

Parameters

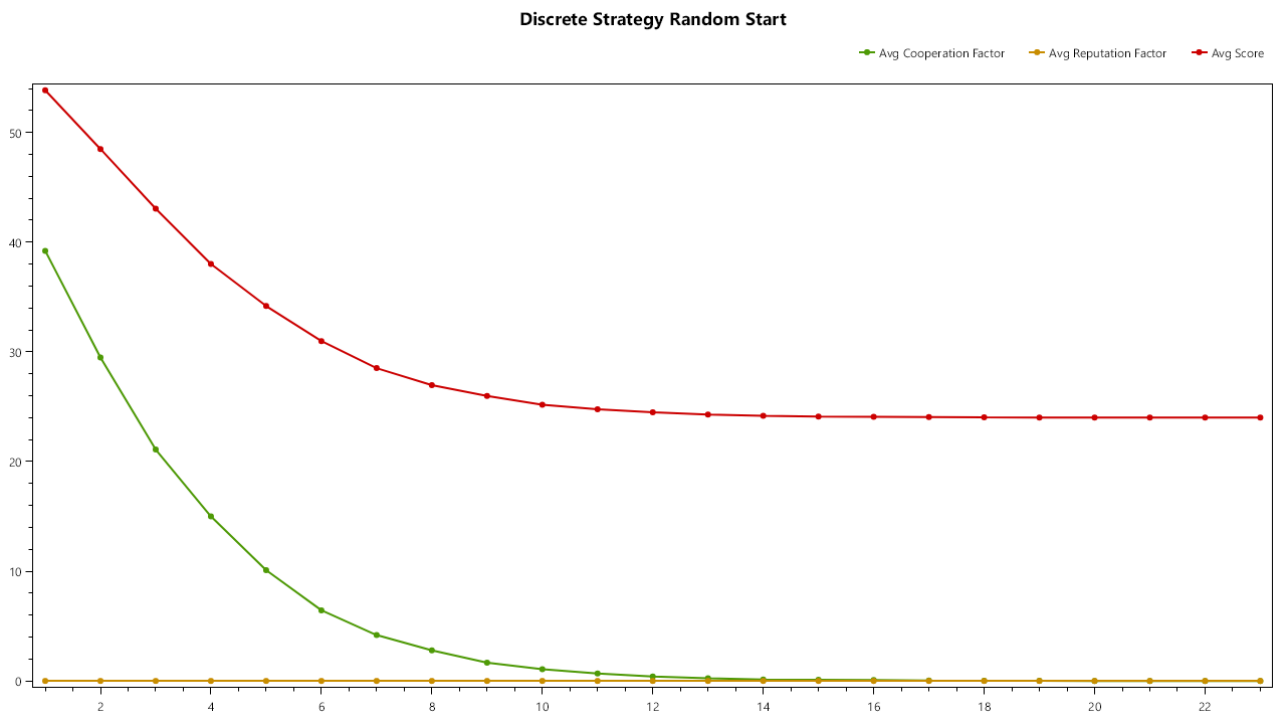
discrete strategy

- grid size = 100x100
- strategy adjustment samples = total cells/2
- strategy adjustment temperature = 1
- double cooperation score = 3 each
- double defection score = 1 each
- betrayal score = 5 for traitor

