

Fix-kludge game

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Reproducing fix-kludge game

This is the resulting payoff matrix:

Payoffs	dev1: fix	dev1: kludge
dev0: fix	dev0 = 6.05, dev1 = 6.05	dev0 = 5.36, dev1 = 6.18
dev0: kludge	dev0 = 6.14, dev1 = 5.28	dev0 = 5.57, dev1 = 5.57

Considering a game where dev0 kludges and dev1 does not, these are the events concerning dev0. The table shows 5 simulations

simulation	now	next_completion	dev	strategy.y	completed_items	reworking	Tf	Tk
1	23	55.11151	0	always k	0	TRUE	32.76900	22.34250
1	56	78.57113	0	always k	1	FALSE	34.40745	23.45962
1	79	112.97858	0	always k	1	TRUE	34.40745	23.45962
1	113	137.61119	0	always k	2	FALSE	36.12782	24.63261
1	138	163.47543	0	always k	3	FALSE	37.93421	25.86424
1	164	190.63288	0	always k	4	FALSE	39.83092	27.15745
1	191	230.46380	0	always k	4	TRUE	39.83092	27.15745
1	231	258.97912	0	always k	5	FALSE	41.82247	28.51532
1	259	288.92021	0	always k	6	FALSE	43.91359	29.94109
1	289	320.35835	0	always k	7	FALSE	46.10927	31.43814
1	321	366.46762	0	always k	7	TRUE	46.10927	31.43814
2	23	55.11151	0	always k	0	TRUE	32.76900	22.34250
2	56	78.57113	0	always k	1	FALSE	34.40745	23.45962
2	79	112.97858	0	always k	1	TRUE	34.40745	23.45962
2	113	137.61119	0	always k	2	FALSE	36.12782	24.63261
2	138	173.73901	0	always k	2	TRUE	36.12782	24.63261
2	174	199.60325	0	always k	3	FALSE	37.93421	25.86424
2	200	237.53746	0	always k	3	TRUE	37.93421	25.86424
2	238	264.69491	0	always k	4	FALSE	39.83092	27.15745
2	265	304.52584	0	always k	4	TRUE	39.83092	27.15745
2	305	333.04116	0	always k	5	FALSE	41.82247	28.51532
2	334	374.86363	0	always k	5	TRUE	41.82247	28.51532
3	23	55.11151	0	always k	0	TRUE	32.76900	22.34250
3	56	78.57113	0	always k	1	FALSE	34.40745	23.45962
3	79	103.20374	0	always k	2	FALSE	36.12782	24.63261
3	104	139.33156	0	always k	2	TRUE	36.12782	24.63261
3	140	165.19580	0	always k	3	FALSE	37.93421	25.86424
3	166	203.13001	0	always k	3	TRUE	37.93421	25.86424
3	204	230.28746	0	always k	4	FALSE	39.83092	27.15745
3	231	270.11839	0	always k	4	TRUE	39.83092	27.15745
3	271	298.63371	0	always k	5	FALSE	41.82247	28.51532
3	299	340.45618	0	always k	5	TRUE	41.82247	28.51532
3	341	370.39726	0	always k	6	FALSE	43.91359	29.94109

simulation	now	next_completion	dev	strategy.y	completed_items	reworking	Tf	Tk
4	23	45.80213	0	always k	1	FALSE	34.40745	23.45962
4	46	80.20959	0	always k	1	TRUE	34.40745	23.45962
4	81	104.84219	0	always k	2	FALSE	36.12782	24.63261
4	105	140.97001	0	always k	2	TRUE	36.12782	24.63261
4	141	166.83425	0	always k	3	FALSE	37.93421	25.86424
4	167	193.99170	0	always k	4	FALSE	39.83092	27.15745
4	194	233.82262	0	always k	4	TRUE	39.83092	27.15745
4	234	262.33794	0	always k	5	FALSE	41.82247	28.51532
4	263	304.16041	0	always k	5	TRUE	41.82247	28.51532
4	305	334.10150	0	always k	6	FALSE	43.91359	29.94109
4	335	365.53964	0	always k	7	FALSE	46.10927	31.43814
5	23	55.11151	0	always k	0	TRUE	32.76900	22.34250
5	56	78.57113	0	always k	1	FALSE	34.40745	23.45962
5	79	103.20374	0	always k	2	FALSE	36.12782	24.63261
5	104	139.33156	0	always k	2	TRUE	36.12782	24.63261
5	140	165.19580	0	always k	3	FALSE	37.93421	25.86424
5	166	203.13001	0	always k	3	TRUE	37.93421	25.86424
5	204	230.28746	0	always k	4	FALSE	39.83092	27.15745
5	231	270.11839	0	always k	4	TRUE	39.83092	27.15745
5	271	298.63371	0	always k	5	FALSE	41.82247	28.51532
5	299	328.57479	0	always k	6	FALSE	43.91359	29.94109
5	329	372.48839	0	always k	6	TRUE	43.91359	29.94109

