Université libre de Bruxelles

INFO-F-409 - Learning Dynamics

Assignment Two

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Preliminary information

Each simulation was being executed 100 times. For the visualizations:

- ullet Red signifies the action cooperation
- ullet Blue signifies the action defection

Graphic displays one specific game, Graph shows information of all games

1 Part One - Spatial Prisoners Dilemma

1.1 Moore Neighborhood

1.1.1 4x4

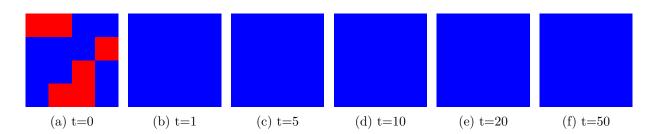
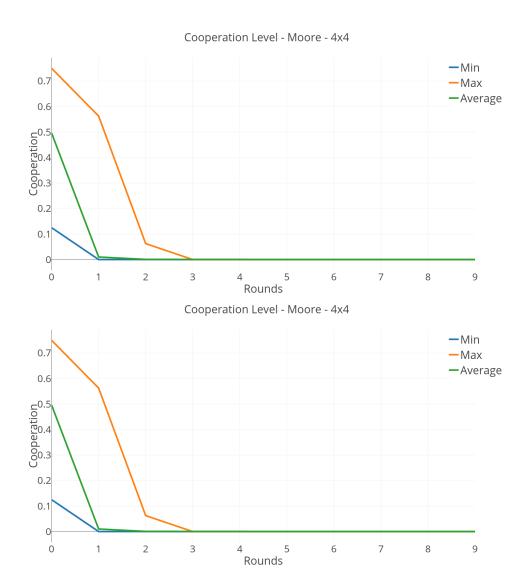


Figure 1: Prisoners Dilemma, Moore, 4x4



From simulating 100 runs we observe that all converge to *defecting*. It is however possible that it converges to a cooperative field, but it requires that we have a sub-matrix of 2x2 with only cooperators and all other players being defectors. This did obviously not happen during one of the simulations.

1.1.2 8x8

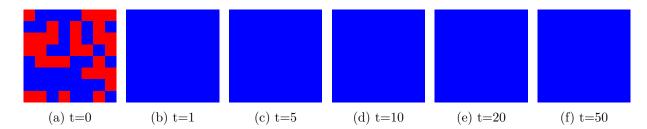
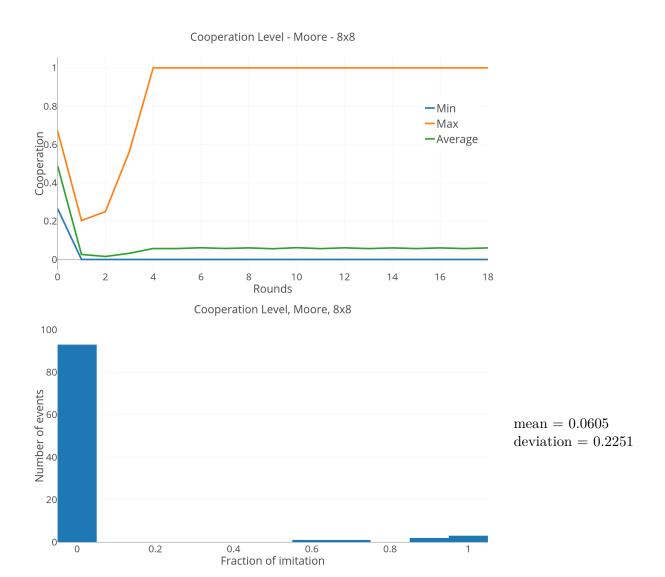


Figure 3: Prisoners Dilemma, Moore, 8x8



converge at 10, 20 rounds

From simulating 100 runs we observe that all converge to defecting. It is however possible that it converges to a cooperative field, but it requires that we have a sub-matrix of 2x2 with only cooperators and all other players being defectors. This did obviously not happen during one of the simulations.

