

A study on the Iterated Prisoner's Dilemma

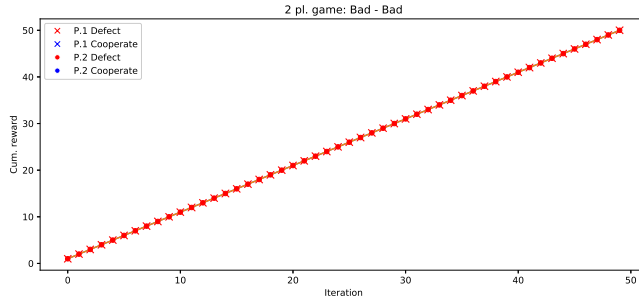
Elia Bonetto, Filippo Rigotto, Luca Attanasio and Francesco Savio

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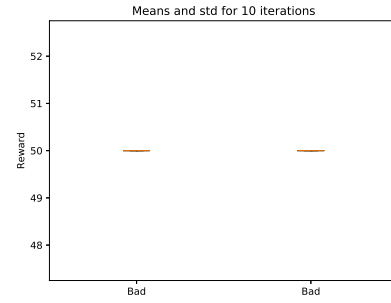
Email: {bonettoe, rigottof, attanasiol, saviofranc}@dei.unipd.it

Supplementary material

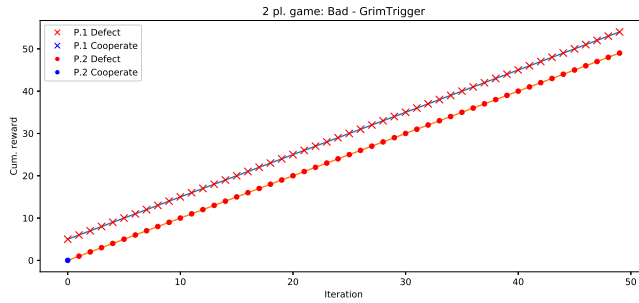
We provide all the plots resulting from the IPD tournament between two players, covered in Section IV of the paper.



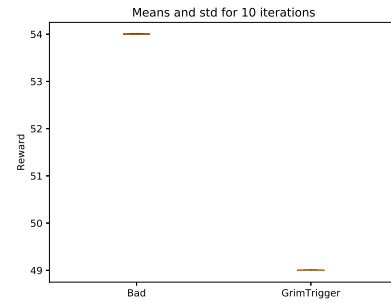
(a) Bad vs Bad



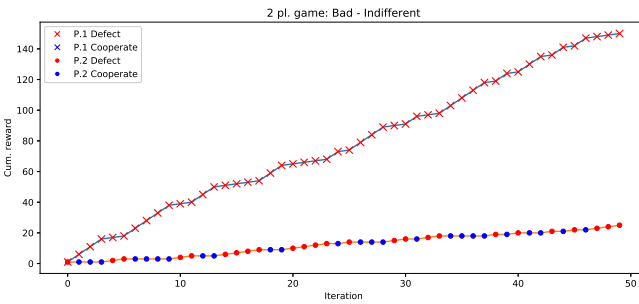
(b) Bad vs Bad



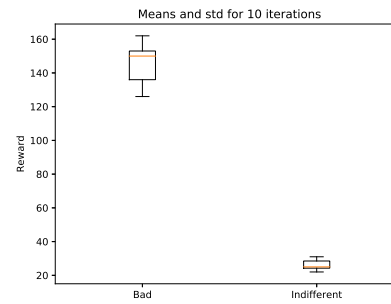
(c) Bad vs GrimTrigger



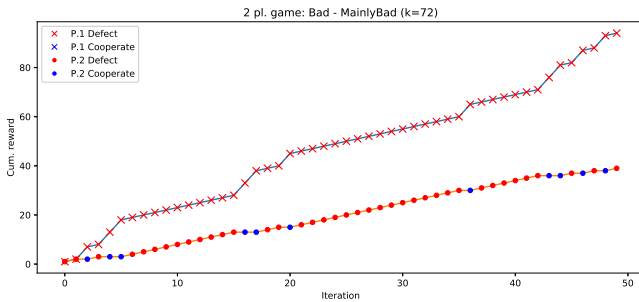
(d) Bad vs GrimTrigger



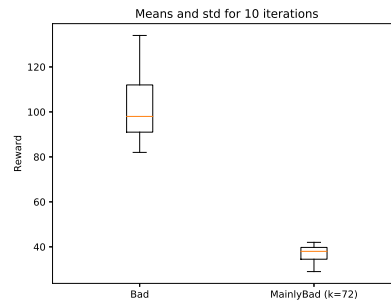
(e) Bad vs Indifferent



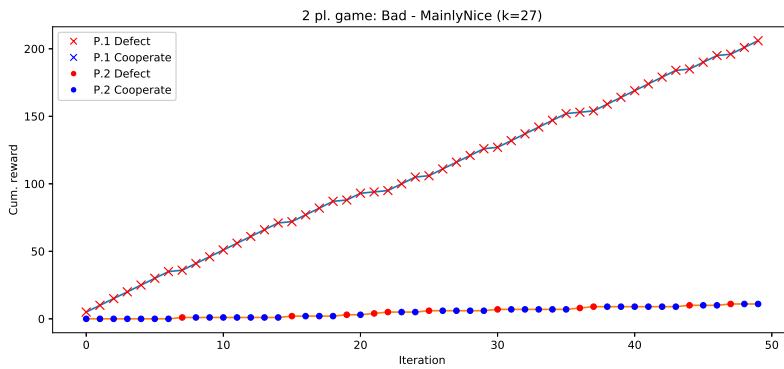
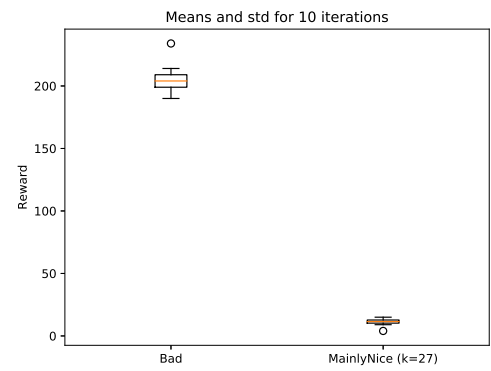
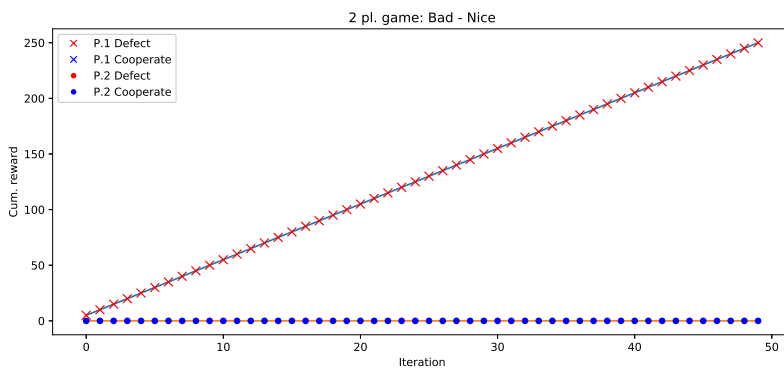
(f) Bad vs Indifferent