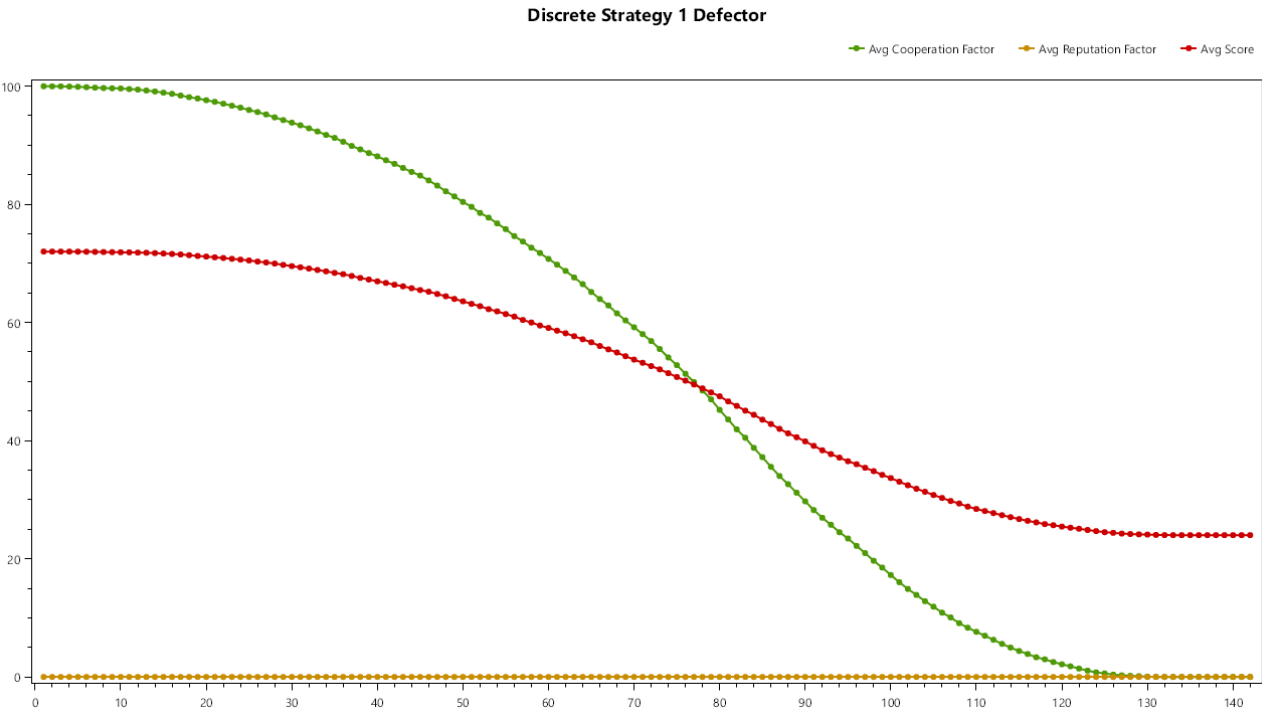
continuous strategy

- mutation factor = 0.1
- interpolation factor = 0.7

