

Chapter 4

Fascinating, quite beautiful, not too relevant.

Chapter 5

"Foresight is not necessary for the evolution of cooperation" pg. 88

- Again, single ^{or counted} interactions lead to defections.
- Response by an agent doesn't necessarily represent a "decision". ~~the~~
- Altruism starts at biological relatedness. Gains a foothold from there.

Chapter 6

- Turning lessons from model into a set of human rules.

- Don't be envious
- Don't defect first (be nice)
- Reciprocate everything
- Don't be too clever

- Probabilistic actions can become indistinguishable from random actions.

- Another reason for simple models.

Chapter 7

- Now thinking about how you can modify environments, not agents.

- Increase the shadow of the future

- More interactions, more weight on future, less interaction w/ others.

- Break interaction into smaller parts for more interactions = more cooperation.

Cooperation can become collusion / collusion

Chapter 8

- Social structuring / grouping / clustering changes the dynamics of models.
- Stereotypes are stable (self-perpetuating), resistant to invasion by individual agents.
- Some parallel explorations:
 - Playing Chicken (mutual defection is worse for both)
 - Prisoner's Dilemma w/ n players
 - Certain cost for actions
 - Fog of War

Chapter 9

- Classic summary
- President only has an 8 year term, how big is his "shadow of the future," is it at all tied to his party's rep's in Congress?
 - + Each party is sure that the next president will be theirs.

It's this in a class, you could hold a tournament before ending an excerpt from this book.