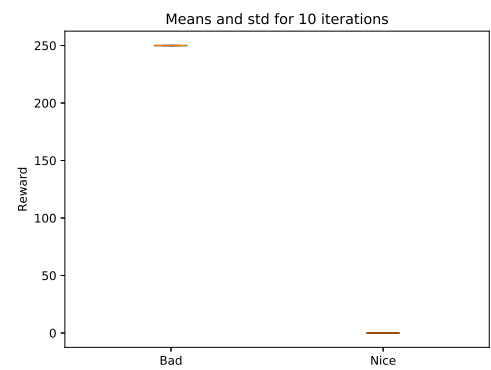
(g) Bad vs MainlyBad ($k = 72$)



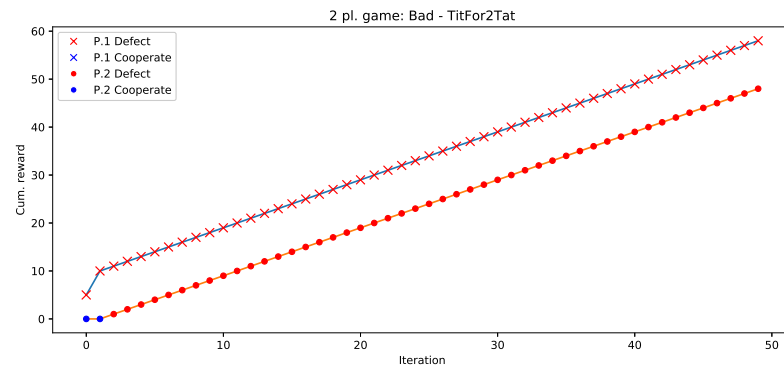
(h) Bad vs MainlyBad ($k = 72$)

(a) Bad vs MainlyNice ($k = 27$)(b) Bad vs MainlyNice ($k = 27$)

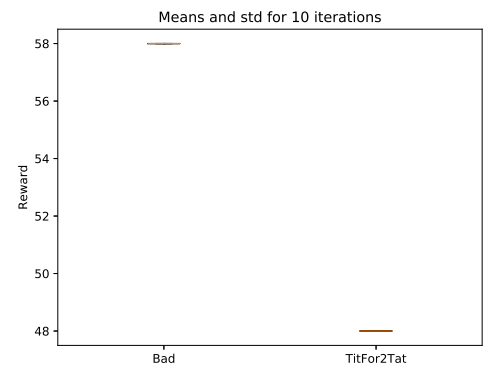
(c) Bad vs Nice



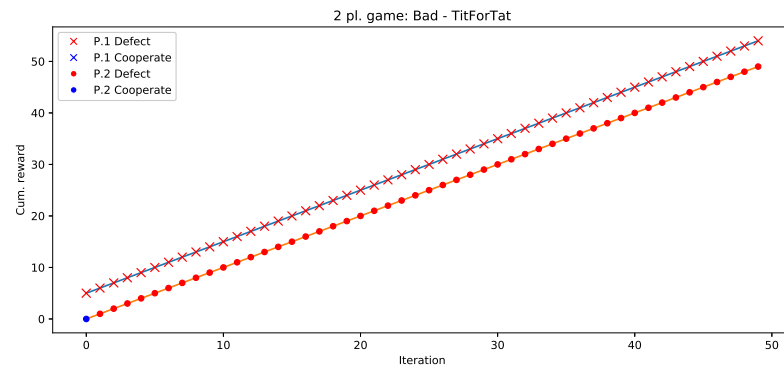
(d) Bad vs Nice



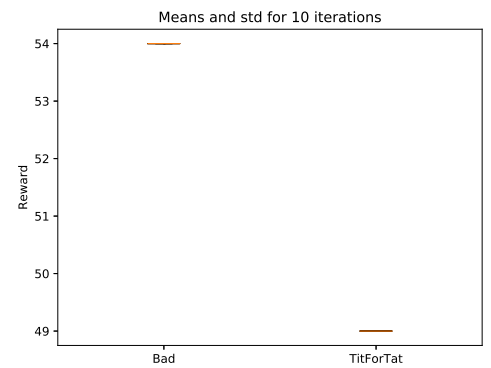
(e) Bad vs TitFor2Tat



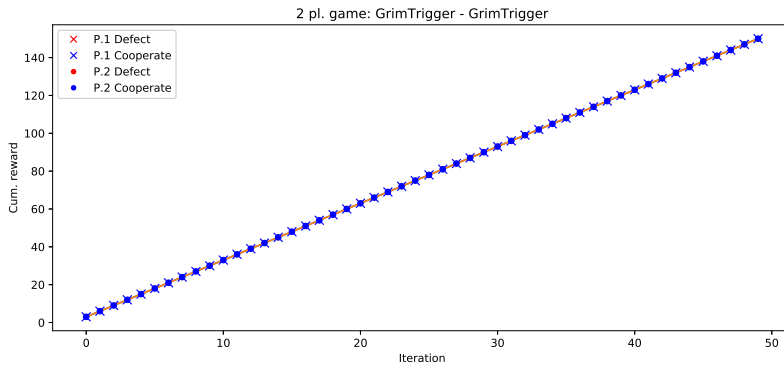
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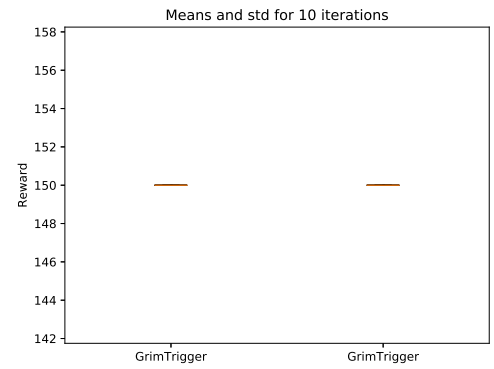
(g) Bad vs TitForTat



