



Prisoner's dilemma experiment

Jelena Grujić

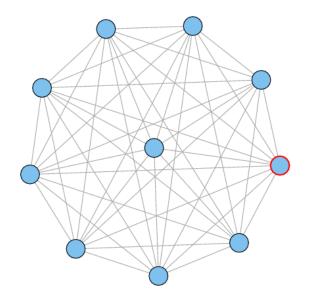
GISC Workshop, 19.2.2010.

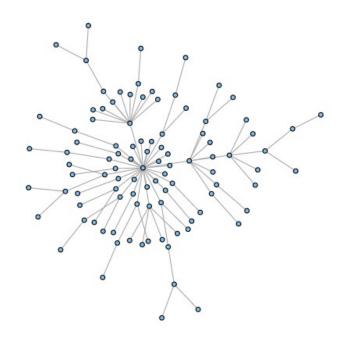
Prisoner's dilemma

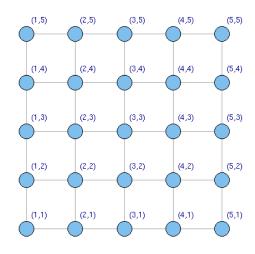
	С	D
С	R , R	S, T
D	T , S	P , P

- 2 players, 2 actions, 4 payoffs
- Cooperate or Defect
- $T > R > P \ge S \text{ or } T \ge R > P > S$
- Temptation to defect
- Reward for mutual cooperation
- Punishment for mutual defection
- Sucker's payoff
- Punishment for mutual defection
- For iterated: T + S < 2 R

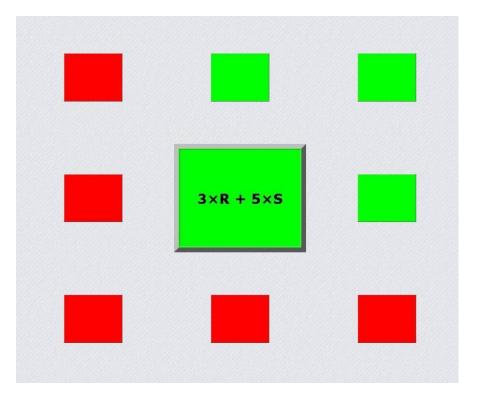
Spatial games

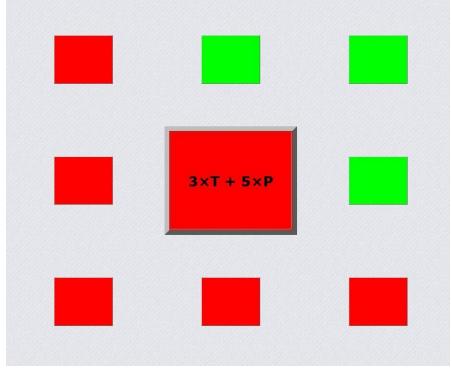






Spatial games





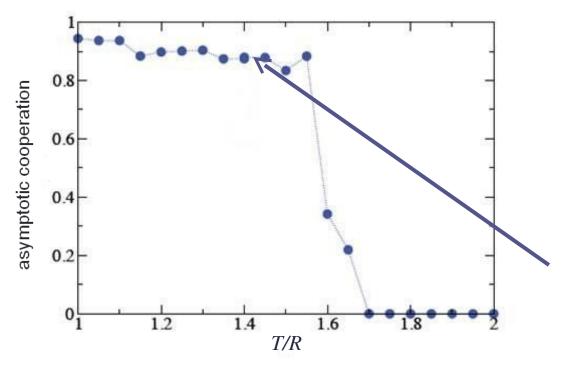




M.A. Nowak and R.M. May, Nature **359**, 826 (1992)







