

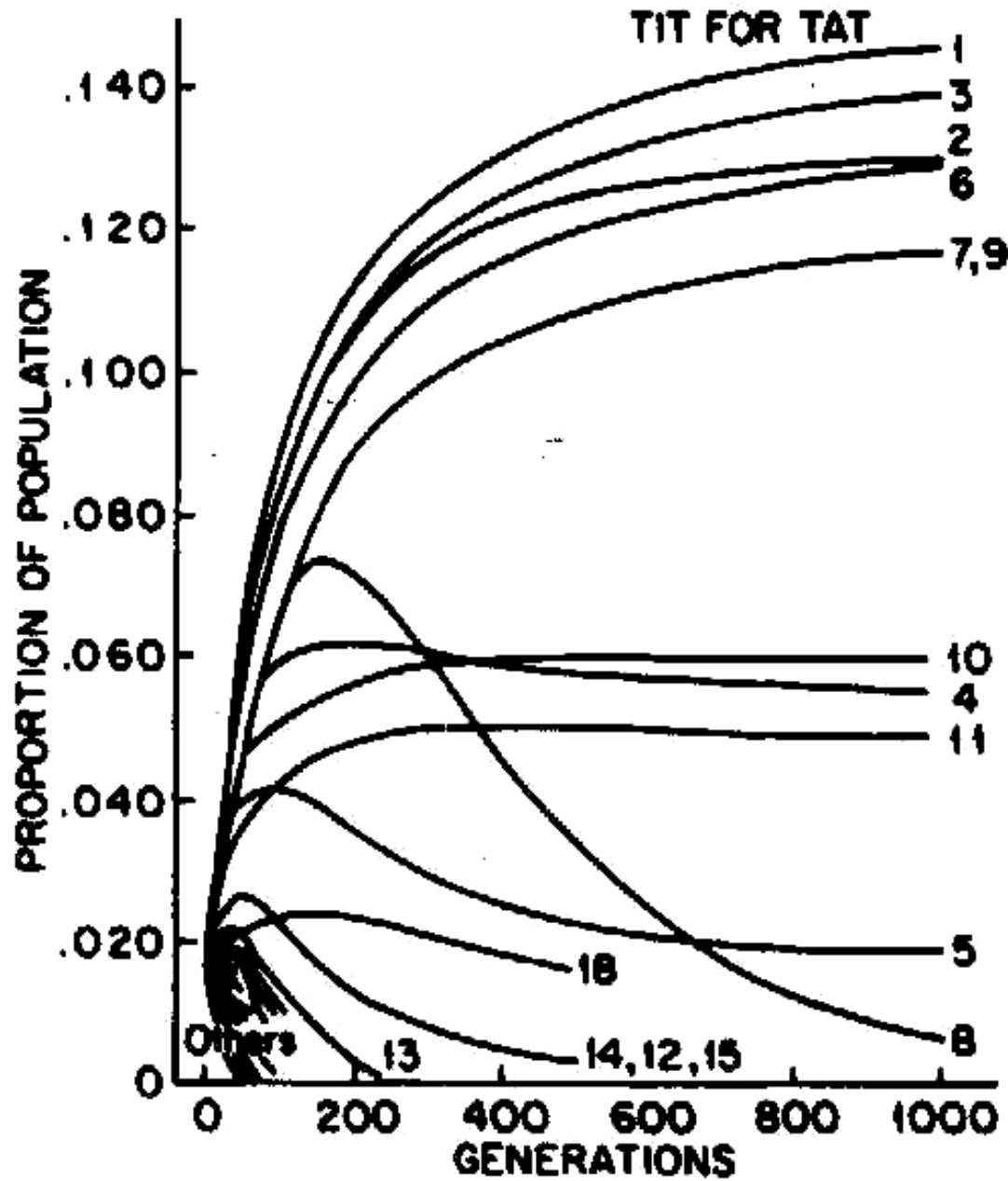
# The Prisoner's Dilemma

James

Bob

	Cooperate	Defect
Cooperate	$R=3, R=3$ Reward for mutual cooperation	$S=0, T=5$ Sucker's payoff and Temptation to defect
Defect	$T=5, S=0$ Temptation to defect and Sucker's payoff	$P=1, P=1$ Punishment for mutual defection

# Simulated Ecological Success of the Decision Rules



# Non-Zero Sumness

- o “Tit-for-Tat” is most simple and robust strategy
- o Other findings:
  - don’t be envious
  - don’t be first to defect
  - reciprocate
  - don’t be too clever