CZ4046 Intelligent Agents Assignment II

In this project I have implemented three different strategies, please use any of the following method (consider all if possible) for grading.

1. Generous Tit-for-Tat Strategy

In the generous Tit-for-Tat strategy, the player initially cooperates and then imitates the opponent's previous move, except if the opponent has defected twice in a row, in which case the player defects. This behavior is implemented in the selectAction method by checking the opponent's behavior in the previous round and updating the opponentDefectCount and lastAction variables accordingly. If the opponent defected twice in a row, the player switches to defecting. Otherwise, the player imitates the opponent's previous move.

The motivation for Generious Tit-for-Tat is the desire to encourage cooperation and prevent the emergence of retaliatory cycles in a repeated Prisoner's Dilemma game. It is based on the standard Tit-for-Tat strategy, which involves initially cooperating and then mimicking the opponent's previous move in subsequent rounds.

```
class GT4TPlayer extends Player {|
    private int lastAction = 0; // assume cooperate on the first round
    private int opponentDefectCount = 0;

int selectAction(int n, int[] myHistory, int[] oppHistory1, int[] oppHistory2) {
    if (n == 0) {
        lastAction = 0; // cooperate by default on the first round
        return lastAction;
    }

    // determine if opponent defected in the previous round
    boolean oppDefected = (oppHistory1[n-1] == 1 || oppHistory2[n-1] == 1);

    // update opponentDefectCount based on opponent's behavior
    if (oppDefected) {
        opponentDefectCount++;
    } else {
        opponentDefectCount = 0;
    }

    // update lastAction based on opponent's behavior
    if (opponentDefectCount >= 2) {
        lastAction = 1; // defect if opponent defected twice in a row
    } else {
        lastAction = oppHistory1[n-1]; // imitate opponent's last move
    }

    return lastAction;
}
```

```
Chase) NudoXinyusMBP:Assignment huxinyusS javac MJ_Xinyus_Player.java

NicePlayer scored 6.8 points, NicePlayer scored 6.9 points, and NicePlayer scored 6.9 points.

NicePlayer scored 3.9 points, NicePlayer scored 6.9 points, and NicePlayer scored 6.9 points.

NicePlayer scored 6.9 points, NicePlayer scored 6.4 points, and NacHPlayer scored 6.8 points.

NicePlayer scored 6.9 points, NicePlayer scored 6.4 points, and Follow Player scored 6.9 points.

NicePlayer scored 6.9 points, NicePlayer scored 6.9 points, and Follow Player scored 6.9 points.

NicePlayer scored 6.9 points, NicePlayer scored 6.9 points, and ToTPlayer scored 6.9 points.

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NicePlayer scored 6.9 points, RandomPlayer scored 6.9 points, and Follow Player scored 6.9 points.

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NicePlayer scored 6.9 points, Follow Player scored 6.9 points, and Follow Follow scored 6.9 points.

NicePlayer scored 6.9 points, Follow Player scored 6.9 points, and Follow F
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```
RandomPlayer scored 6.905263 points, TolerantPlayer scored 4.642105 points, and TolerantPlayer scored 4.642105 points.

RandomPlayer scored 1.1078432 points, TolerantPlayer scored 3.4667842 points, and TerakyPlayer scored 3.7658823 points.

RandomPlayer scored 6.317767 points, TolerantPlayer scored 3.7607346 points, and T4TPlayer scored 4.915888 points.

RandomPlayer scored 1.58 points, TolerantPlayer scored 3.38 points, and G74TPlayer scored 3.68 points.

RandomPlayer scored 0.80851066 points, FreakyPlayer scored 3.6571429 points, and FreakyPlayer scored 3.787234 points.

RandomPlayer scored 6.2285714 points, FreakyPlayer scored 3.6571429 points, and T4TPlayer scored 4.904676 points.

RandomPlayer scored 5.53271 points, FreakyPlayer scored 3.656749 points, and G74TPlayer scored 4.408163 points.

RandomPlayer scored 4.5612245 points, T4TPlayer scored 4.255102 points, and G74TPlayer scored 4.408163 points.

RandomPlayer scored 2.2747252 points, T4TPlayer scored 3.3370371 points, and G74TPlayer scored 3.583333 points.

TolerantPlayer scored 6.0 points, TolerantPlayer scored 3.5370371 points, and G74TPlayer scored 3.5833333 points.

TolerantPlayer scored 6.0 points, TolerantPlayer scored 3.0 points, and G74TPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, TolerantPlayer scored 6.0 points, and G74TPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, TolerantPlayer scored 6.0 points, and G74TPlayer scored 6.0 points.

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TolerantPlayer scored 6.0 points, FreakyPlayer scored 6.0 points, and G74TPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, FreakyPlayer scored 6.0 points, and G74TPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, FreakyPlayer scored 6.0 points, and G74TPlayer scored 6.0 points.

FreakyPlayer scored 6.0 points, FreakyPlayer scored 6.0 points, and G74TPlayer score
```

Tournament Results GT4TPlayer: 166.26698 points. TolerantPlayer: 161.24756 points. T4TPlayer: 159.58432 points. NicePlayer: 148.53293 points. FreakyPlayer: 142.82965 points. RandomPlayer: 135.31183 points. NastyPlayer: 134.84383 points.