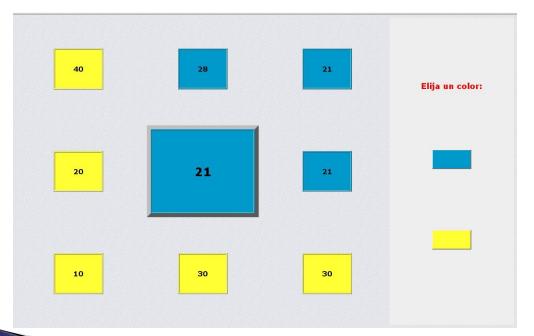
In our Experiment: T/R = 10/7 $\approx 1,42857143$

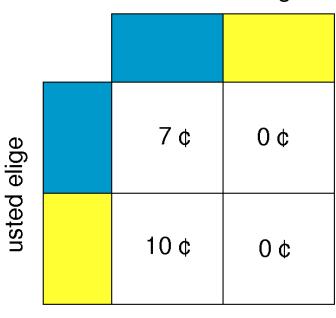
Unconditional imitation - coping the best neighbor

Spatial structure promotes cooperation!

Experiment

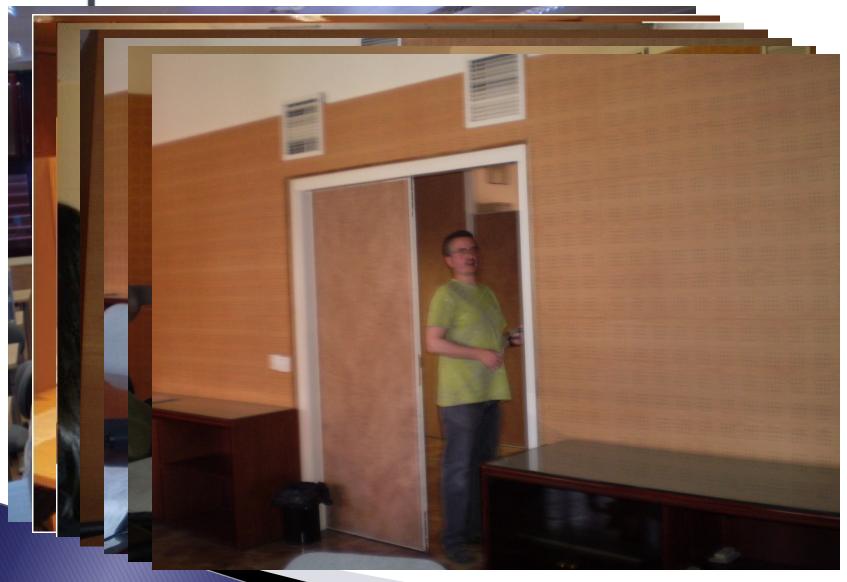
- Lattice 13x13, periodic boundary conditions
- Login → Tutorial → Experiment → Control → Experiment → Questionnaire
 su vecino elige