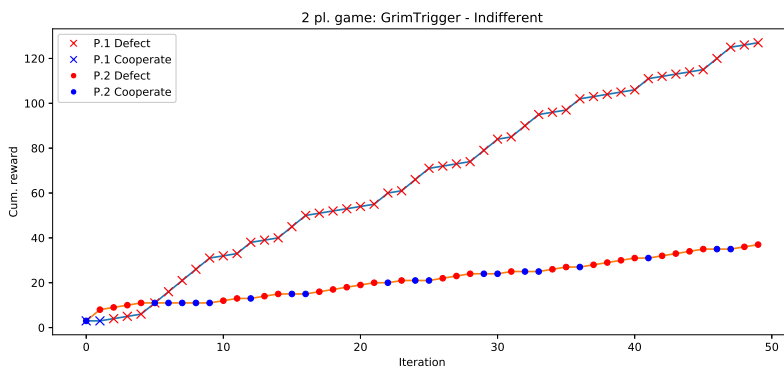
(h) Bad vs TitForTat



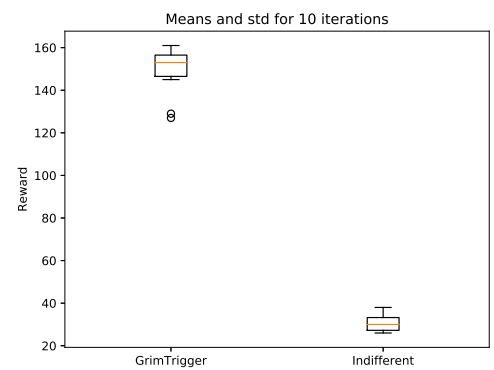
(a) GrimTrigger vs GrimTrigger



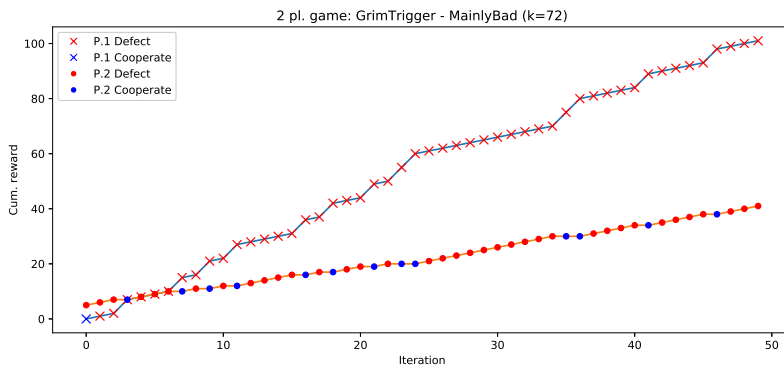
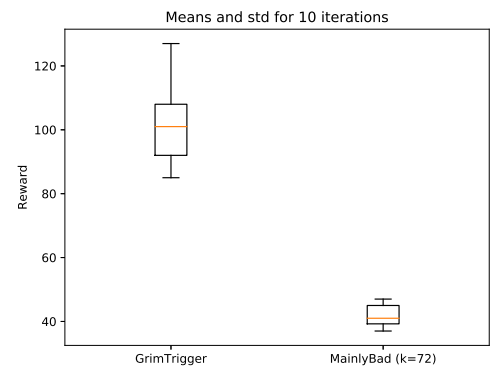
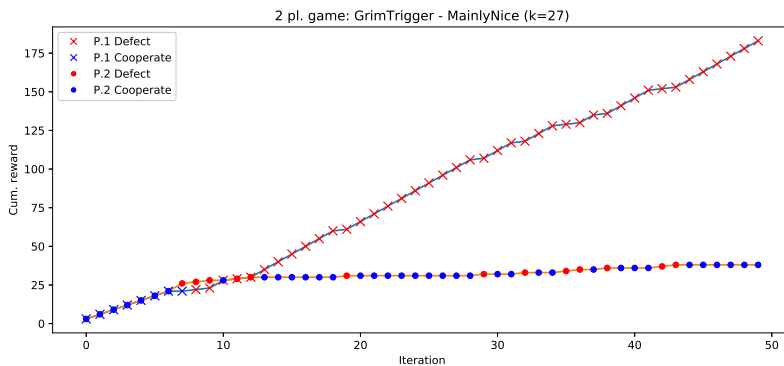
(b) GrimTrigger vs GrimTrigger

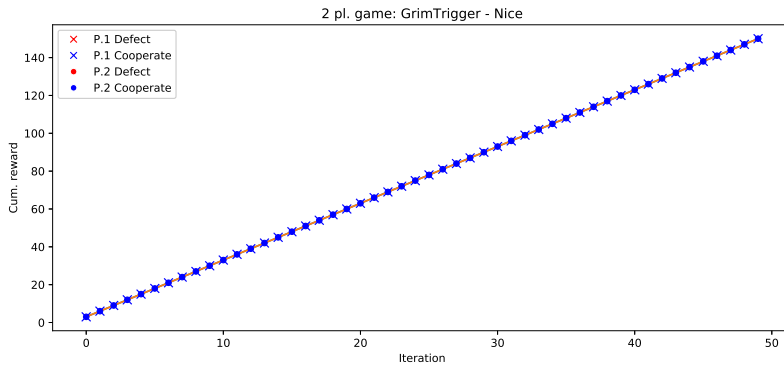


(c) GrimTrigger vs Indifferent

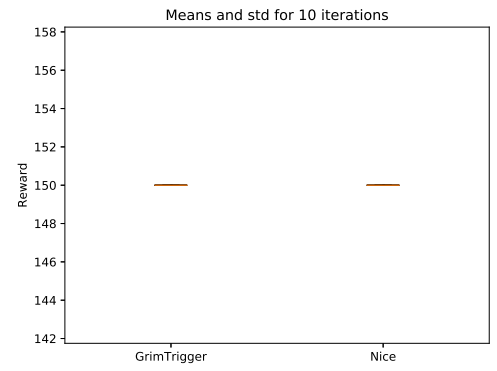


(d) GrimTrigger vs Indifferent

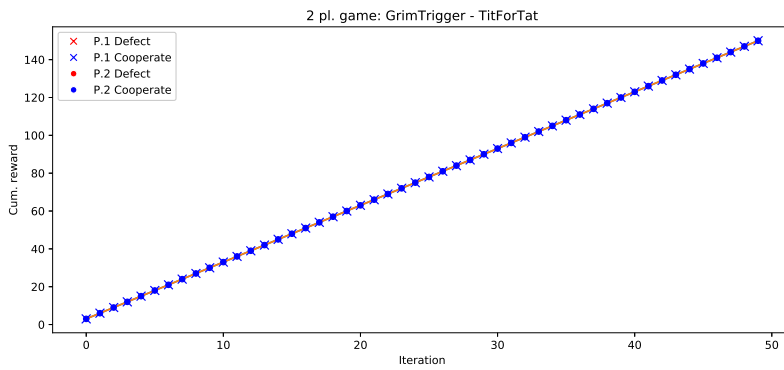
(e) GrimTrigger vs MainlyBad ($k = 72$)(f) GrimTrigger vs MainlyBad ($k = 72$)(g) GrimTrigger vs MainlyNice ($k = 27$)(h) GrimTrigger vs MainlyNice ($k = 27$)



(a) GrimTrigger vs Nice



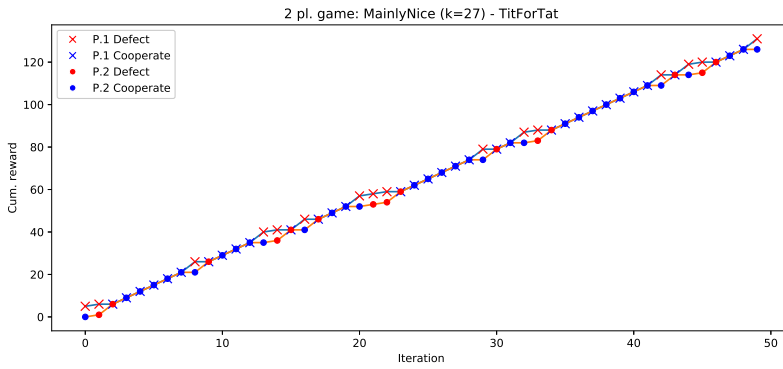
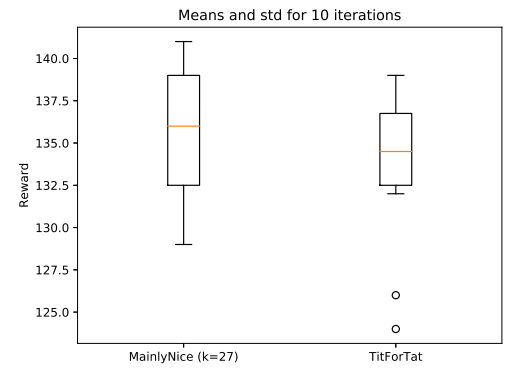
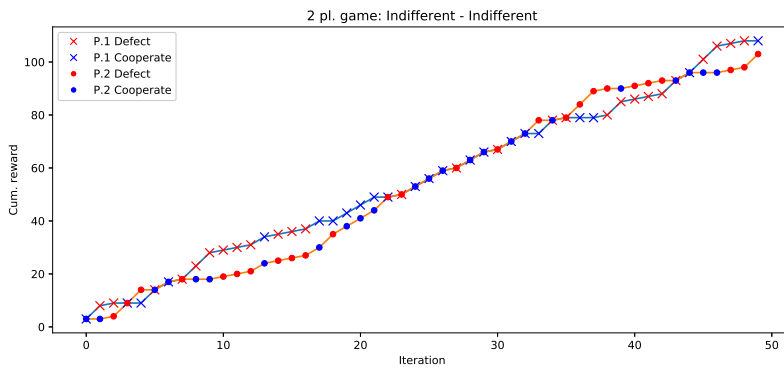
(b) GrimTrigger vs Nice