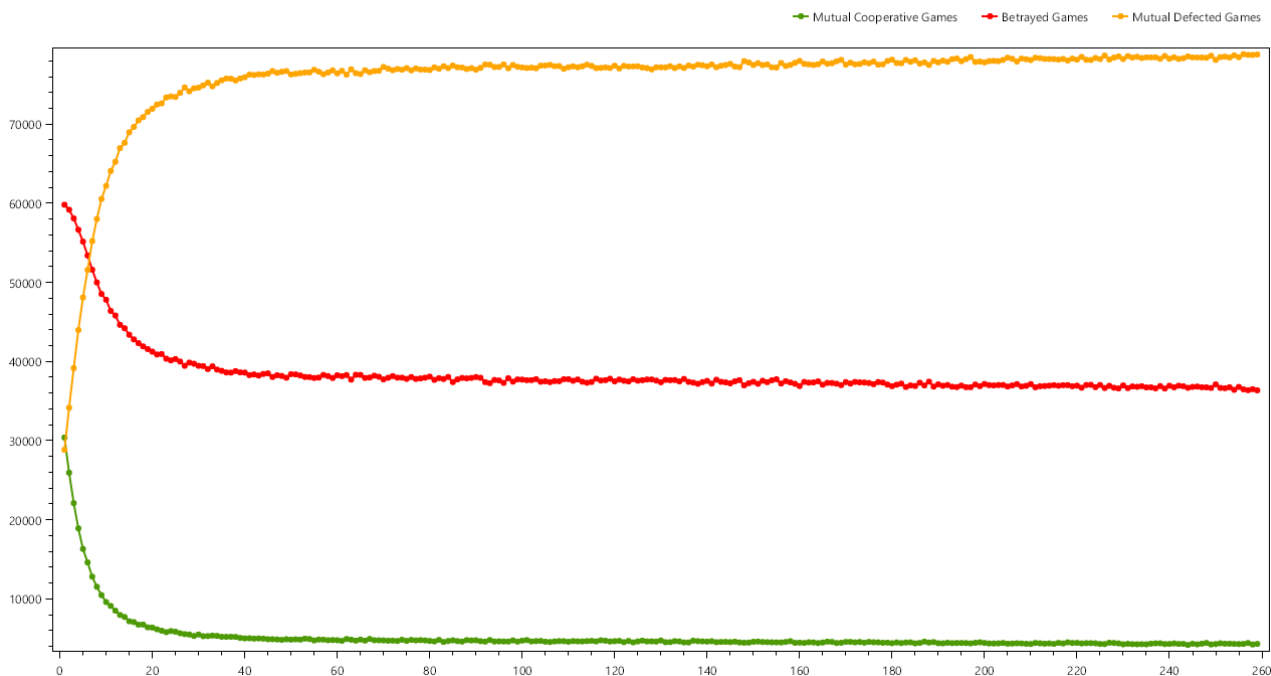
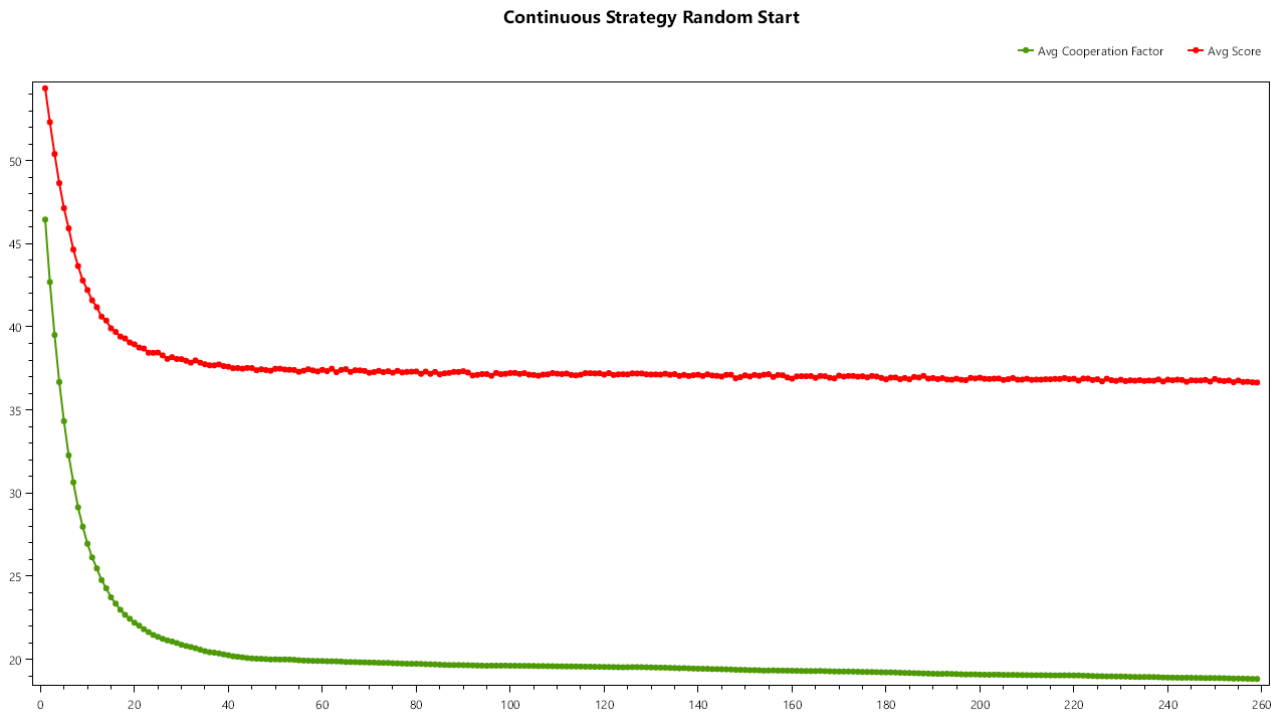
Discrete Strategy Random Start



