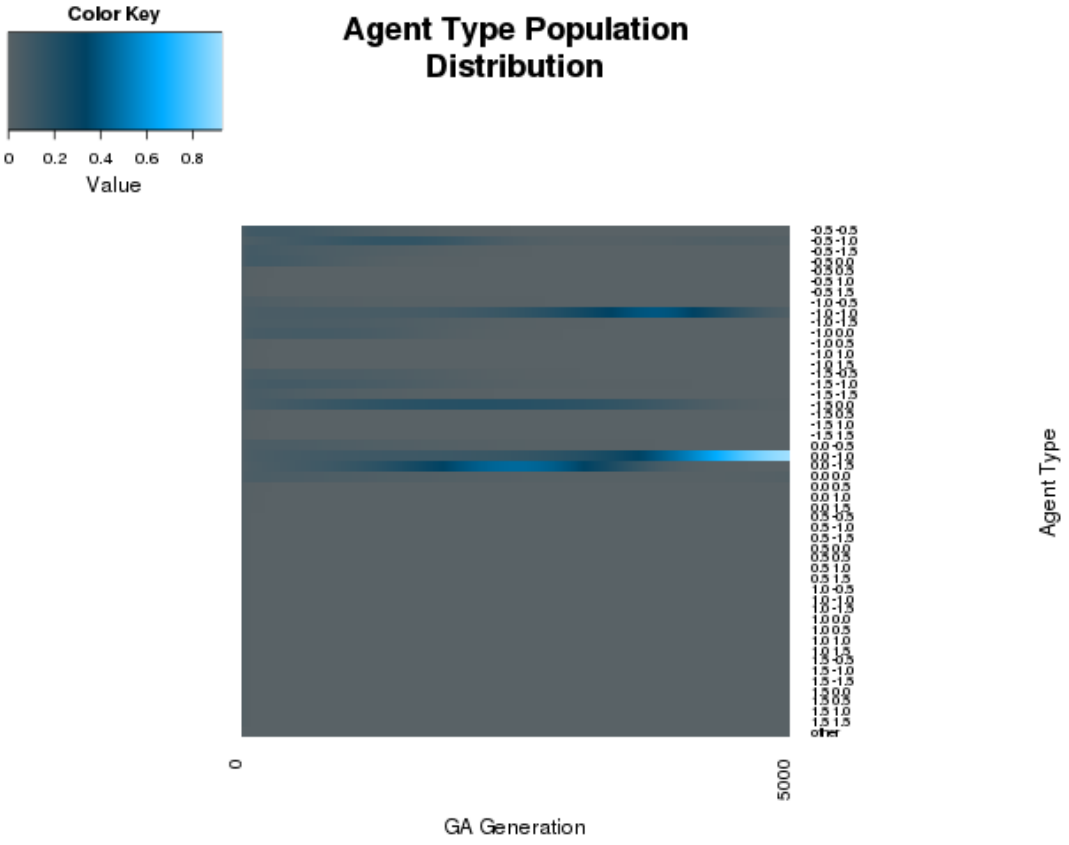
ProbBackTurned = .2



ProbBackTurned = .25

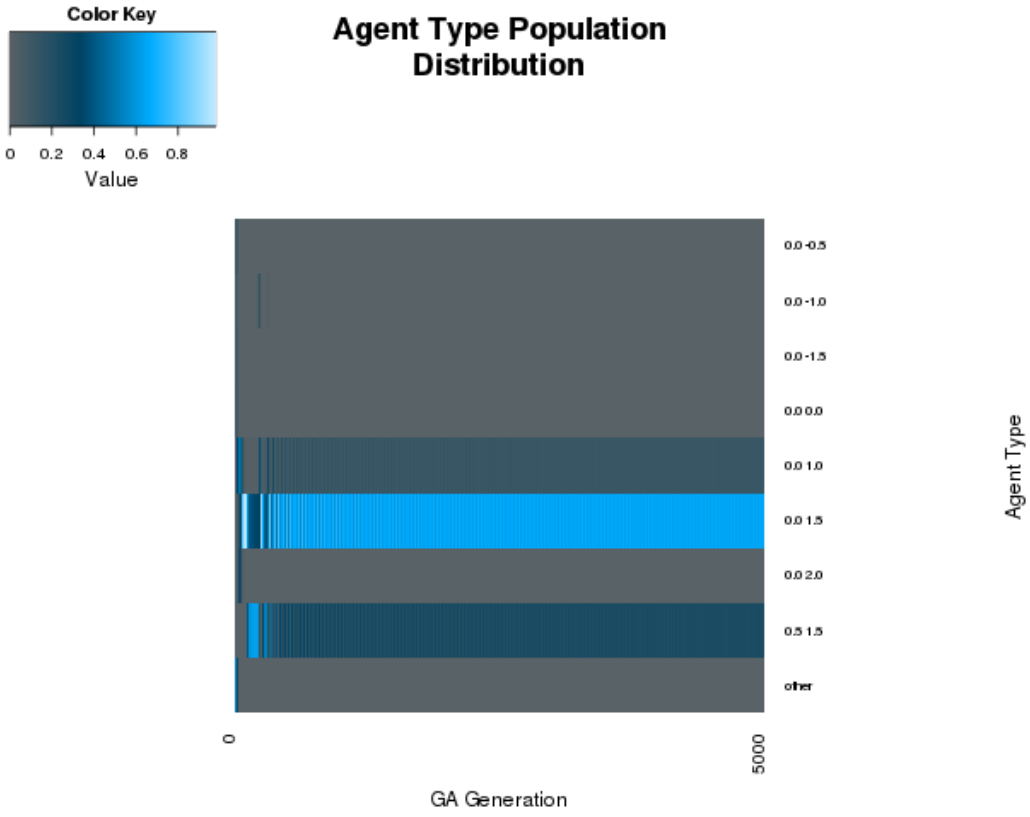


ProbBackTurned = .5



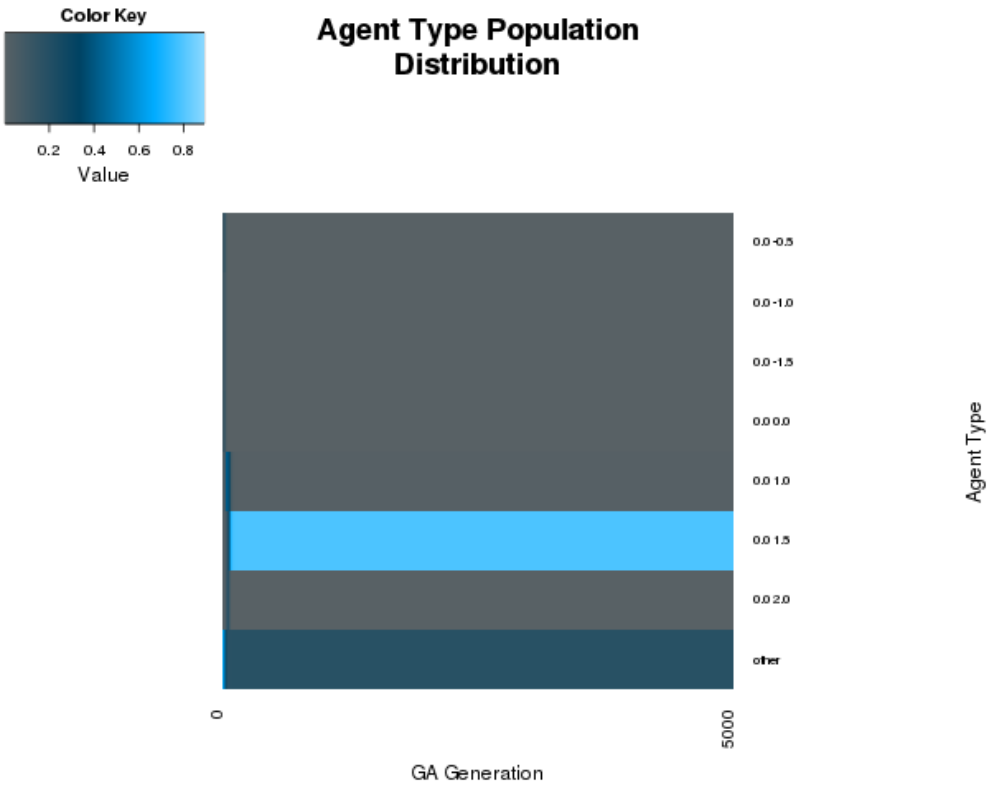
SHARE-RECIPROCATE GAME (w/ -1.5 to 2.0)