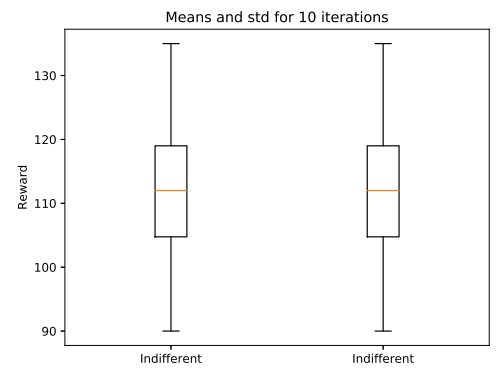
(c) GrimTrigger vs TitForTat



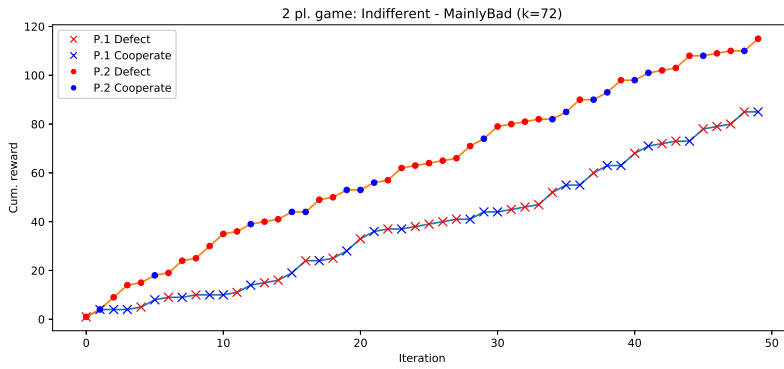
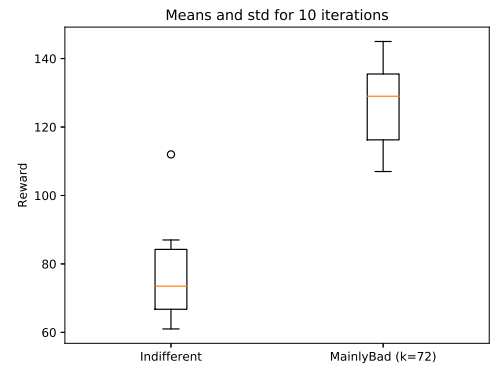
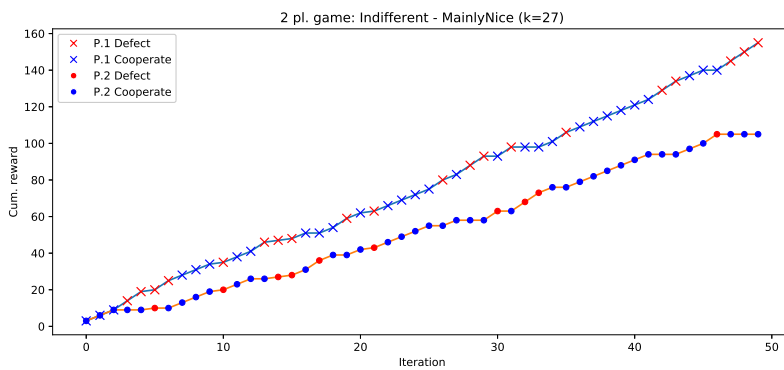
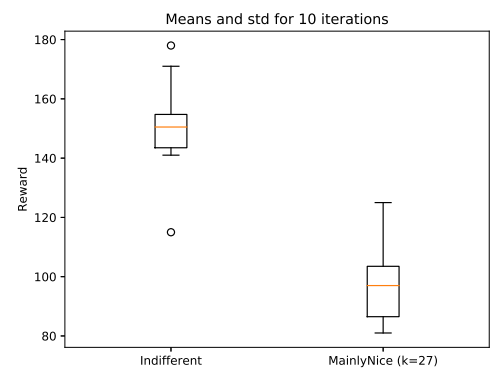
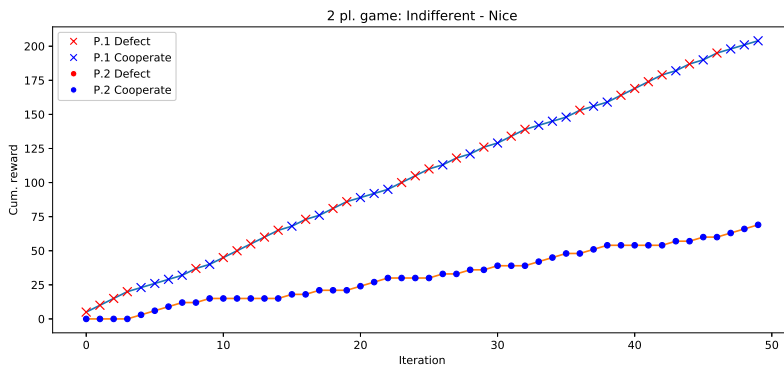
(d) GrimTrigger vs TitForTat

(e) MainlyNice ($k = 27$) vs TitForTat(f) MainlyNice ($k = 27$) vs TitForTat

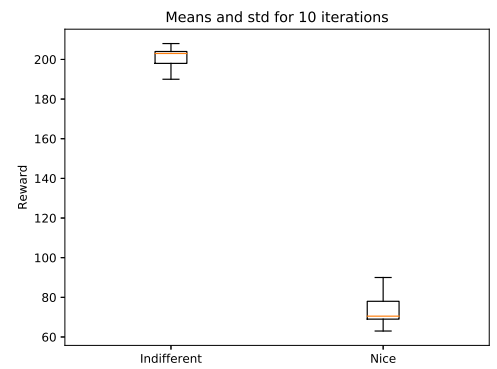
(g) Indifferent vs Indifferent



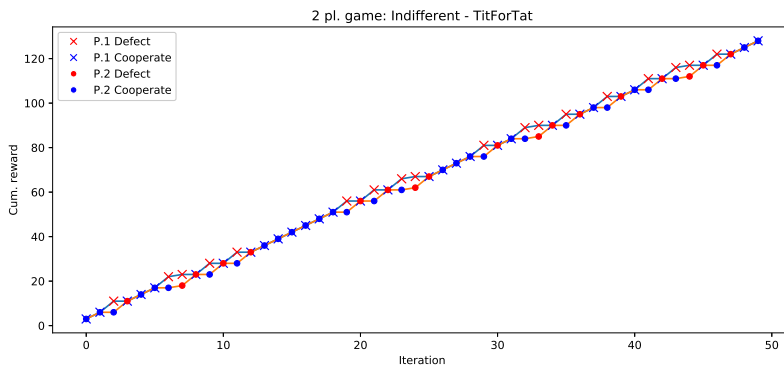
(h) Indifferent vs Indifferent

(a) Indifferent vs MainlyBad ($k = 72$)(b) Indifferent vs MainlyBad ($k = 72$)(c) Indifferent vs MainlyNice ($k = 27$)(d) Indifferent vs MainlyNice ($k = 27$)