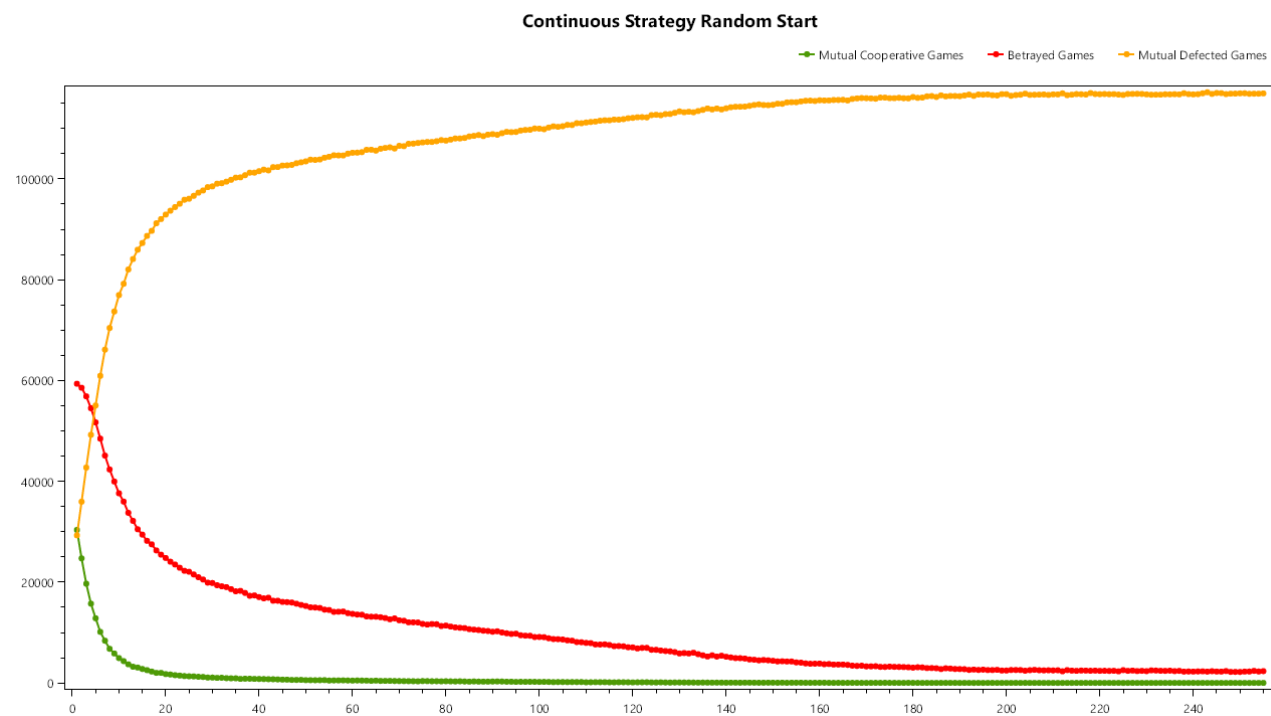
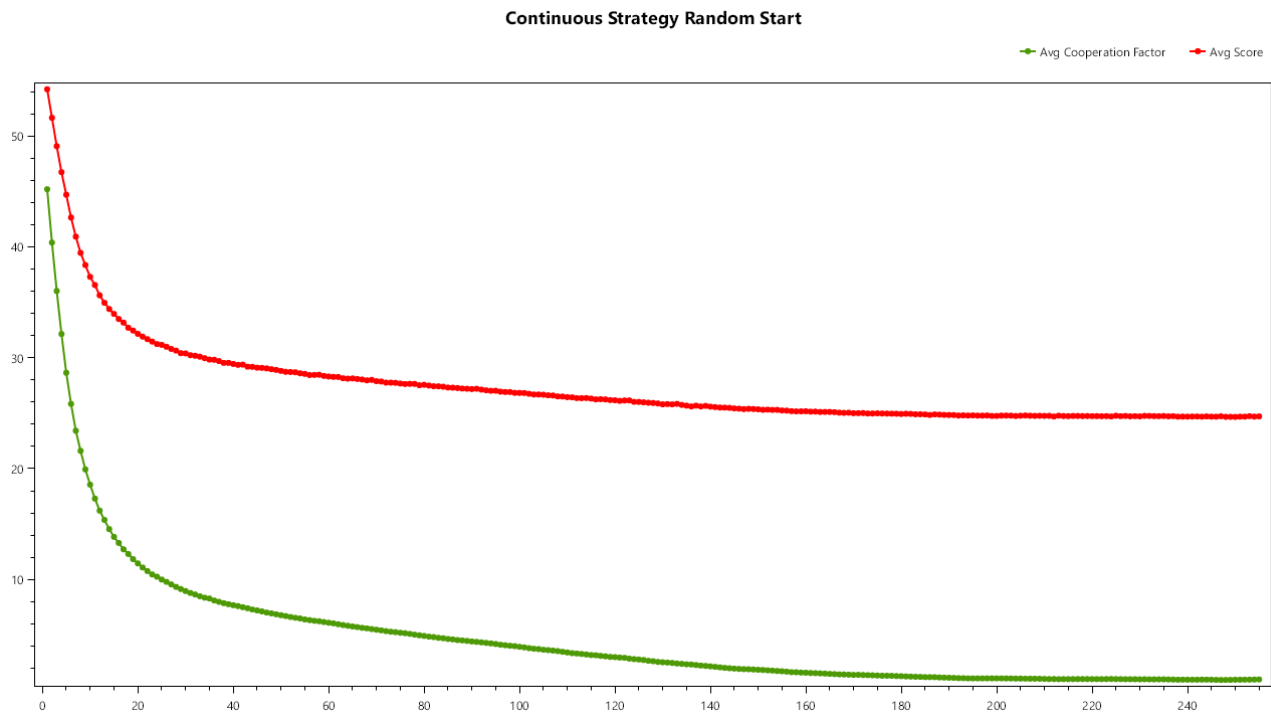
Discrete Strategy 1 defector.



