

Thesis Title

Thesis Subtitle

Author Name

B.Sc. Final Year Dissertation

Cardiff School of Mathematics

CARDIFF
UNIVERSITY

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Acknowledgments

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Chapter 1

Introduction

1.1 Introduction

There is this data that is pretty awesome, I'm going to plot it and show it to you in sections 1.2 and 1.3.

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1.2 The data

In Figure 1.1 we see data that was generated using (1.2):

$$x \in \{x \in \mathbb{Z} | 1 \leq x \leq 1999\} \quad (1.1)$$

$$y = 2(1 + \epsilon)x + 5 \quad (1.2)$$

where $\epsilon \in (-0.5, 0.5)$ is a random number.



Figure 1.1: The great data

1.3 The distribution of the data

Figure shows the distribution of the data.



Figure 1.2: The distribution of the great data

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1.4 Conclusion

This chapter was amazing, here is a reference to a paper [5].

Chapter 2

Literature Review

2.1 Background

- Explain Prisoner's Dilemma
- Axelrod's original tournament
- Work to reproduce Axelrod's tournament [5]

Year	Reference	Number of Strategies	Type
1979		13	Standard
1979		64	Standard
1984		64	Evolutionary
1991		13	Noisy
2005		223	Varied
2012		13	Standard

is often used to model systems in biology [6], sociology [3], psychology [4], and economics [2].

2.2 Fingerprinting

Definition 1 *If A is a strategy for playing the iterated prisoner's dilemma, then the **Joss-Anne of A** , $JA(A, x, y)$ is a transformation of that strategy. Instead of the original behaviour, it makes move C with probability x , move D with probability y , and otherwise uses the response appropriate to strategy A (if $x + y < 1$).*

The notation JA comes from the initials of the names Joss and Anne. Joss was a strategy submitted to one of Axelrod's original tournaments and it would occasionally defect without provocation in the hopes of a slight improvement in score. Anne is the first name of A. Stanley who suggested the addition of random cooperation (refs from ashlock paper) instead of random defection [1]. When $x + y = 1$, the original strategy

is not used, and the resulting behavior is a random strategy with probabilities (x, y) . In more general terms, a JA strategy is an alteration of a strategy A that causes the strategy to be played with random noise inserted into the responses.

Definition 2 A **Fingerprint** $F_A(S, x, y)$ with $0 \leq x, y \leq 1$, $x + y \leq 1$ for strategy S and probe A , is the function that returns the expected score of strategy S against $JA(A, x, y)$ for each possible (x, y) .

Definition 3 The **Double Fingerprint** $F_{AB}(S, x, y)$ with $0 \leq x, y \leq 1$ returns the expected score of strategy S against $JA(A, x, y)$ if $x + y \leq 1$, and $JA(B, 1 - y, 1 - x)$ if $x + y \geq 1$.

Definition 4 Strategy A' is said to be the **Dual** of strategy A if A and A' can be written as finite-state machines that are identical except that their responses are reversed.

Theorem 1 If A and A' are dual strategies, then $F_{AA'}(S, x, y)$ is identical to the function $F_A(S, x, y)$ extended over the unit square.

2.3 Example Fingerprint Construction

There are several steps to constructing the Fingerprint of a strategy a basic familiarity of Markov Chains is required. An outline of the steps is as follows:

1. Build the markov chain for IPD between the strategy and probe strategy.
2. Construct the corresponding transition matrix.
3. Find the steady state distribution.
4. Calculate the overall expected score by taking the dot product of the steady state distribution with the payoff vector given in .
5. Plot the resulting function.

We will now apply this process in order to obtain a fingerprint for the strategy Win-Stay-Lose-Shift (sometimes referred to as Pavlov) when probed by Tit-For-Tat.

Step 1 - Build the markov chain.

Step 2 - Construct the transition matrix.

$$T = \begin{matrix} & \begin{matrix} (C, C) & (C, D) & (D, C) & (D, D) \end{matrix} \\ \begin{matrix} (C, C) \\ (C, D) \\ (D, C) \\ (D, D) \end{matrix} & \begin{pmatrix} 1-y & 0 & 0 & x \\ y & 0 & 0 & 1-x \\ 0 & 1-y & x & 0 \\ 0 & y & 1-x & 0 \end{pmatrix} \end{matrix} \quad (2.1)$$

Step 3 - Find the steady state distribution.

$$\pi = \left[\begin{array}{c} \frac{x(1-x)}{2y(1-x) + x(1-x) + y(1-y)}, \\ \frac{y(1-x)}{2y(1-x) + x(1-x) + y(1-y)}, \\ \frac{y(1-y)}{2y(1-x) + x(1-x) + y(1-y)}, \\ \frac{y(1-x)}{2y(1-x) + x(1-x) + y(1-y)} \end{array} \right] \quad (2.2)$$

Step 4 - Calculate the expected score.

$$F = \frac{3x(1-x) + y(1-x) + 5y(1-y)}{2y(1-x) + x(1-x) + y(1-y)} \quad (2.3)$$

Step 5 - Plot the resulting function.