These are the events concerning dev1

simulation	now	next_completion	dev	strategy.y	completed_items	reworking	Tf	Tk
1	33	65.53801	1	always f	0	TRUE	32.76900	22.34250
1	66	99.94546	1	always f	1	FALSE	34.40745	23.45962
1	100	134.35291	1	always f	2	FALSE	34.40745	23.45962
1	135	170.48073	1	always f	2	TRUE	36.12782	24.63261
1	171	210.31166	1	always f	3	FALSE	39.83092	27.15745
1	211	250.14258	1	always f	3	TRUE	39.83092	27.15745
1	251	291.96505	1	always f	4	FALSE	41.82247	28.51532
1	292	338.07433	1	always f	4	TRUE	46.10927	31.43814
1	339	384.18360	1	always f	5	FALSE	46.10927	31.43814
2	33	65.53801	1	always f	0	TRUE	32.76900	22.34250
2	66	99.94546	1	always f	1	FALSE	34.40745	23.45962
2	100	134.35291	1	always f	1	TRUE	34.40745	23.45962
2	135	170.48073	1	always f	2	FALSE	36.12782	24.63261
2	171	206.60855	1	always f	2	TRUE	36.12782	24.63261
2	207	244.54277	1	always f	3	FALSE	37.93421	25.86424
2	245	284.37369	1	always f	3	TRUE	39.83092	27.15745
2	285	324.20462	1	always f	4	FALSE	39.83092	27.15745
2	325	366.02709	1	always f	4	TRUE	41.82247	28.51532
3	33	65.53801	1	always f	0	TRUE	32.76900	22.34250
3	66	99.94546	1	always f	1	FALSE	34.40745	23.45962
3	100	136.07328	1	always f	1	TRUE	36.12782	24.63261
3	137	172.20111	1	always f	2	FALSE	36.12782	24.63261
3	173	210.13532	1	always f	3	FALSE	37.93421	25.86424
3	211	249.96624	1	always f	3	TRUE	39.83092	27.15745
3	250	289.79717	1	always f	4	FALSE	39.83092	27.15745

simulation	now	next_completion	dev	strategy.y	completed_items	reworking	Tf	Tk
3	290	331.61964	1	always f	4	TRUE	41.82247	28.51532
3	332	373.44211	1	always f	5	FALSE	41.82247	28.51532
4	33	67.17646	1	always f	1	FALSE	34.40745	23.45962
4	68	101.58391	1	always f	2	FALSE	34.40745	23.45962
4	102	137.71173	1	always f	2	TRUE	36.12782	24.63261
4	138	173.83955	1	always f	3	FALSE	36.12782	24.63261
4	174	213.67048	1	always f	4	FALSE	39.83092	27.15745
4	214	253.50140	1	always f	5	FALSE	39.83092	27.15745
4	254	295.32387	1	always f	5	TRUE	41.82247	28.51532
4	296	337.14634	1	always f	6	FALSE	41.82247	28.51532
4	338	383.25562	1	always f	6	TRUE	46.10927	31.43814
5	33	65.53801	1	always f	0	TRUE	32.76900	22.34250
5	66	99.94546	1	always f	1	FALSE	34.40745	23.45962
5	100	136.07328	1	always f	1	TRUE	36.12782	24.63261
5	137	172.20111	1	always f	2	FALSE	36.12782	24.63261
5	173	210.13532	1	always f	3	FALSE	37.93421	25.86424
5	211	249.96624	1	always f	3	TRUE	39.83092	27.15745
5	250	289.79717	1	always f	4	FALSE	39.83092	27.15745
5	290	331.61964	1	always f	4	TRUE	41.82247	28.51532
5	332	375.53323	1	always f	5	FALSE	43.91359	29.94109