No stealth or mutation:



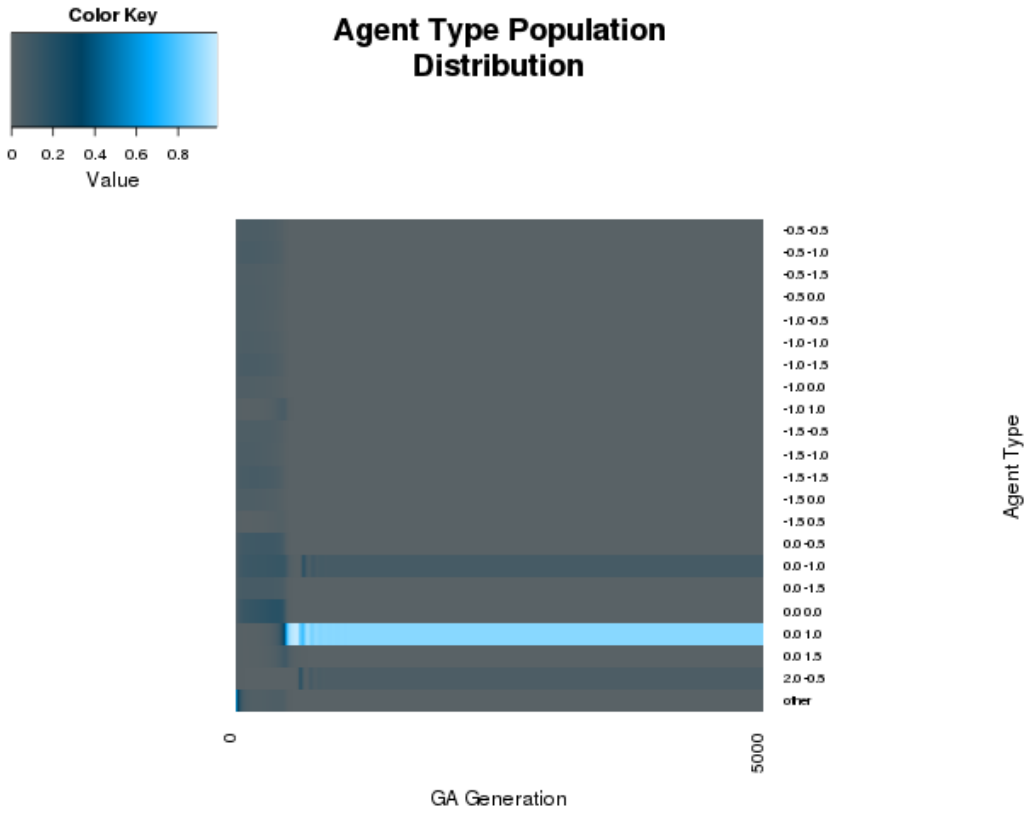
Varying mutation (w/ no stealth):

Rate = .2



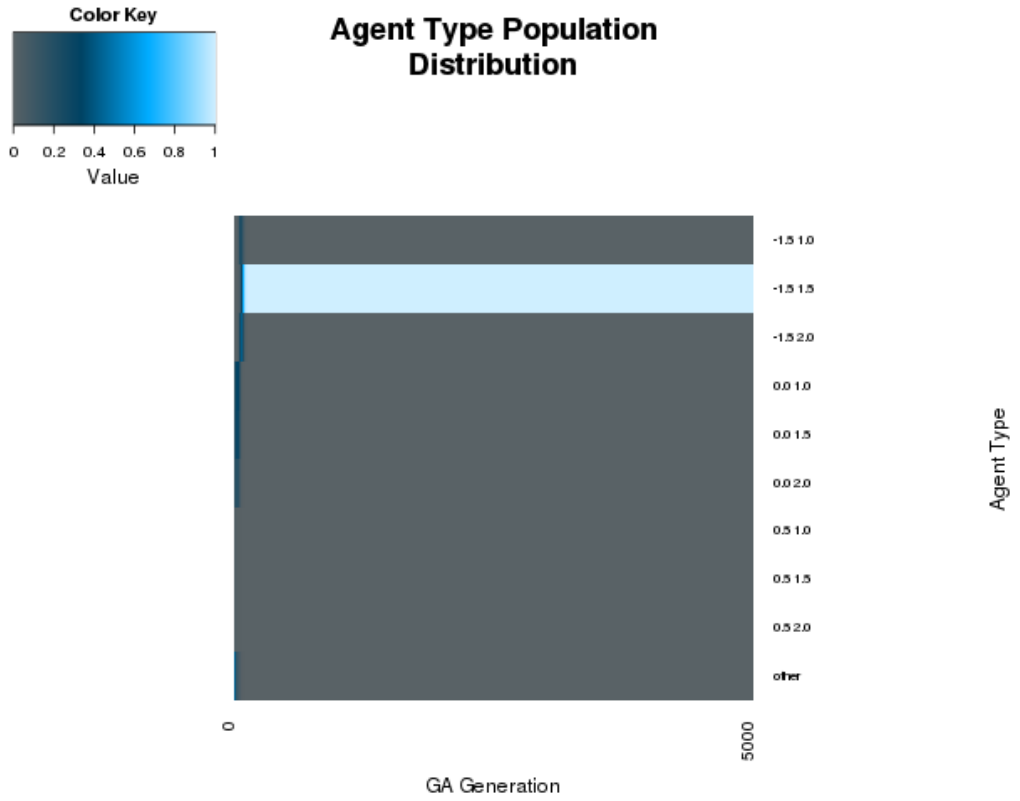
Varying stealth (w/ no mutation):

ProbBackTurned = .2



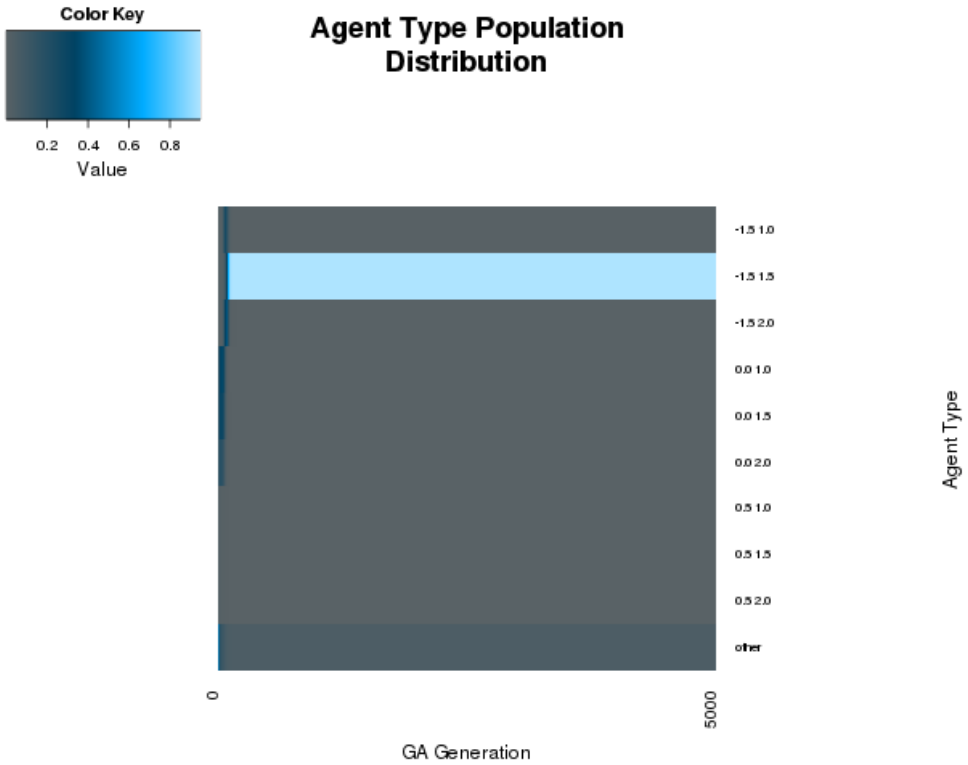
STEAL-PUNISH GAME (w/ -1.5 to 2.0)

No stealth or mutation:

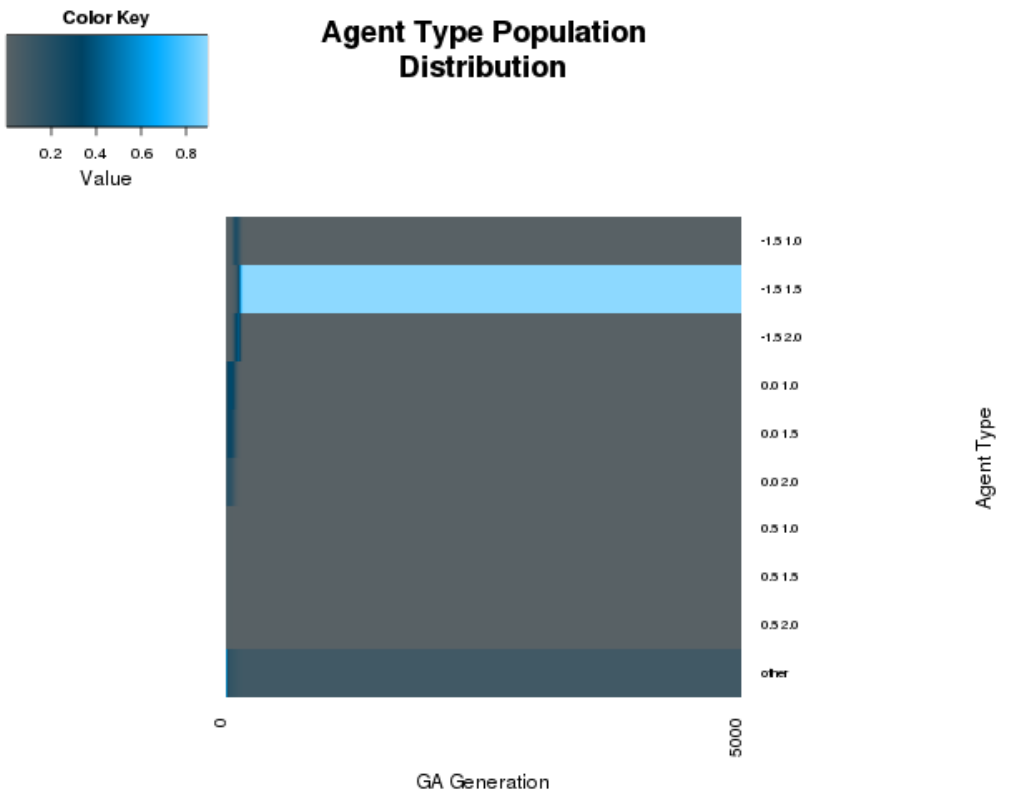


Varying mutation rate (w/ no stealth):