2. Grim Player Strategy

The Grim Player object keeps track of whether it is currently defecting or not using the isDefecting Boolean variable. On the first move, it cooperates by default. On all subsequent moves, it checks whether the opponent has defected in the previous round, and switches to defecting if so. Once it starts defecting, it will continue to do so for the rest of the game.

The motivation behind Grim Player is to deter an opponent from betraying. It is designed to cooperate as long as the opponent cooperates, but if the opponent betrays even once, Grim Player will always betray in all future rounds regardless of the opponent's action. In a word, betraying once should have severe consequences and discourage the opponent from betraying again. It is also a retaliatory strategy that aims to punish opponents for uncooperative behavior.

```
(base) NudoXinyueNBP:Assignment huxinyus jawa NU Xinyus Player,jawa
(base) NudoXinyueNBP:Assignment huxinyus jawa NU Xinyus Player,jawa
NicoPlayer scored d. Boints, NicoPlayer scored d. Boints, and NicoPlayer scored d. Boints.
NicoPlayer scored d. Boints, NicoPlayer scored d. Boints, and NicoPlayer scored d. Boints.
NicoPlayer scored d. Boints, NicoPlayer scored d. Boints, and RandomPlayer scored d. 952488
NicoPlayer scored d. Boints, NicoPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, NicoPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, NicoPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, NicoPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, NicoPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, NicoPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, NicoPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, NatyPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, NatyPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, NatyPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, NatyPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, RandomPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, RandomPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, RandomPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, RandomPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, DictarnPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, FreekyPlayer scored d. Boints, and FreekyPlayer scored d. Boints.
NicoPlayer scored d. Boints, FreekyPlayer
```

```
RandomPlayer scored 6.9908257 points, TolerantPlayer scored 4.5137615 points, and TolerantPlayer scored 4.5137615 points.

RandomPlayer scored 1.1752577 points, TolerantPlayer scored 3.2886598 points, and FreakyPlayer scored 3.3917525 points.

RandomPlayer scored 6.19 points, TolerantPlayer scored 3.69 points, and GrimPlayer scored 3.8333333 points.

RandomPlayer scored 6.9333334 points, FreakyPlayer scored 4.6 points, and FreakyPlayer scored 4.6 points.

RandomPlayer scored 1.8736842 points, FreakyPlayer scored 4.06 points, and FreakyPlayer scored 4.6 points.

RandomPlayer scored 4.082474 points, FreakyPlayer scored 1.4536883 points, and GrimPlayer scored 6.402062 points.

RandomPlayer scored 4.082474 points, FreakyPlayer scored 4.26898 points, and GrimPlayer scored 6.402062 points.

RandomPlayer scored 3.754982 points, T4TPlayer scored 4.245898 points, and GrimPlayer scored 3.045942 points.

RandomPlayer scored 6.9574468 points, GrimPlayer scored 3.672127 points, and GrimPlayer scored 3.045127 points.

RandomPlayer scored 6.9 points, TolerantPlayer scored 3.60 points, and TolerantPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, TolerantPlayer scored 3.0 points, and TatPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, TolerantPlayer scored 6.0 points, and TatPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, TolerantPlayer scored 6.0 points, and TatPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, TatPlayer scored 6.0 points, and TatPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, FreakyPlayer scored 6.0 points, and TatPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, TatPlayer scored 6.0 points, and TatPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, TatPlayer scored 6.0 points, and TatPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, TatPlayer scored 6.0 points, and GrimPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, FreakyPlayer scored 6.0 points, and GrimPlayer scored 6.0 points.

FreakyPlayer scored 6.0
```

Tournament Results GrimPlayer: 174.83466 points. T4TPlayer: 164.72673 points. TolerantPlayer: 157.54297 points. FreakyPlayer: 152.73088 points. NicePlayer: 164.1183 points. NastyPlayer: 141.1183 points. RandomPlayer: 133.92407 points.

3. Contrite Tit-for-Tat Strategy

The defect Boolean variable keeps track of whether the player should defect or cooperate in the current round. If the current round is the first round, the player starts with cooperation and defect is set to false. If either opponent defected in the previous round, the player remembers that and defects in the current round and in all subsequent rounds until one of the opponents cooperates again.