3

1.1.3 12x12

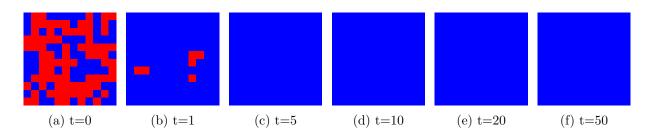
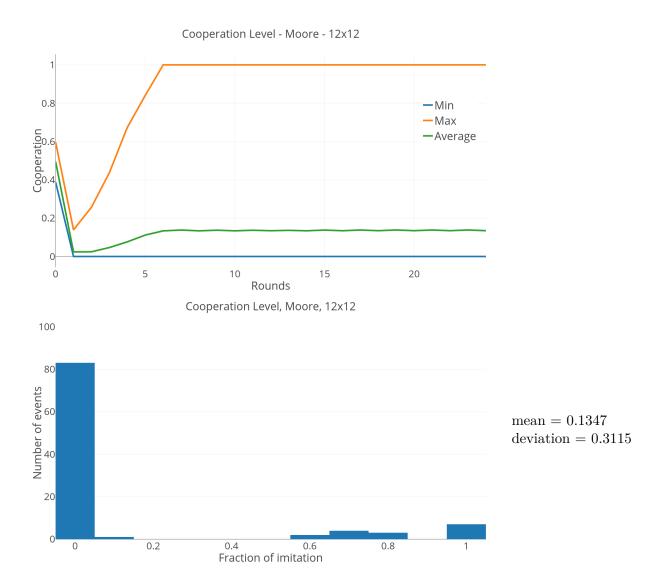


Figure 5: Prisoners Dilemma, Moore, 12x12



converge at 10, 25 rounds

From simulating 100 runs we observe that all converge to defecting. It is however possible that it converges to a cooperative field, but it requires that we have a sub-matrix of 2x2 with only cooperators and all other players being defectors. This did obviously not happen during one of the simulations.

1.1.4 20x20

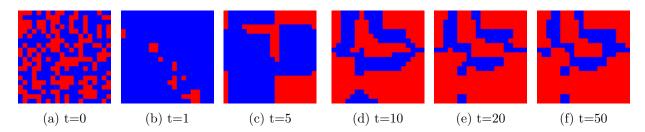
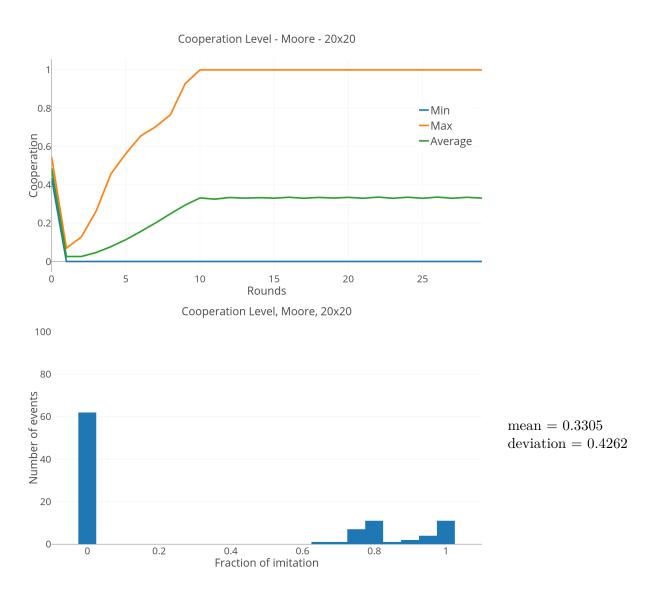


Figure 7: Prisoners Dilemma, Moore, 20x20



From simulating 100 runs we observe that all converge to *defecting*. It is however possible that it converges to a cooperative field, but it requires that we have a sub-matrix of 2x2 with only cooperators and all other players being defectors. This did obviously not happen during one of the simulations.

$1.1.5 \quad 50 \text{x} 50$

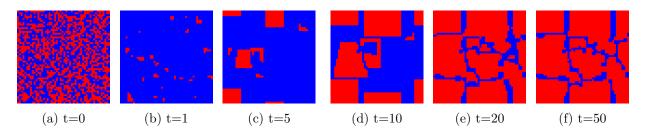


Figure 9: Prisoners Dilemma, Moore, 50x50





0.4 0.6 Fraction of imitation

0.2

0.8

2 Part Two

3 Part Three