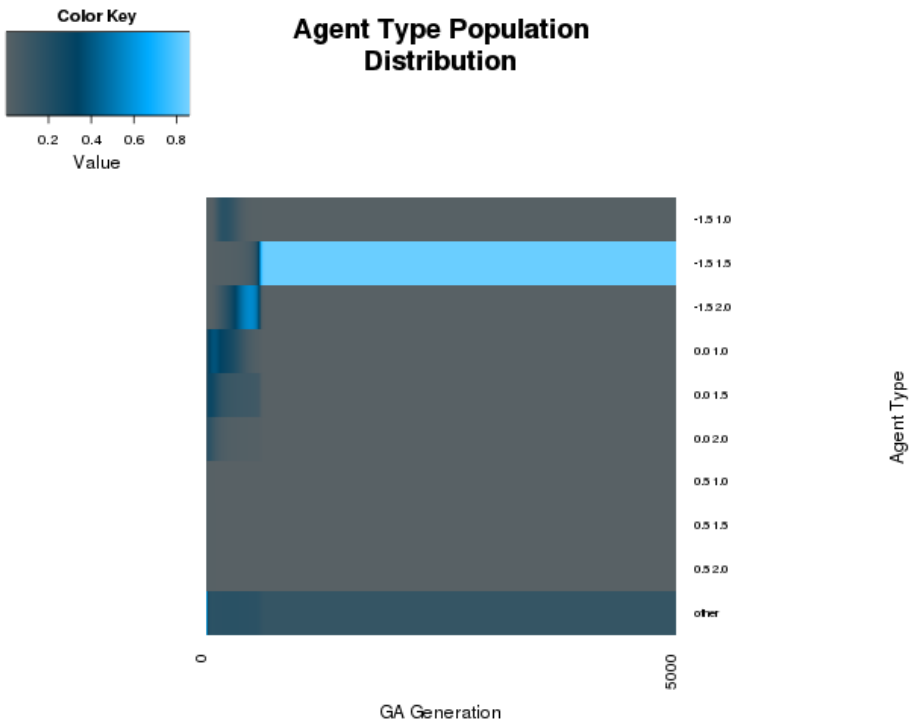
Rate = .05



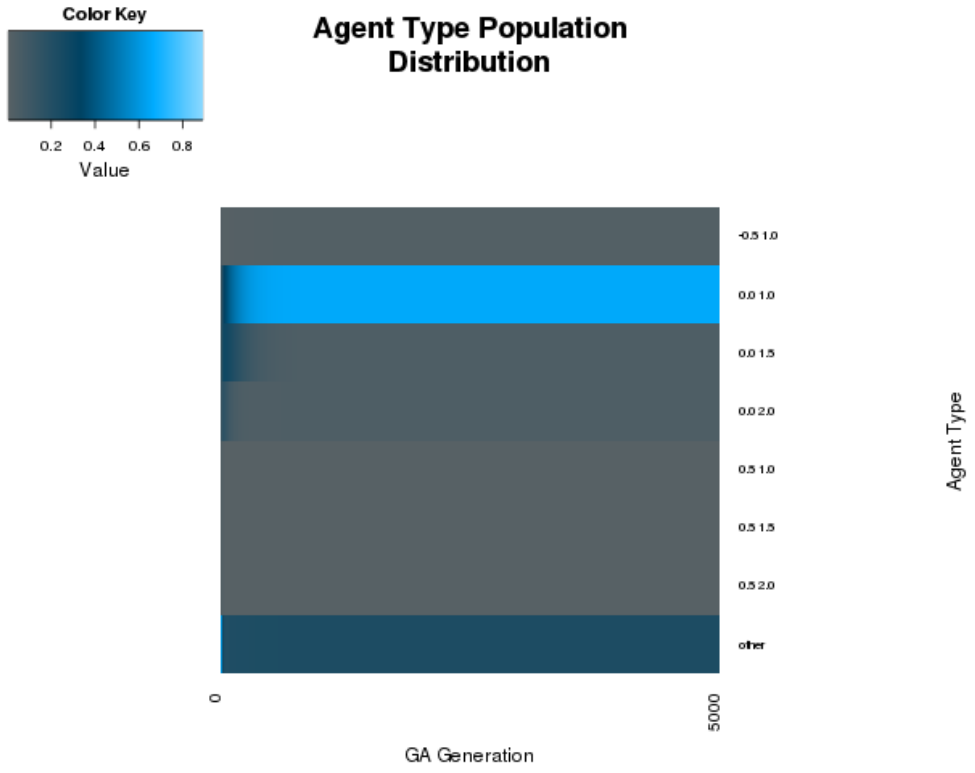
Rate = .1



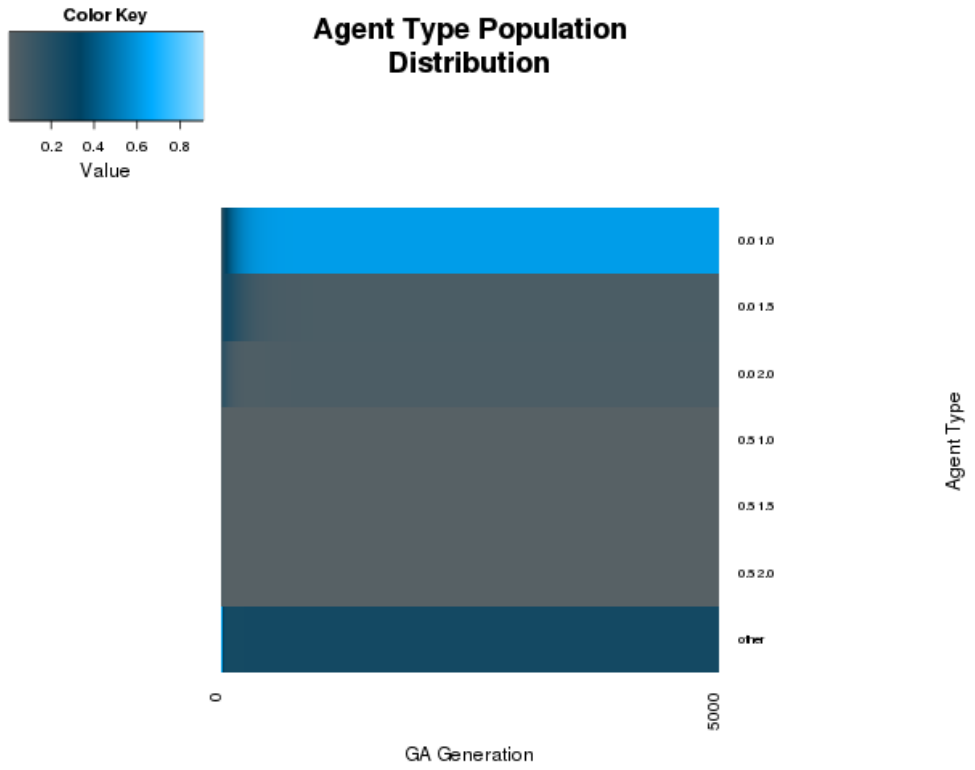
Rate = .15



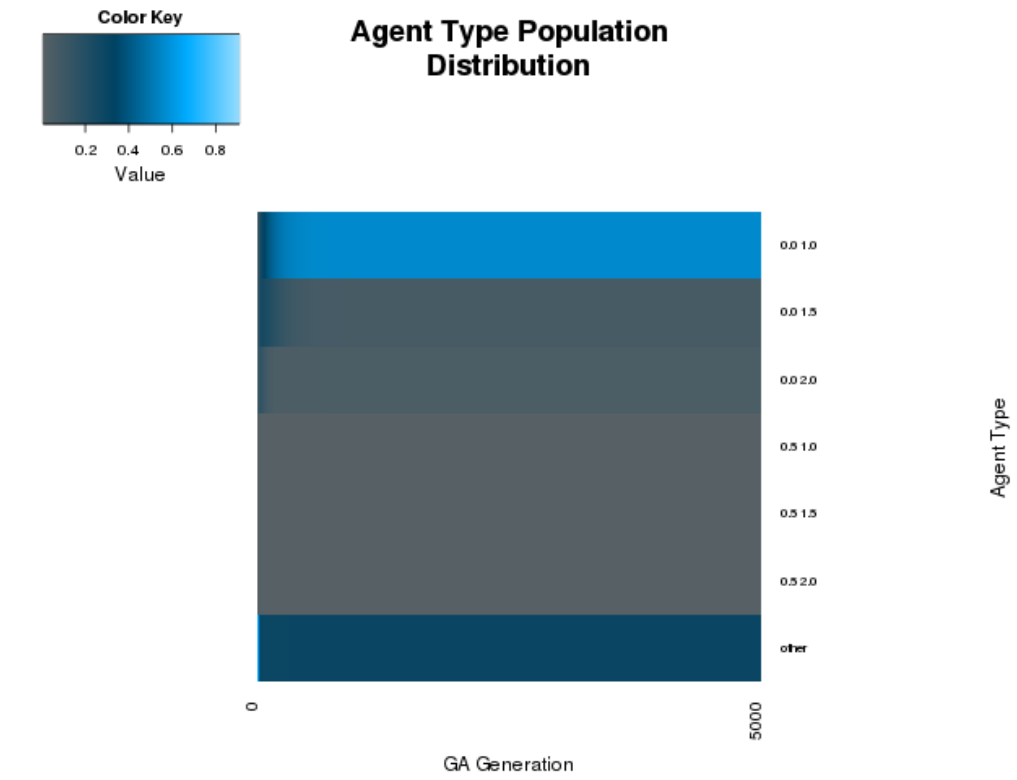
Rate = .2 ***



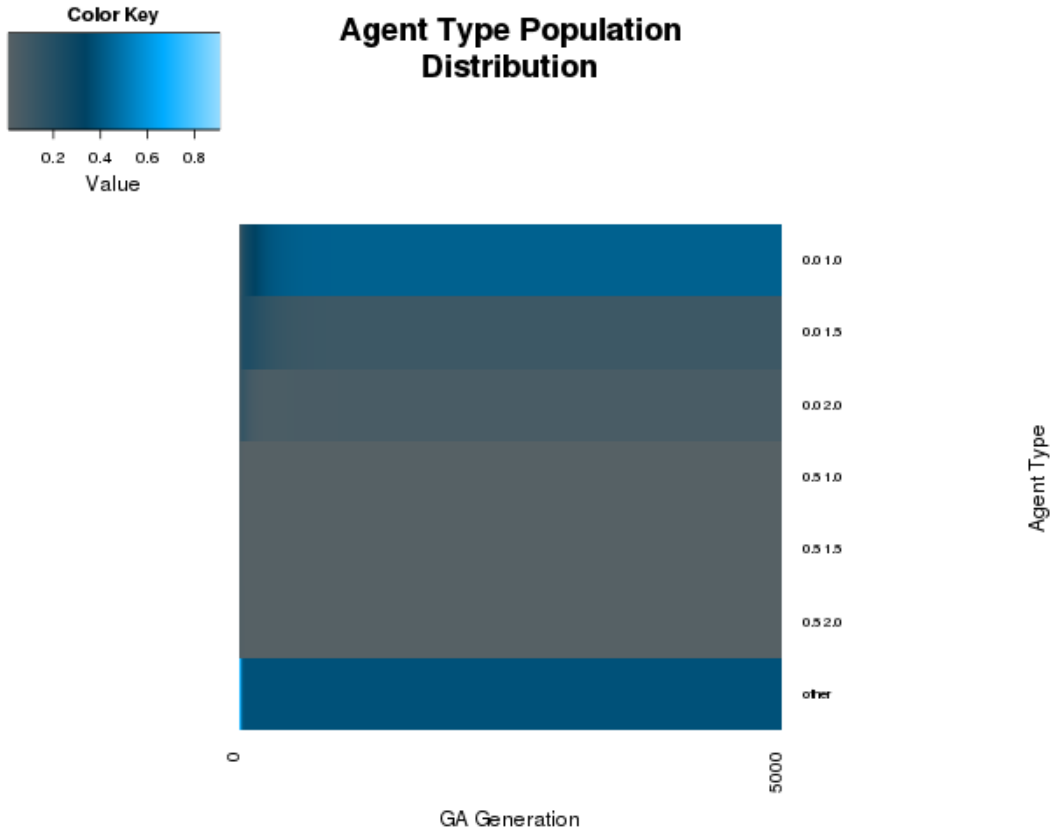
Rate = .25



Rate = .3

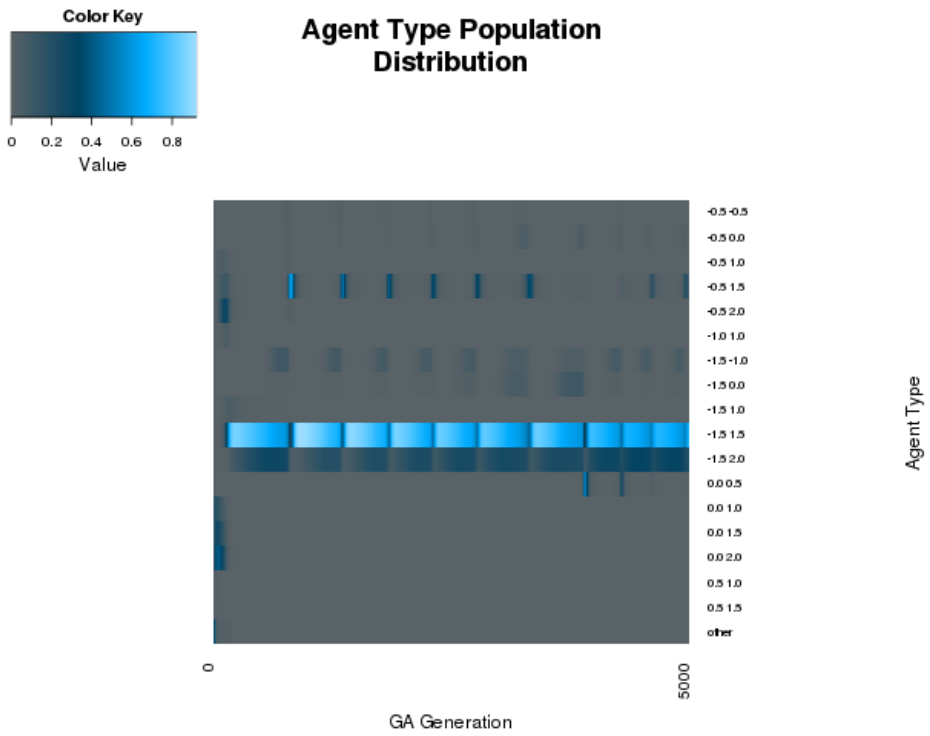

Color Key
0.2 0.4 0.6 0.8
Value
Agent Type Population Distribution
0.0 1.0
0.0 1.5
0.0 2.0
0.5 1.0
0.5 1.5
0.5 2.0
other
0
5000
GA Generation
Agent Type

