Computational Game Theory –18/19

FACULDADE DE CIÊNCIAS E TECNOLOGIA
UNIVERSIDADE NOVA DE LISBOA

1st Tournaments

The 1st tournaments will take place on April 11th, during class.

The event will be composed of three tournaments, each of them playing the Prisoners' Dilemma (PD) in round robin (everyone plays everyone else), according to the following specifications.

Tournament	Game	Probability to Continue	Max iterations	Opponent
1	PD	P_1=1.0	I = 1000	Round Robin
2	PD	P_2<1.0 (given with challenge)	I = ∞	Round Robin
3	PD	P_3<1.0 (given with challenge)	I > 1 (given with challenge)	Round Robin

All matches will be played under average utilities.

You must base your implementation on the Java API provided, and fully automate your strategy i.e., after you initiate a game and select the strategy, your player must play autonomously without your intervention until the end of the game.

Participation is individual, although members of the same group can use code developed together. You can use different strategies between each of the three rounds, but you must use the same strategy in every match of a given round.

No later than 6pm of April 11th, each student must submit by email (jleite@fct.unl.pt) a short report describing and justifying, as rigorously as possible, the strategy used in each of the three rounds. The email should also contain a link to a copy of the implementation(s) used during the tournament.