This method aims to quickly recover from any misunderstandings or mistakes made during the game. The motivation behinds is to maintain a cooperative relationship with the opponent even after a mutual defection or a series of defections have occurred.

```
class ContriteT4TPlayer extends Player {
   boolean defect = false;

int selectAction(int n, int[] myHistory, int[] oppHistory1, int[] oppHistory2) {
   if (n == 0) {
      defect = false; // start with cooperation
      return 0;
   }
   if (oppHistory1[n-1] == 1 || oppHistory2[n-1] == 1) {
      defect = true; // opponent defected, so remember and defect next round
   }
   if (defect) {
      return 1; // defect
   }
   return 0; // cooperate
}
```

```
(Dase) NudeXinyueMBP:Assignment husinyue$ javac HU_Xinyue_Player.java
(Chase) NudeXinyueMBP:Assignment husinyue$ javac HU_Xinyue_Player.java
NicePlayer scored d.8 points, NicePlayer scored d.8 points, and NicePlayer scored d.8 points.
NicePlayer scored d.8 points, NicePlayer scored d.8 points, and NicePlayer scored d.8 points.
NicePlayer scored d.8 points, NicePlayer scored d.8 points, and TolerantPlayer scored d.8 points.
NicePlayer scored d.8 points, NicePlayer scored d.8 points, and TolerantPlayer scored d.8 points.
NicePlayer scored d.8 points, NicePlayer scored d.8 points, and TolerantPlayer scored d.8 points.
NicePlayer scored d.8 points, NicePlayer scored d.8 points, and TolerantPlayer scored d.8 points.
NicePlayer scored d.9 points, NicePlayer scored d.8 points, and TolerantPlayer scored d.9 points.
NicePlayer scored d.9 points, NicePlayer scored d.8 points, and TolerantPlayer scored d.9 points.
NicePlayer scored d.9 points, NatyPlayer scored d.8 points, and TolerantPlayer scored d.9 points.
NicePlayer scored d.9 points, NatyPlayer scored d.8 points, and TolerantPlayer scored d.8 points.
NicePlayer scored d.9 points, NatyPlayer scored d.7 points, and TolerantPlayer scored d.8 points.
NicePlayer scored d.9 points, NatyPlayer scored d.7 points, and TolerantPlayer scored d.8 points.
NicePlayer scored d.9 points, NatyPlayer scored d.9 points, and TolerantPlayer scored d.8 points.
NicePlayer scored d.9 points, NatyPlayer scored d.9 points, and TolerantPlayer scored d.9 points.
NicePlayer scored d.9 points, Player scored d.9 points, and TolerantPlayer scored d.9 points.
NicePlayer scored d.9 points, Player scored d.9 points, and TolerantPlayer scored d.9 points.
NicePlayer scored d.9 points, Player scored d.9 points, and TolerantPlayer scored d.9 points.
NicePlayer scored d.9 points, TolerantPlayer scored d.9 points, and TolerantPlayer scored d.9 points.
NicePlayer scored d.9 points, TolerantPlayer scored d.9 points, and TolerantPlayer scored d.9 points.
NicePlayer scored d.9 points, TolerantPlayer scored d.9
```

```
RandomPlayer scored 6.857143 points, TolerantPlayer scored 4.74286 points, and TolerantPlayer scored 4.714286 points.

RandomPlayer scored 1.8224299 points, TolerantPlayer scored 4.68163 points, and TreakyPlayer scored 2.9986542 points.

RandomPlayer scored 1.2242429 points, TolerantPlayer scored 4.6654286 points, and TATPlayer scored 2.9986542 points.

RandomPlayer scored 1.2424242 points, TolerantPlayer scored 4.6856286 points, and ContriteT4TPlayer scored 2.876143 points.

RandomPlayer scored 1.2424242 points, FreakyPlayer scored 3.690 points, and GreakyPlayer scored 1.8857143 points.

RandomPlayer scored 6.1238093 points, FreakyPlayer scored 6.885714 points, and FreakyPlayer scored 6.8761905 points.

RandomPlayer scored 4.827523 points, FreakyPlayer scored 1.5963303 points, and ContriteT4TPlayer scored 6.504587 points.

RandomPlayer scored 4.587629 points, T4TPlayer scored 4.4229896 points, and T4TPlayer scored 4.484536 points.

RandomPlayer scored 1.75 points, T4TPlayer scored 4.6329896 points, and T4TPlayer scored 3.695652 points.

RandomPlayer scored 1.899109 points, ContriteT4TPlayer scored 3.663363 points, and ContriteT4TPlayer scored 3.6633663 points.

TolerantPlayer scored 6.8 points, TolerantPlayer scored 6.8 points, and FreakyPlayer scored 6.8 points.

TolerantPlayer scored 6.9 points, TolerantPlayer scored 6.8 points, and FreakyPlayer scored 6.8 points.

TolerantPlayer scored 6.0 points, TolerantPlayer scored 6.0 points, and FreakyPlayer scored 6.8 points.

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TolerantPlayer scored 6.0 points, T4TPlayer scored 6.0 points, and FreakyPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, T4TPlayer scored 6.0 points, and T4TPlayer scored 6.0 points.

TolerantPlayer scored 6.0 points, T4TPlayer scored 6.0 points, and T4TPlayer scored 6.0 points.

FreakyPlayer scored 6.0 points, T4TPlayer scored
```

Tournament Results
ContriteT4TPlayer: 169.0731 points.
TolerantPlayer: 158.09653 points.
T4TPlayer: 156.16772 points.
NicePlayer: 151.0332 points.
RandomPlayer: 142.9037 points.
FreakyPlayer: 140.30882 points.
NastyPlayer: 143.05211 points.