Rate = .4

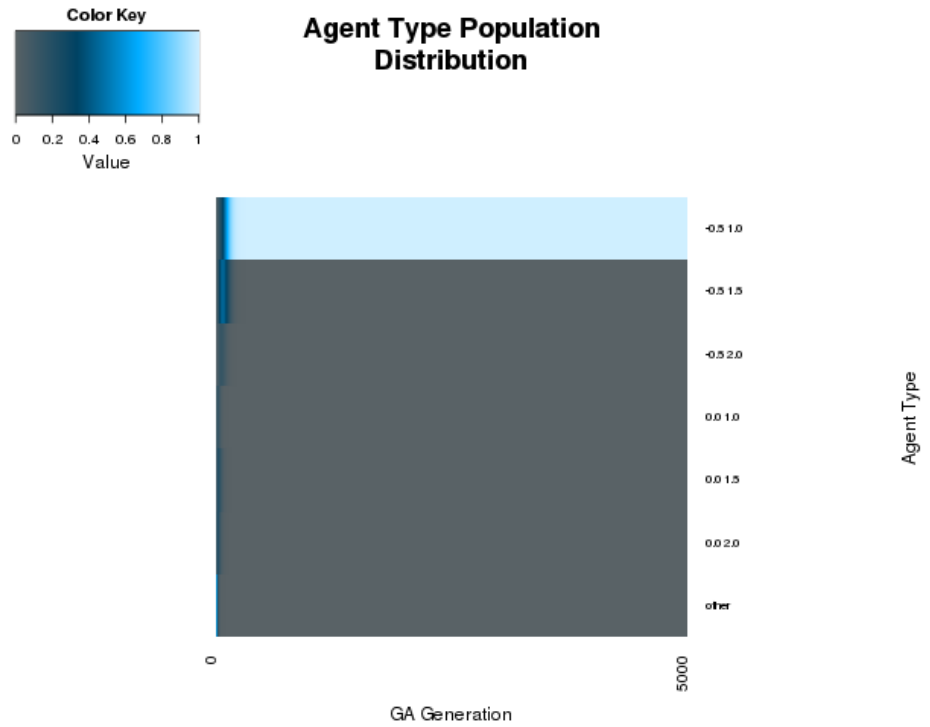

Color Key
0.2 0.4 0.6 0.8
Value
Agent Type Population Distribution
0.0 1.0
0.0 1.5
0.0 2.0
0.5 1.0
0.5 1.5
0.5 2.0
other
0
5000
GA Generation
Agent Type

Varying stealth (w/ no mutation):