	0.0	0.2	0.4	0.6	0.8
	0.0	0.2	0.4	0.6	0.8
0.0	(C, C): (1.00, nan) (C, D): (0.00, nan) (D, C): (0.00, nan) (D, D): (0.00, nan)	(C, C): (0.00, 0.00) (C, D): (0.36, 0.36) (D, C): (0.29, 0.29) (D, D): (0.36, 0.36)	(C, C): (0.00, 0.00) (C, D): (0.38, 0.38) (D, C): (0.23, 0.23) (D, D): (0.39, 0.38)	(C, C): (0.00, 0.00) (C, D): (0.41, 0.42) (D, C): (0.18, 0.17) (D, D): (0.41, 0.42)	(C, C): (0.00, 0.00) (C, D): (0.45, 0.45) (D, C): (0.09, 0.09) (D, D): (0.46, 0.45)
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0.6	(C, C): (1.00, 1.00) (C, D): (0.00, 0.00) (D, C): (0.00, 0.00) (D, D): (0.00, 0.00)	(C, C): (0.41, 0.43) (C, D): (0.14, 0.14) (D, C): (0.30, 0.29) (D, D): (0.14, 0.14)	(C, C): (0.29, 0.30) (C, D): (0.20, 0.20) (D, C): (0.31, 0.30) (D, D): (0.20, 0.20)	(C, C): (0.26, 0.25) (C, D): (0.24, 0.25) (D, C): (0.26, 0.25) (D, D): (0.24, 0.25)	(C, C): (0.23, 0.23) (C, D): (0.27, 0.31) (D, C): (0.22, 0.15) (D, D): (0.28, 0.31)
0.8	(C, C): (1.00, 1.00) (C, D): (0.00, 0.00) (D, C): (0.00, 0.00) (D, D): (0.00, 0.00)	(C, C): (0.41, 0.40) (C, D): (0.10, 0.10) (D, C): (0.38, 0.40) (D, D): (0.10, 0.10)	(C, C): (0.35, 0.29) (C, D): (0.16, 0.14) (D, C): (0.33, 0.43) (D, D): (0.16, 0.14)	(C, C): (0.27, 0.25) (C, D): (0.20, 0.19) (D, C): (0.32, 0.38) (D, D): (0.20, 0.19)	(C, C): (0.26, 0.25) (C, D): (0.24, 0.25) (D, C): (0.26, 0.25) (D, D): (0.24, 0.25)

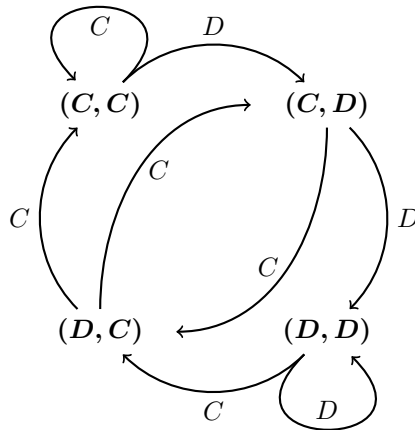


Figure 2.1: FSM for TitForTat

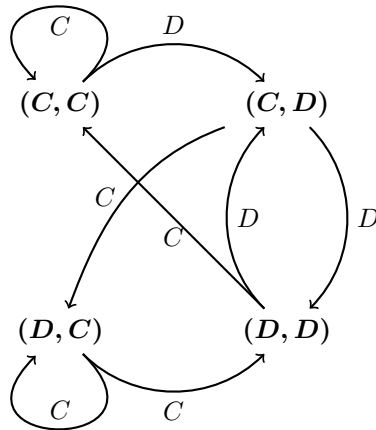


Figure 2.2: FSM for Pavlov (Win-Stay Lose-Shift)