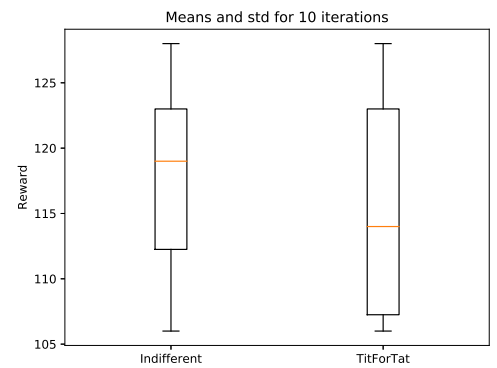
(e) Indifferent vs Nice



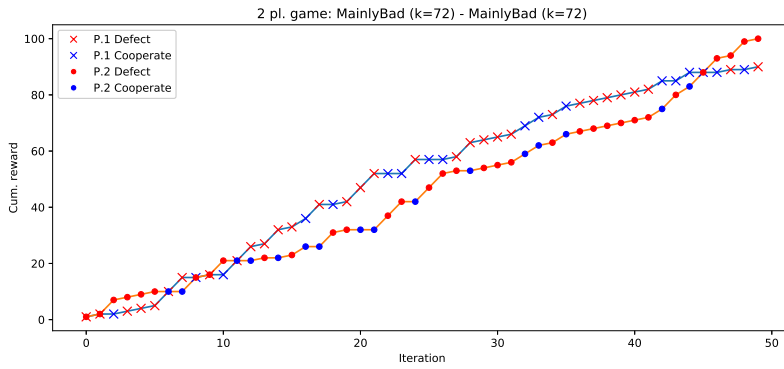
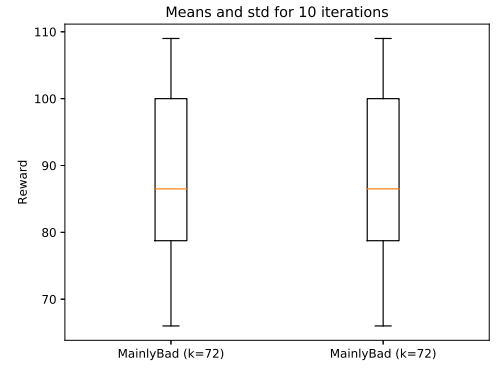
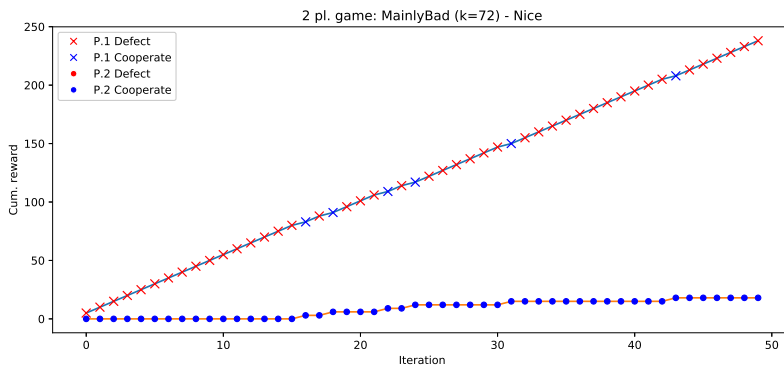
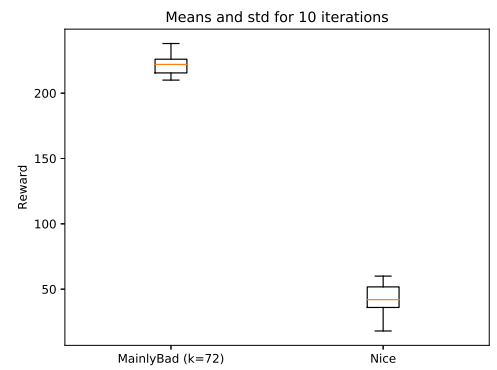
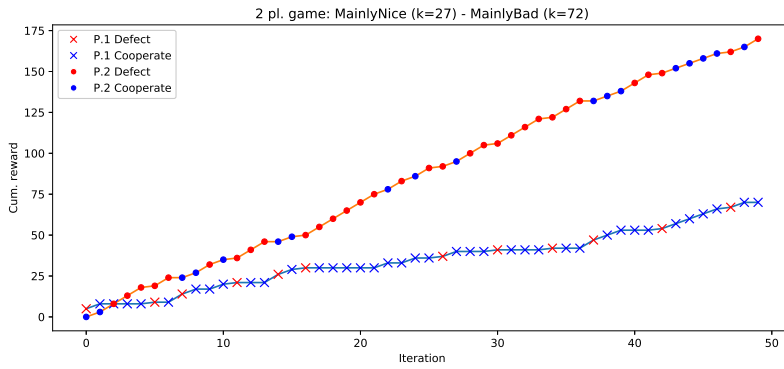
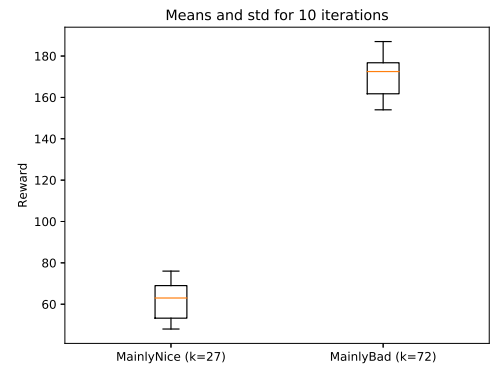
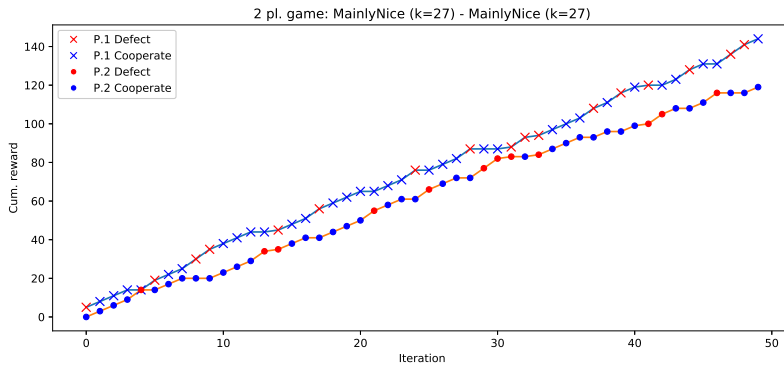
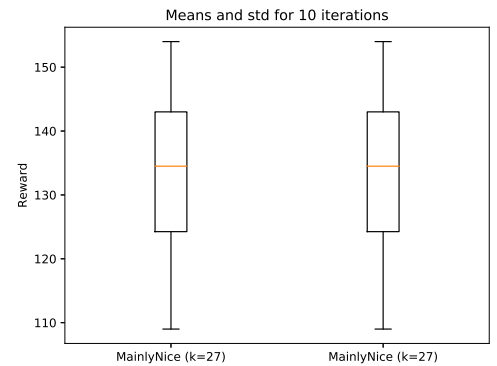
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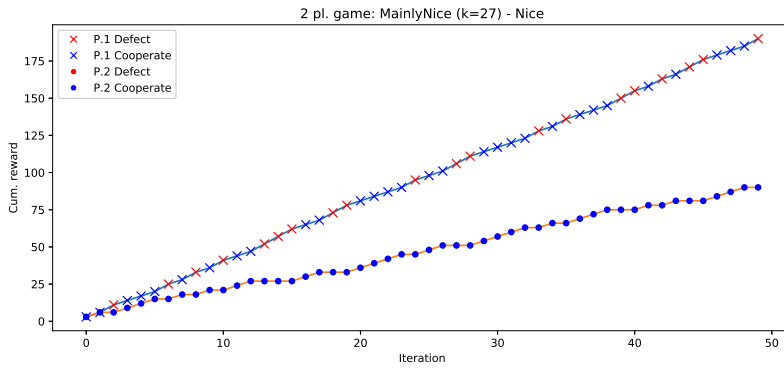
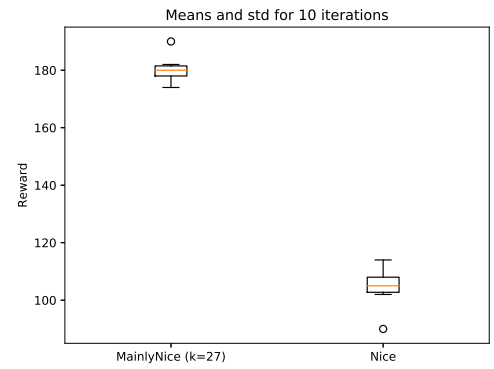
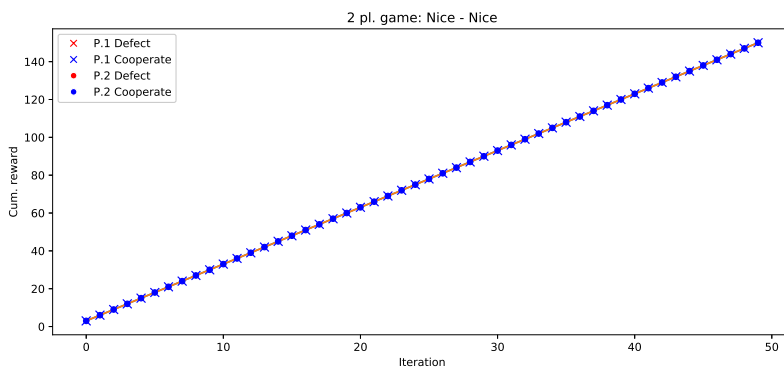