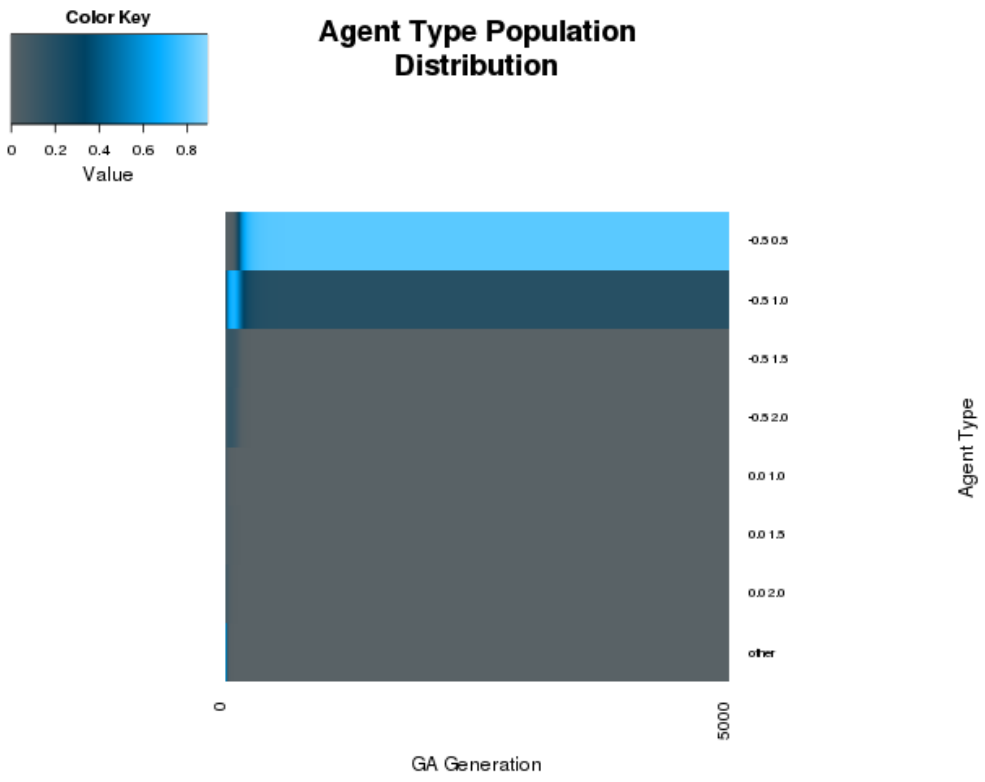
ProbBackTurned = .05



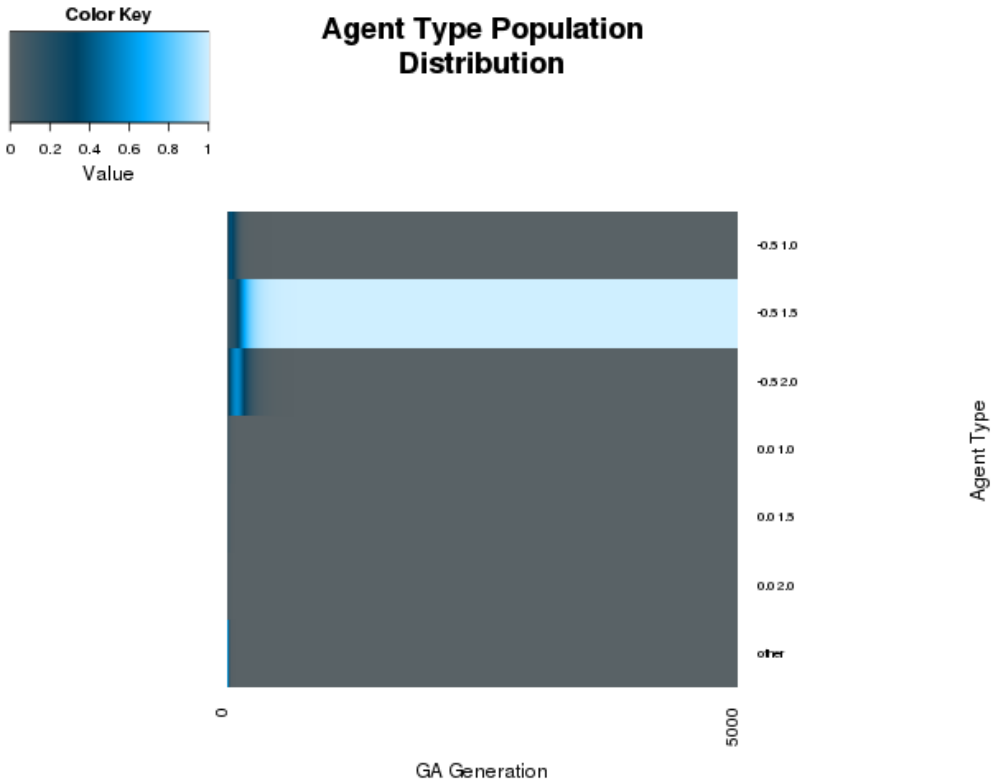
ProbBackTurned = .1



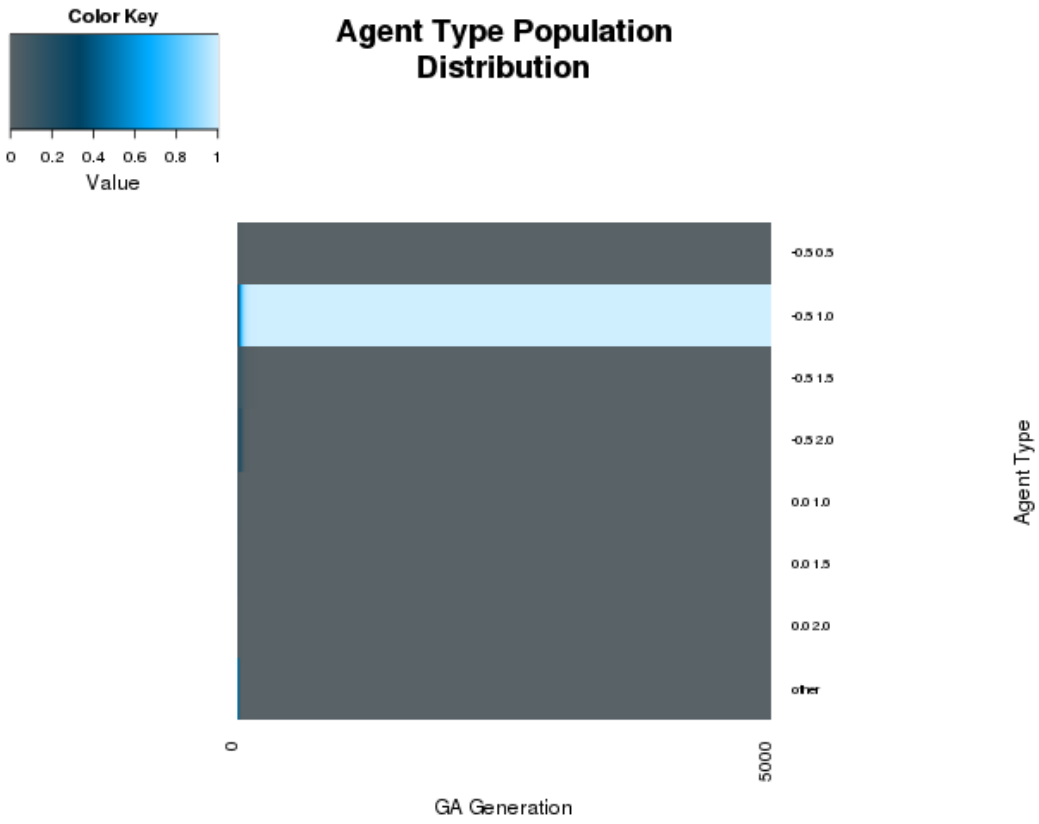
ProbBackTurned = .15



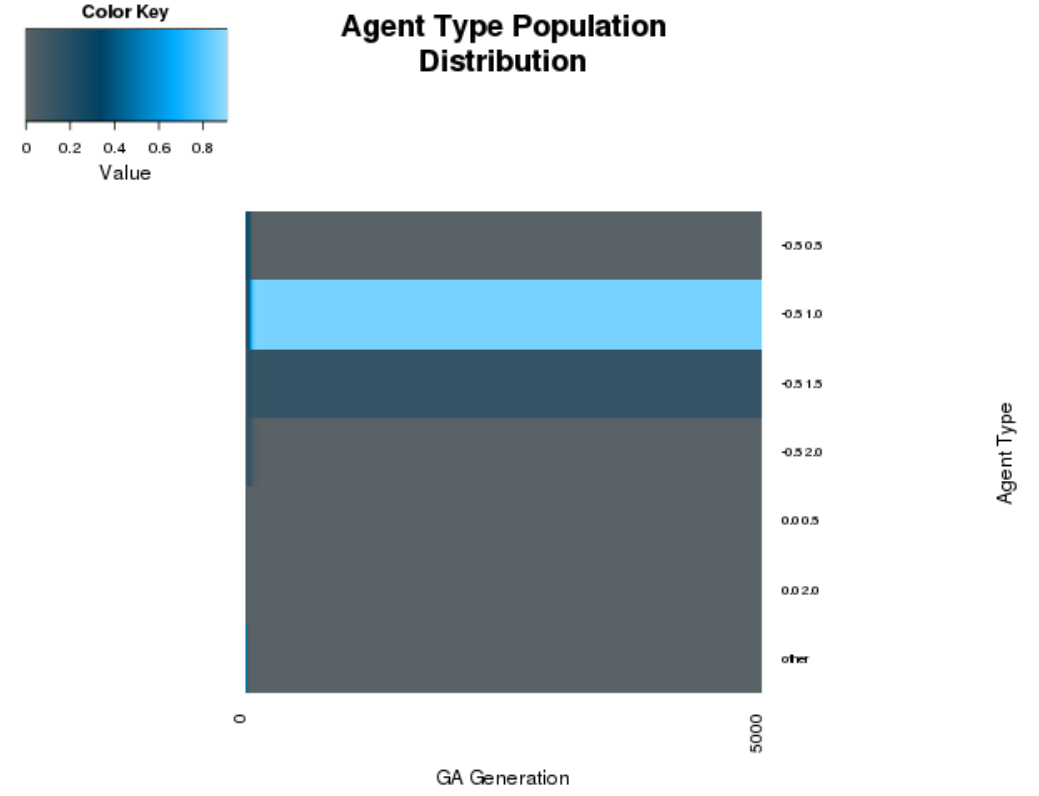
ProbBackTurned = .2 ***



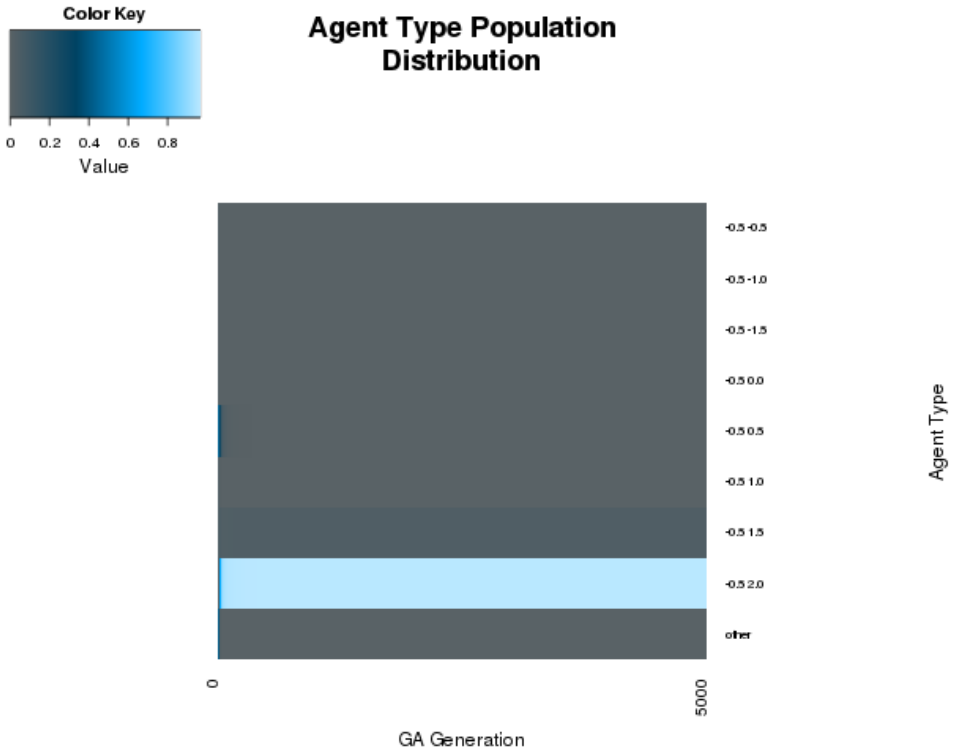
ProbBackTurned = .25