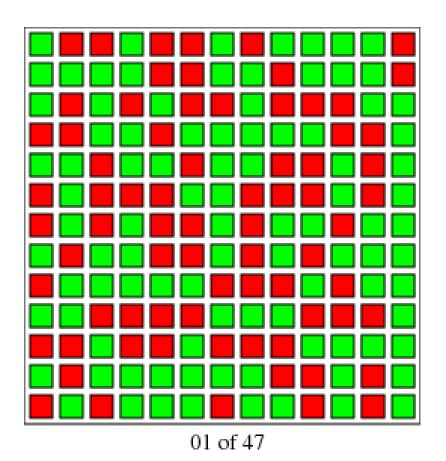


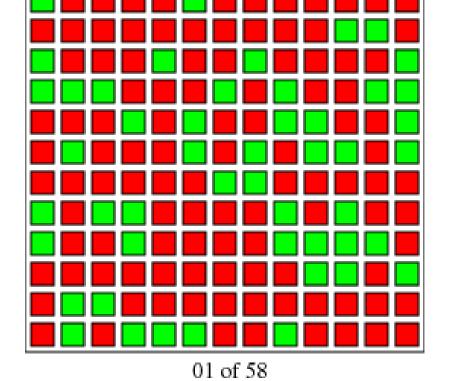
su ganancia

Experiment

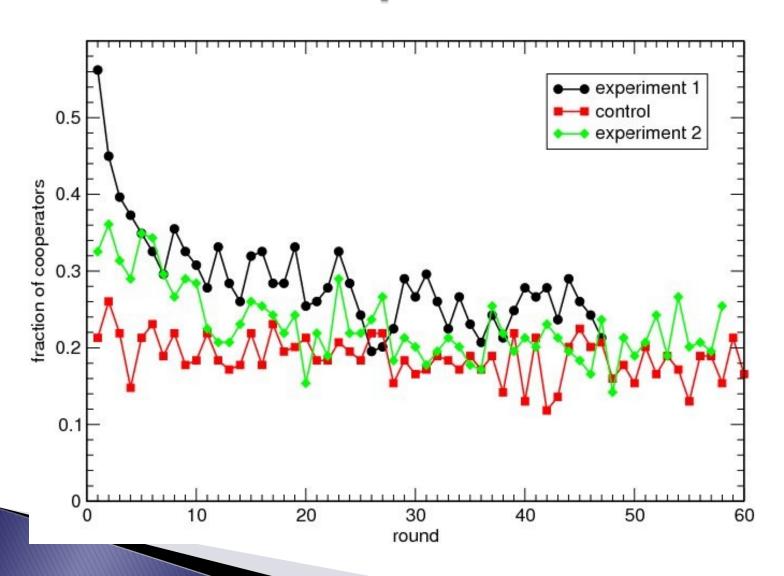


Movies

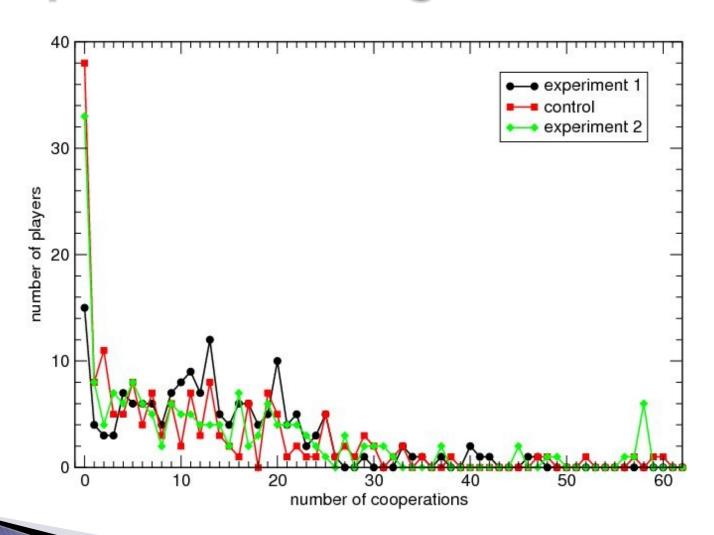




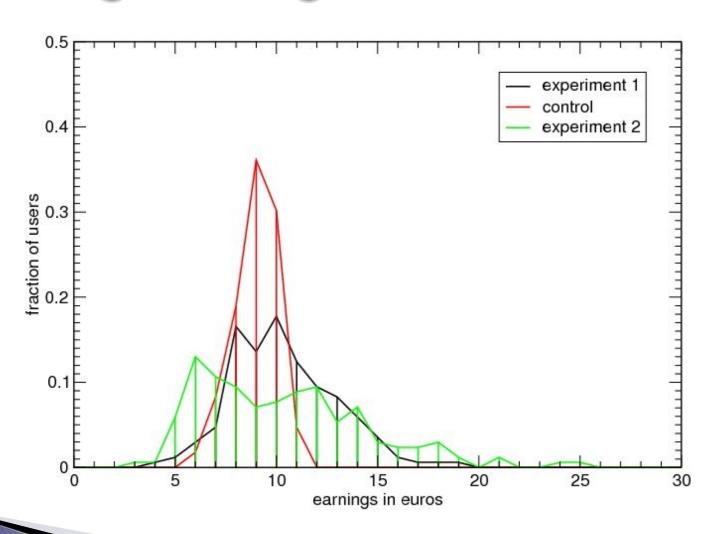
Percent of cooperation