(g) Indifferent vs TitForTat

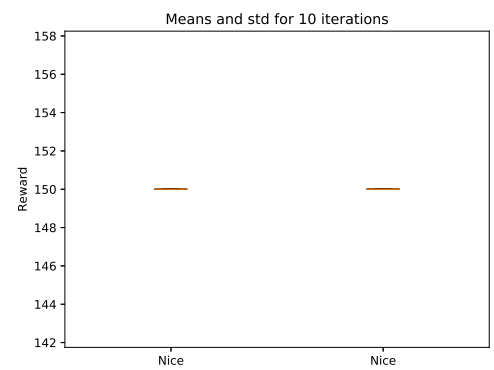


(h) Indifferent vs TitForTat

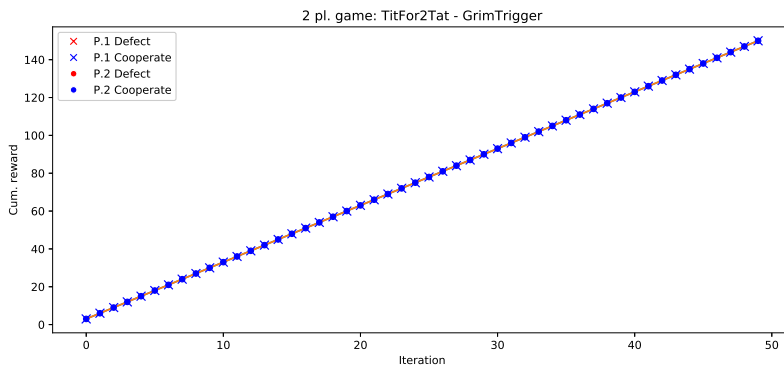
(a) MainlyBad ($k = 72$) vs MainlyBad ($k = 72$)(b) MainlyBad ($k = 72$) vs MainlyBad ($k = 72$)(c) MainlyBad ($k = 72$) vs Nice(d) MainlyBad ($k = 72$) vs Nice(e) MainlyNice ($k = 27$) vs MainlyBad ($k = 72$)(f) MainlyNice ($k = 27$) vs MainlyBad ($k = 72$)(g) MainlyNice ($k = 27$) vs MainlyNice ($k = 27$)(h) MainlyNice ($k = 27$) vs MainlyNice ($k = 27$)

