The Evolution of Cooperation

Introduction Ch. 1

Pg. 6 "Individuals pursuing own interest., effects on system as whole".

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That's emergence in a complex system

Succesful (logical) cooperation requires indefinite time scale.

- Are there other systems that behave differently based on temporal effects?
- In general, how do systems differ when you change how far ~~back~~ back you "look", or how far forward you try and predict?

Chapter 2

- Prisoners dilemma is a starting point for many social, political, economic models.
- It's a non-zero sum setting
  - Interests can partially coincide, partially conflict
- Simple TFT beat complex modifications of TFT
- Do most systems have an "echo" state? ~~Is this modeled~~
  - Can they fall into it? Build in methods to break out?
  - Depends on complexity?

Chapter 3

Try modelling viability of TFT invasion in an AD environment.

- Various cluster sizes
- Slightly modified rules