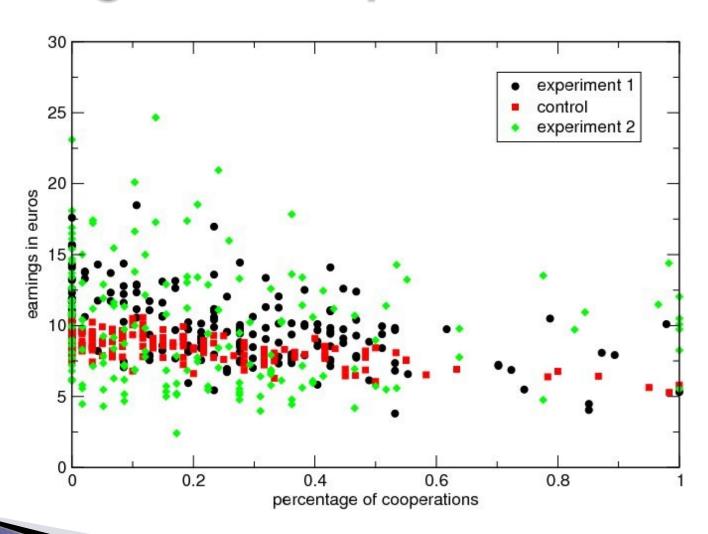
Cooperation histogram



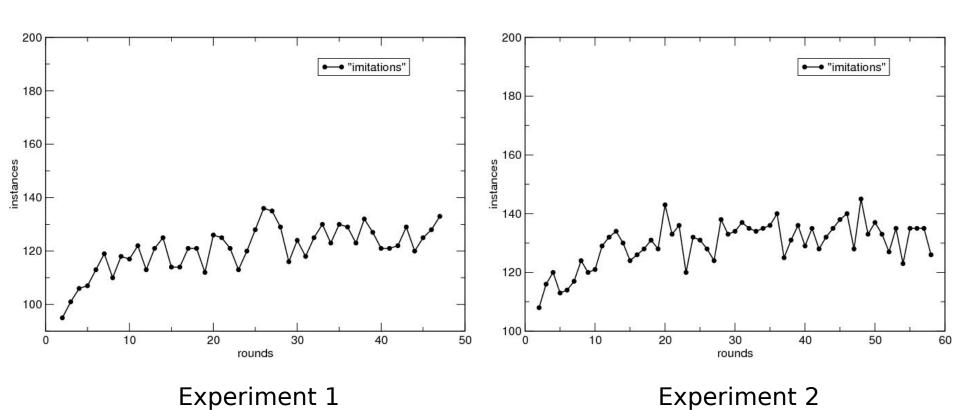
Earnings histogram



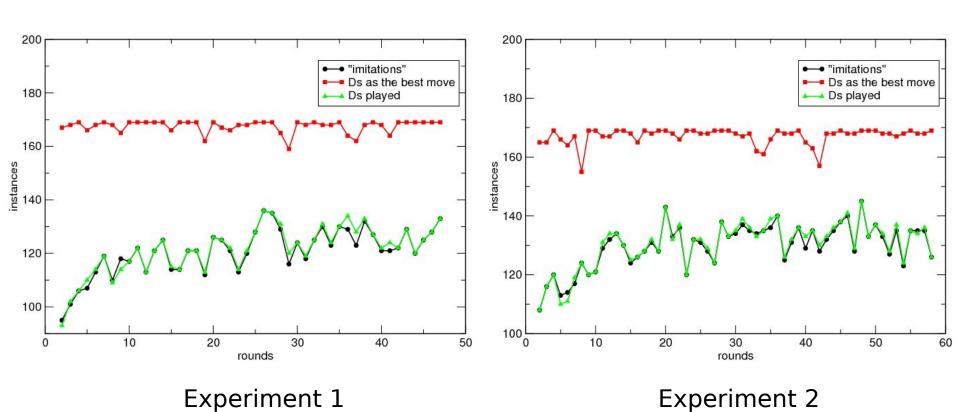
Earnings vs. Cooperation



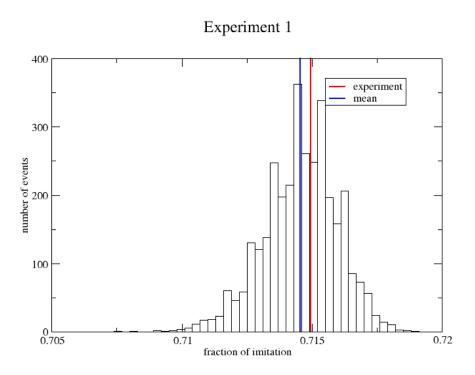
Unconditional imitation

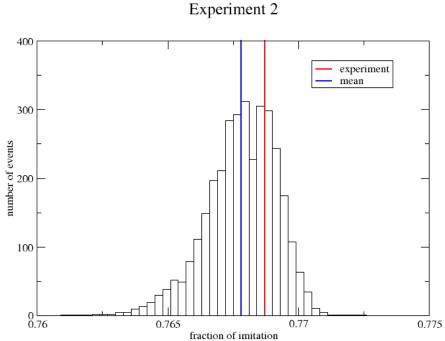