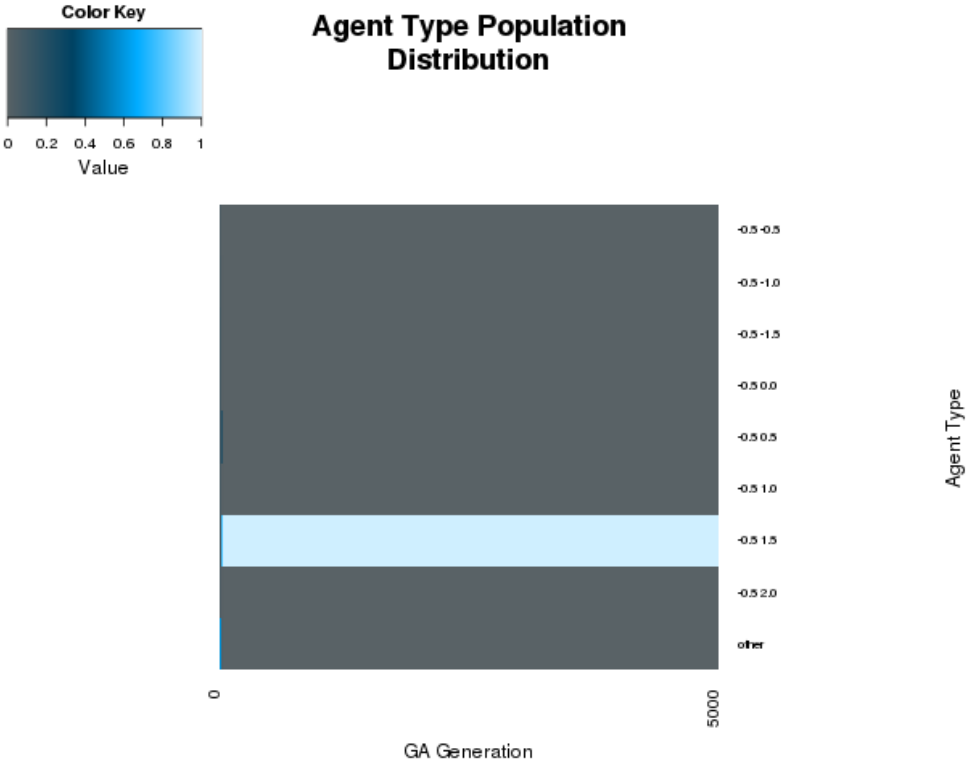
ProbBackTurned = .3



ProbBackTurned = .4

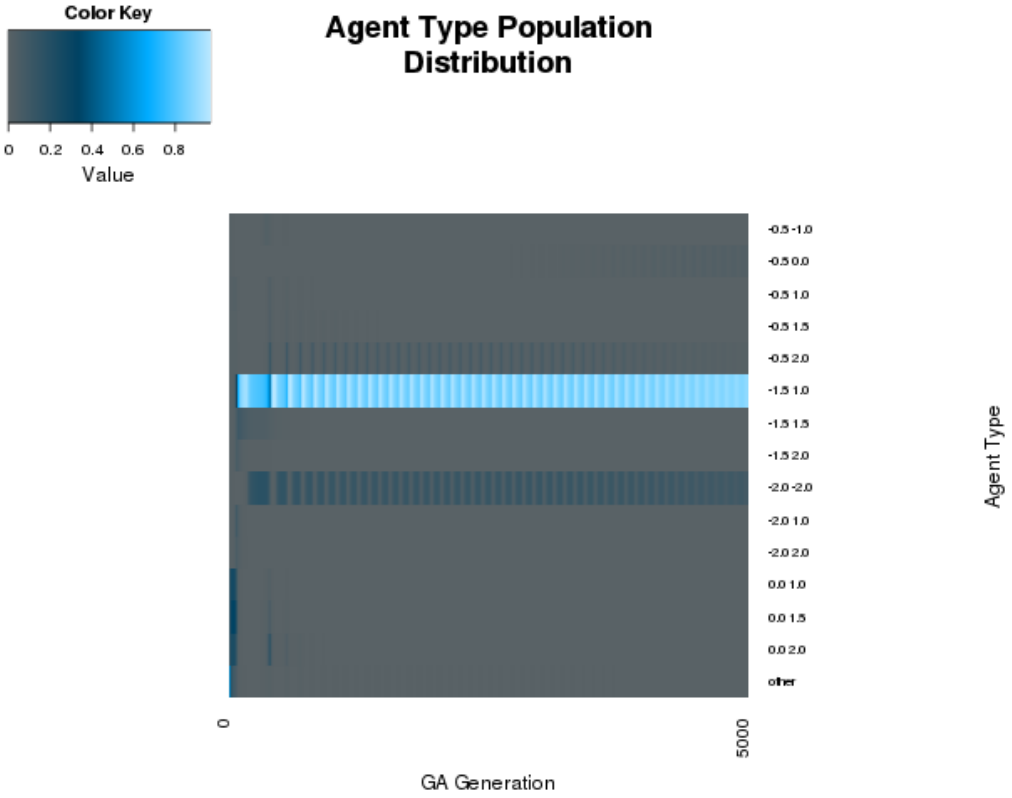


ProbBackTurned = .5



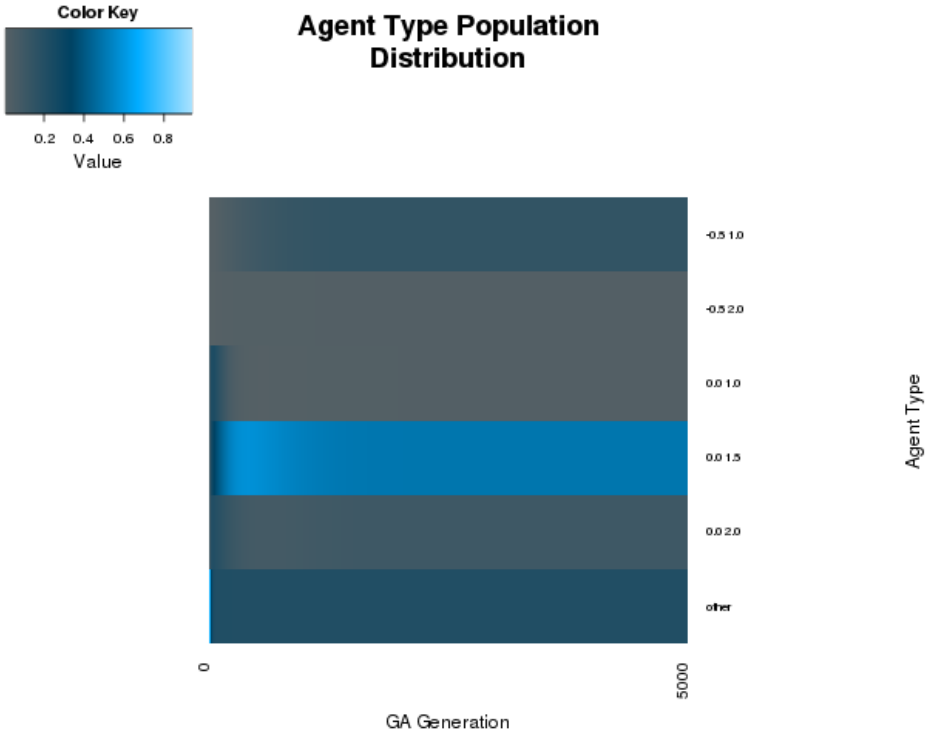
STEAL-PUNISH GAME (w/ -2.0 to 2.0)

No stealth or mutation:



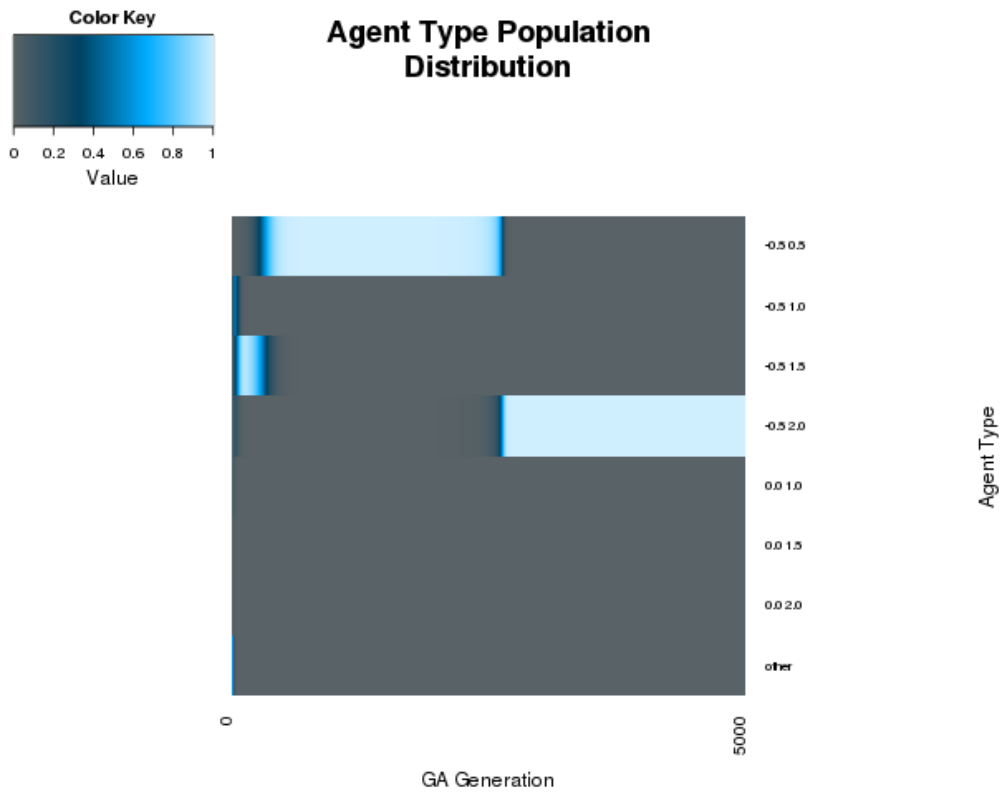
Varying mutation rate (w/ no stealth):