Continuous Strategy Random Start (Mutation factor = 0.01, Interpolation Factor = 0.07)
Cooperation Factor falls until reaching 0.2, after which it incrementally decreases to 0.

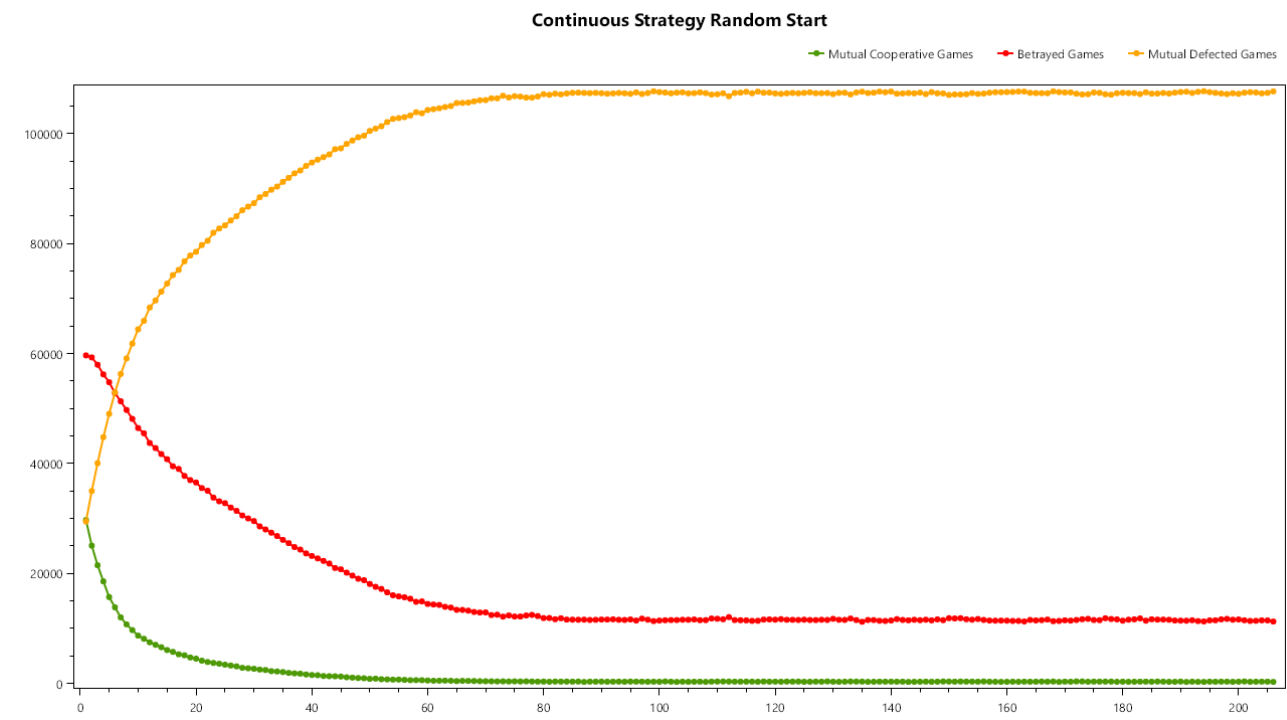
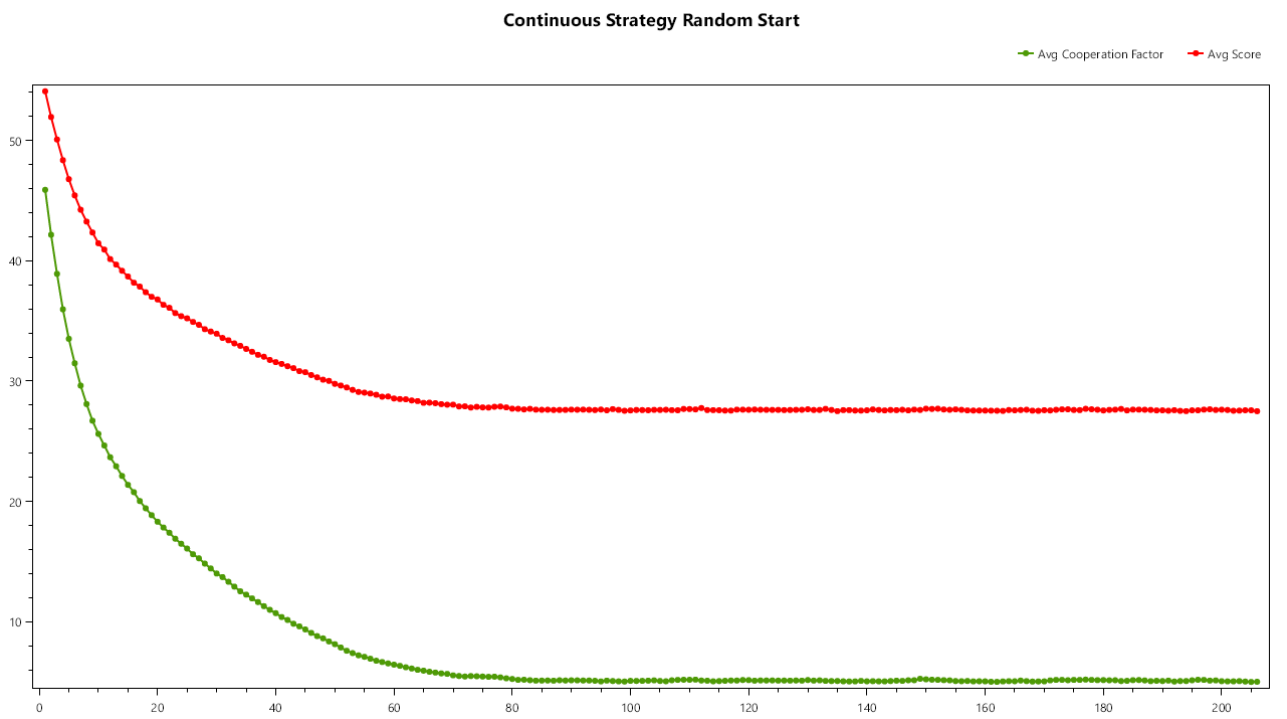


Continous Strategy Random Start (Mutation factor = 0.01, Interpolation factor = 0.95)
Point of stagnation is now 0.05 coop factor.



Continuous Strategy Random Start (interpolation factor = 0.7, mutation factor = 0.1)

Stagnation at 0.05. Most cells are at 0 defection but the mutation factor brings up some to 0.1 causing this value.



Continuous Strategy, Everyone starts at 1 Cooperation Factor (interpolation factor = 0.7, mutation factor = 0.1)