Unconditional imitation



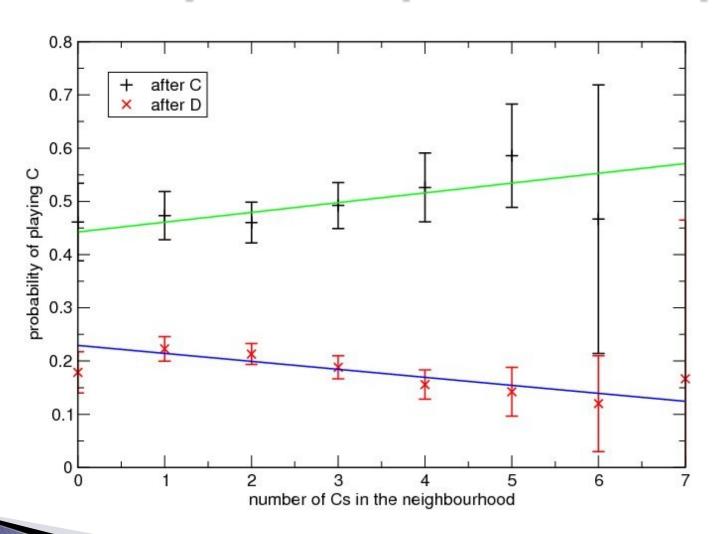
Unconditional imitation



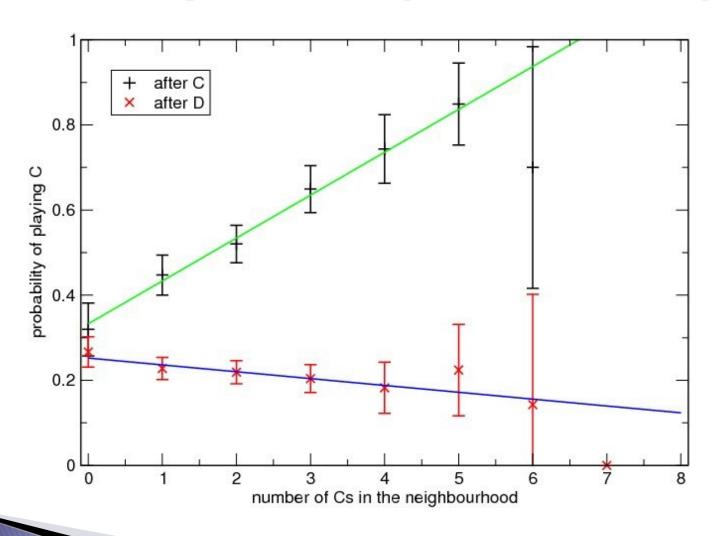


experimental = 0.7149random = 0.7145 ± 0.0014 p-test = 0.425 experimental = 0.7687random = 0.7678 ± 0.0013 p-test = 0.282