(a) MainlyNice ($k = 27$ vs Nice(b) MainlyNice ($k = 27$ vs Nice

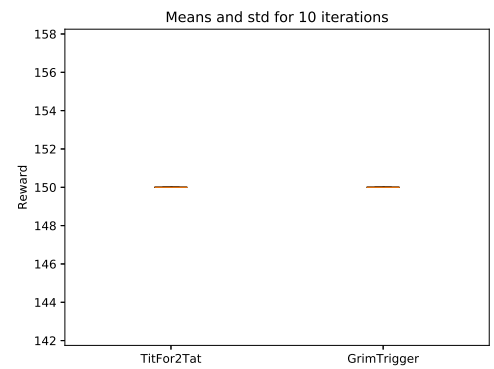
(c) Nice vs Nice



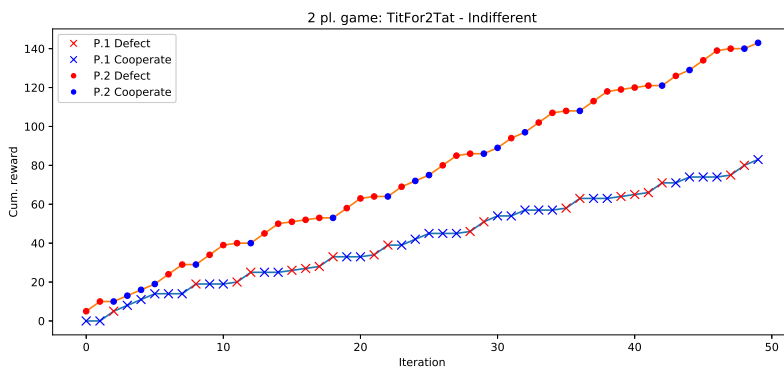
(d) Nice vs Nice



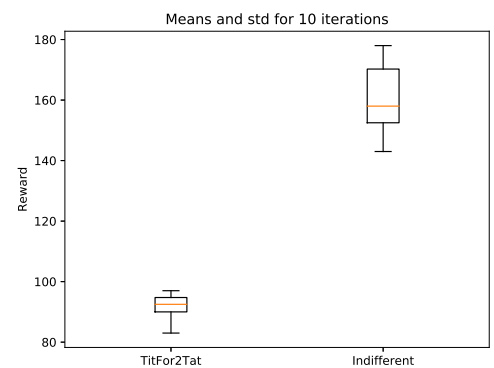
(e) TitFor2Tat vs GrimTrigger



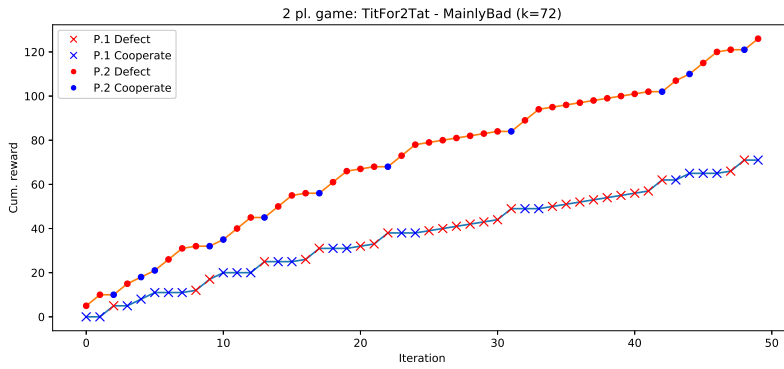
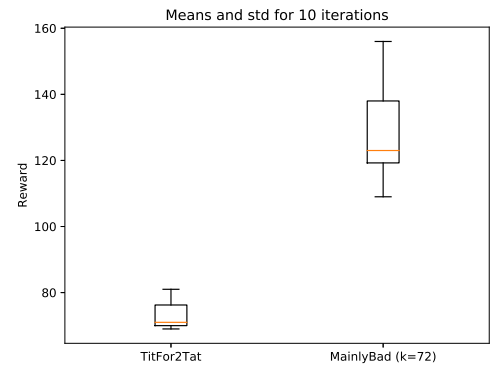
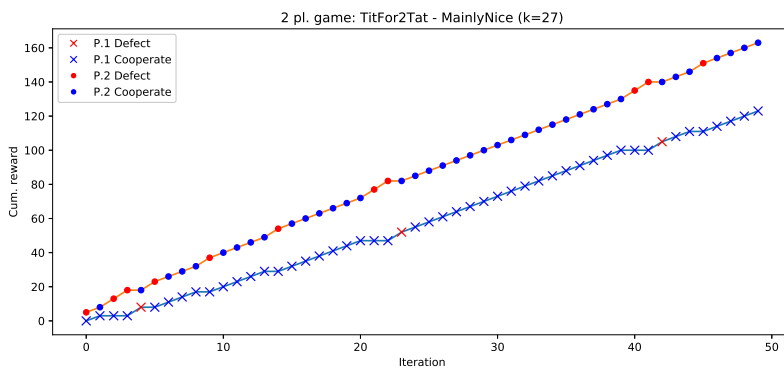
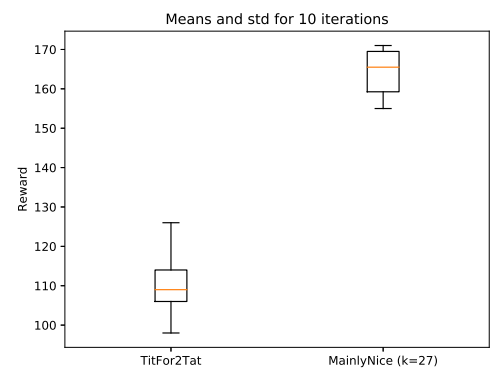
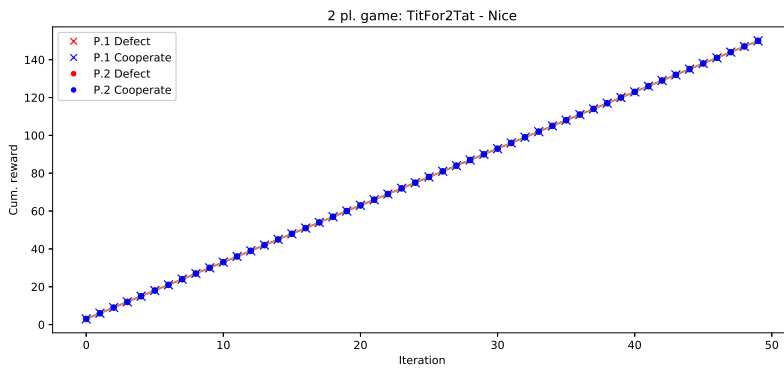
(f) TitFor2Tat vs GrimTrigger



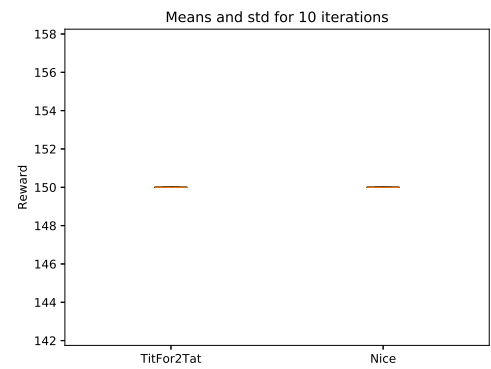
(g) TitFor2Tat vs Indifferent



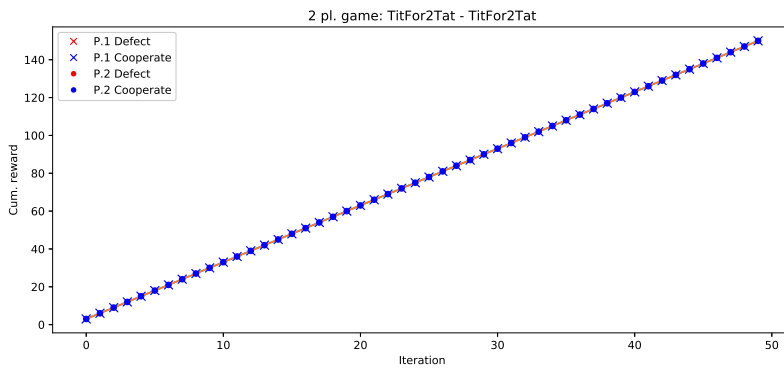
(h) TitFor2Tat vs Indifferent

(a) TitFor2Tat vs MainlyBad ($k = 72$)(b) TitFor2Tat vs MainlyBad ($k = 72$)(c) TitFor2Tat vs MainlyNice ($k = 27$)(d) TitFor2Tat vs MainlyNice ($k = 27$)