Rate = .2



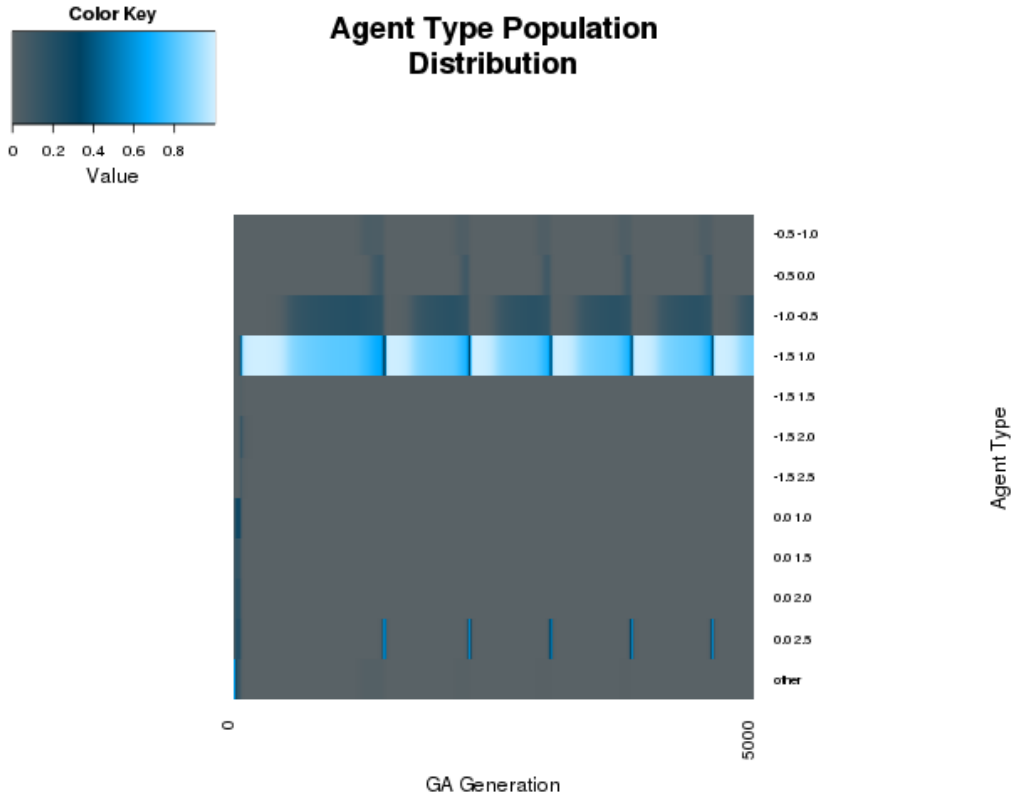
Varying stealth (w/ no mutation):

ProbBackTurned = .2



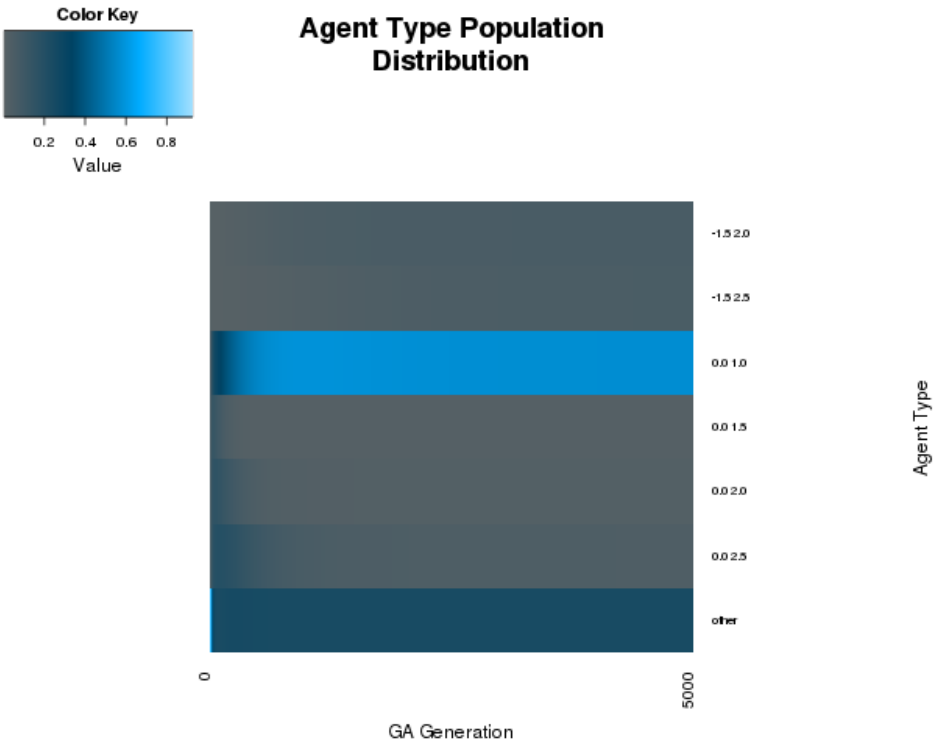
STEAL-PUNISH GAME (w/ -1.5 to 2.5)

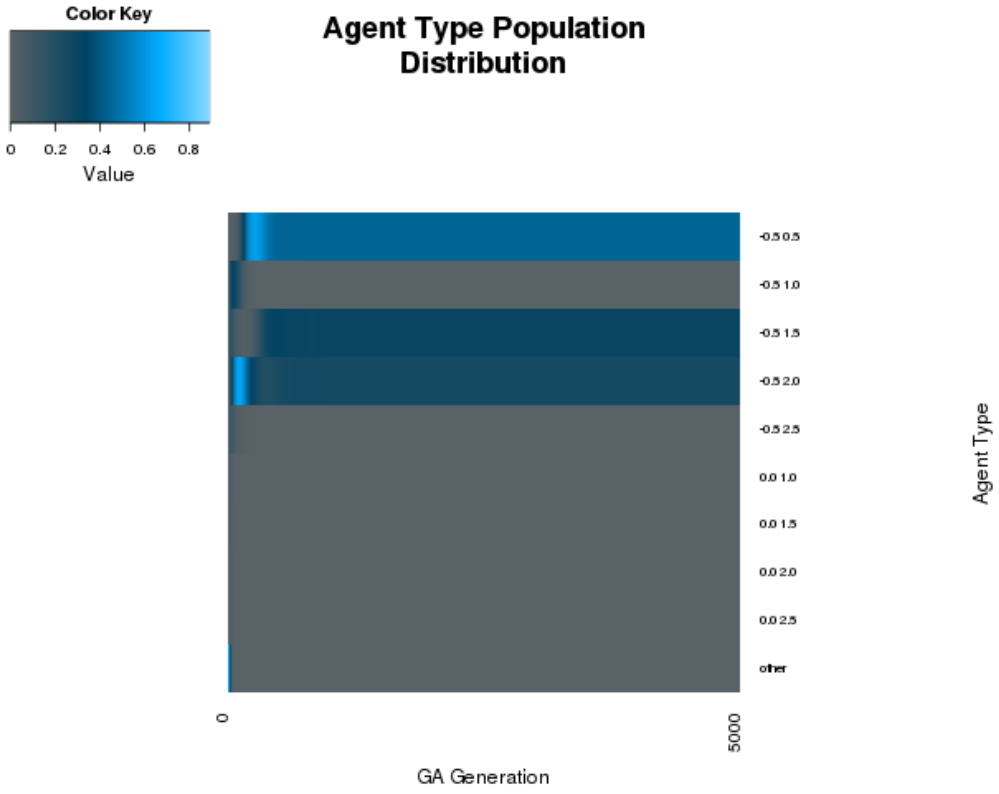
No stealth or mutation:



Varying mutation (w/ no stealth):

Rate = .2



Varying stealth (w/ no mutation):

ProbBackTurned = .2