Probability of cooperation Exp1

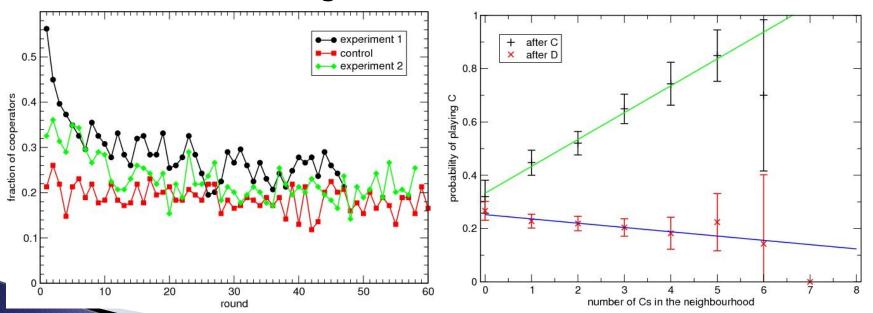


Probability of cooperation Exp2

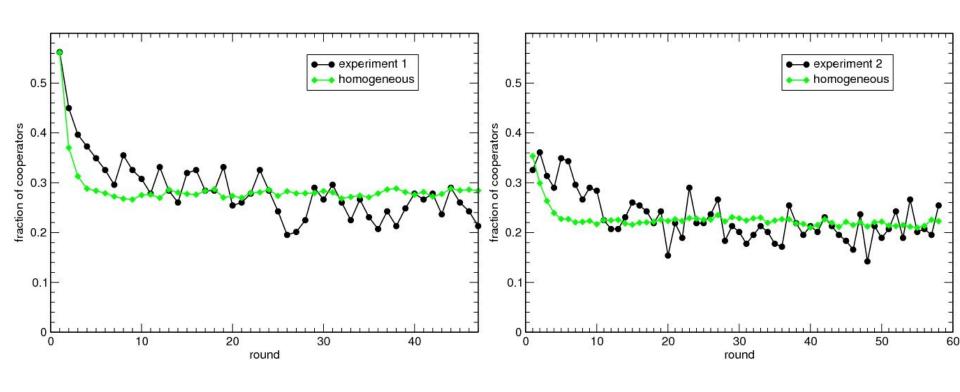


Homogeneous model

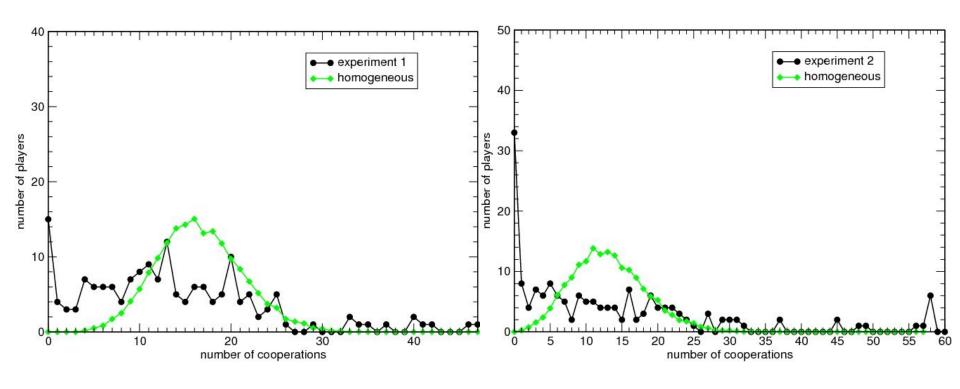
- First action: C with probability P like in Exp
- ► N-th action:
 - Player's action in N-1
 - Number of neighbors with C in N-1