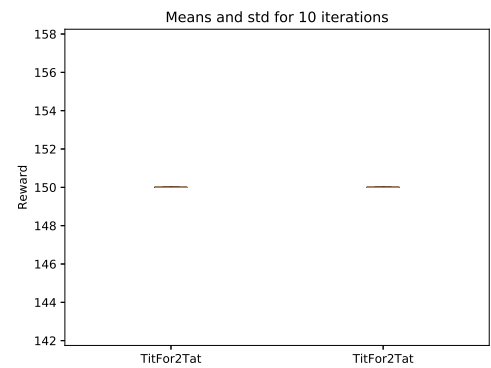
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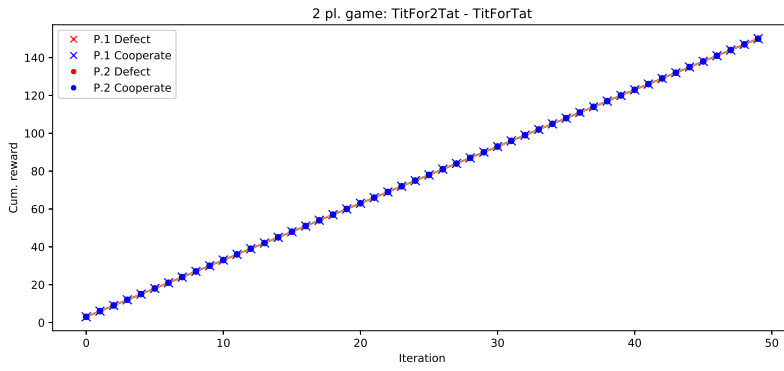
(f) TitFor2Tat vs Nice



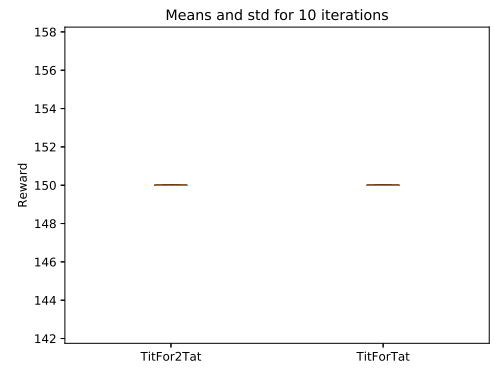
(g) TitFor2Tat vs TitFor2Tat



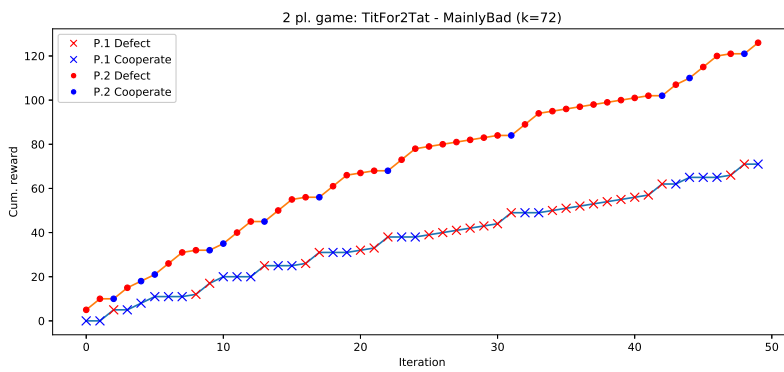
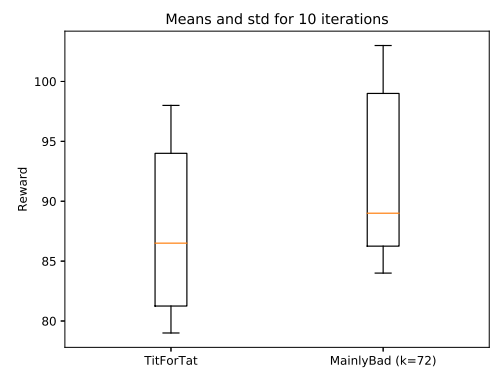
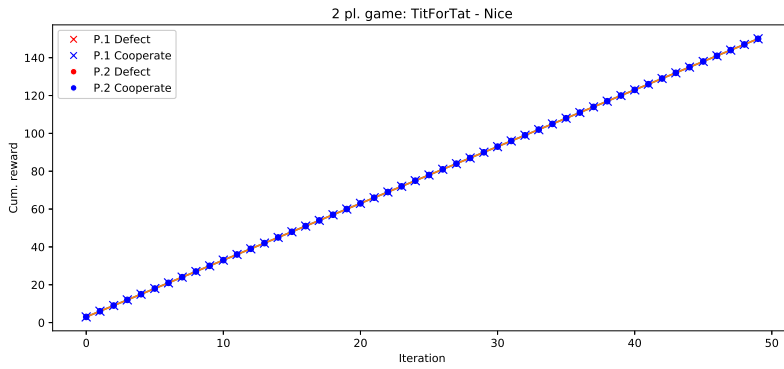
(h) TitFor2Tat vs TitFor2Tat



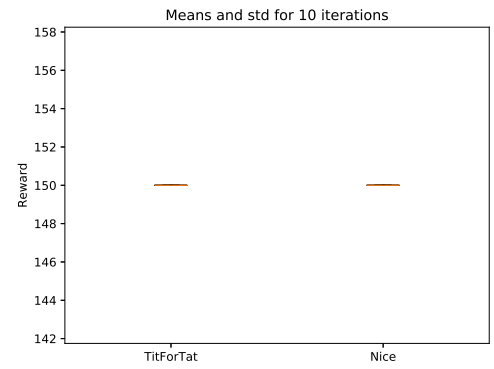
(a) TitFor2Tat vs TitForTat



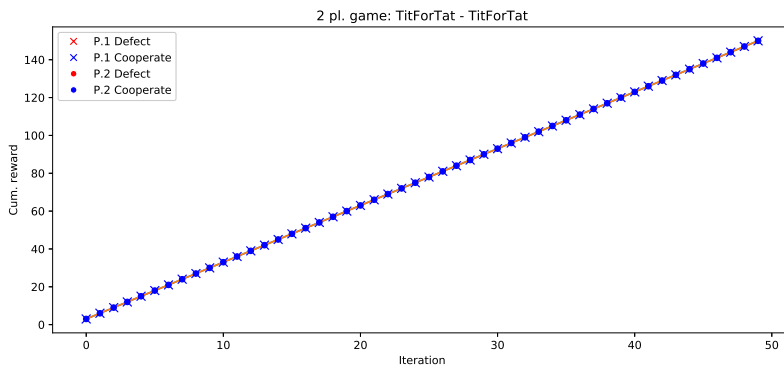
(b) TitFor2Tat vs TitForTat

(c) TitForTat vs MainlyBad ($k = 72$)(d) TitForTat vs MainlyBad ($k = 72$)

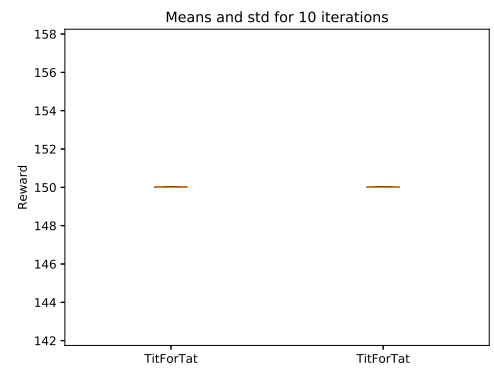
(e) TitForTat vs Nice



(f) TitForTat vs Nice



(g) TitForTat vs TitForTat



(h) TitForTat vs TitForTat