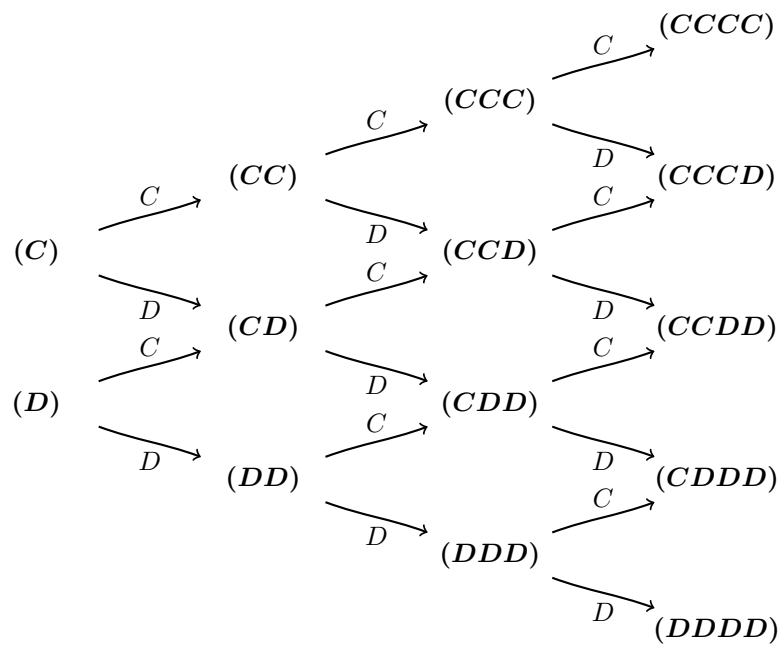


Figure 2.3: FSM for Majority in a game with 4 Turns

Chapter 3

Conclusion

3.1 Introduction

This chapter will just show you a picture drawn in tikz shown in Figure 3.1.

3.2 Conclusion

The end.

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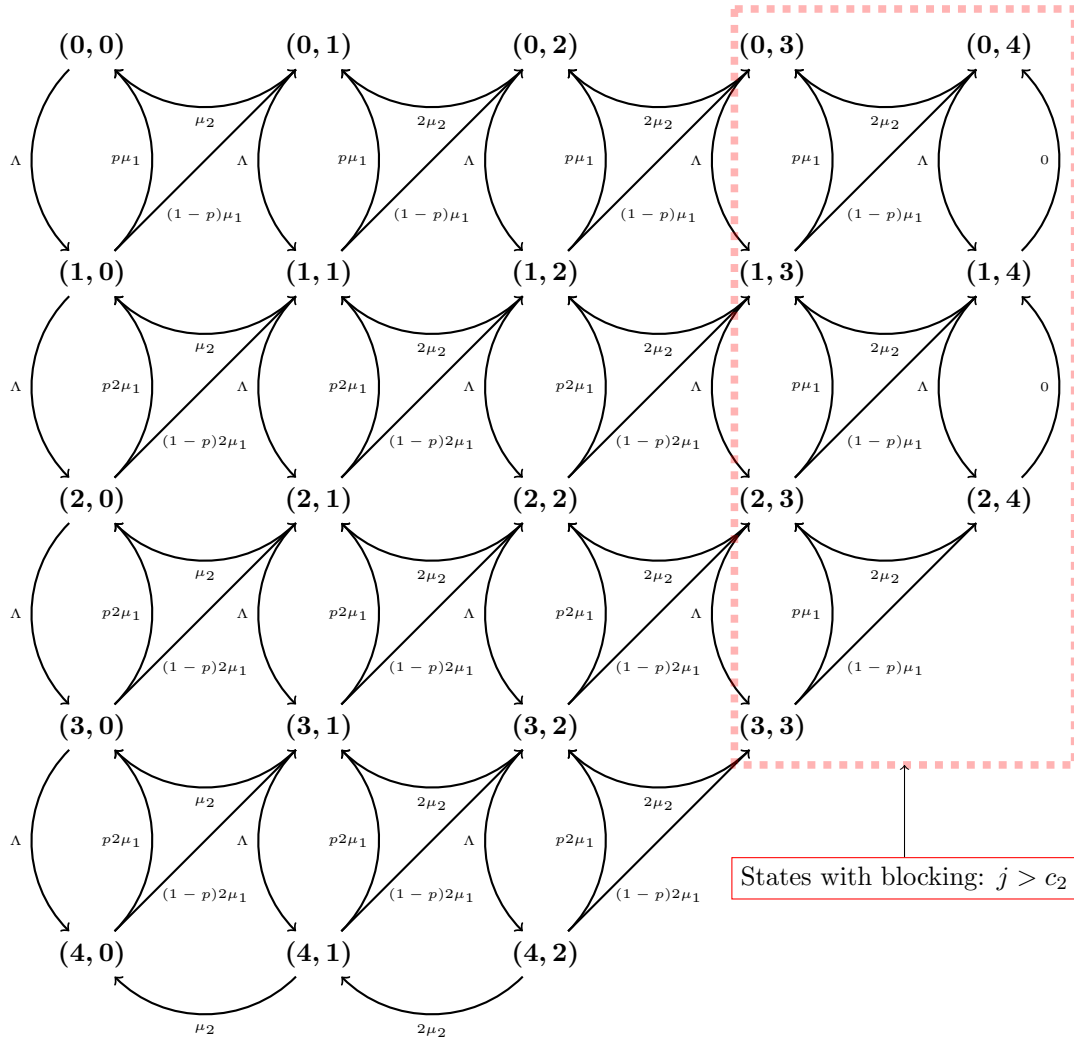


Figure 3.1: A Markov chain

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