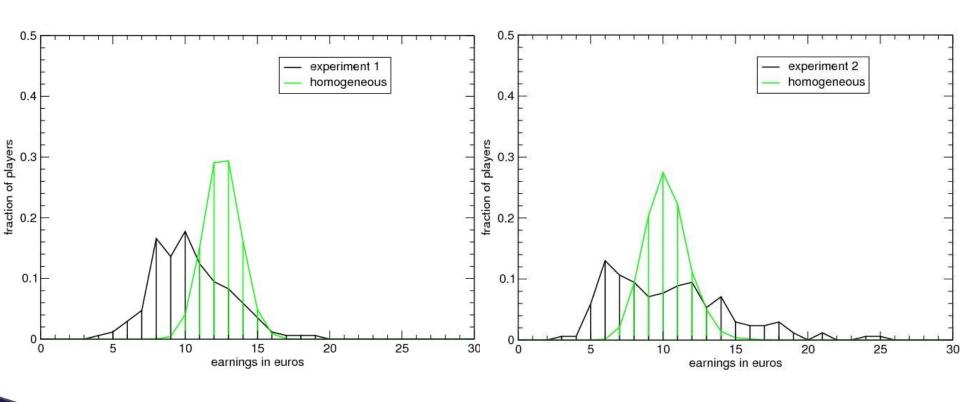
Homogeneous model – percentage of cooperation



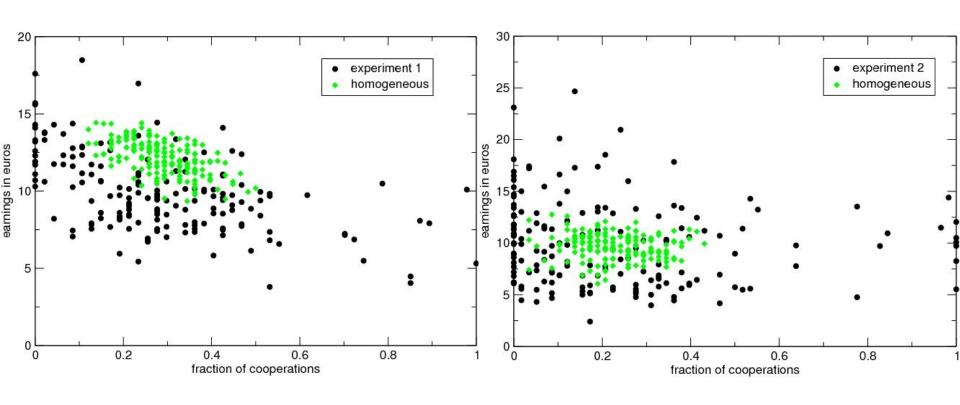
Homogeneous model – cooperation histogram



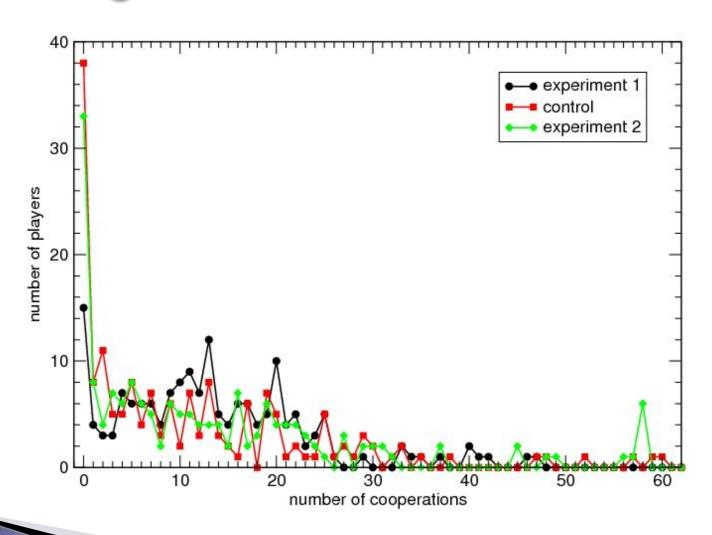
Homogeneous model – earnings histogram



Homogeneous model – earnings vs. cooperation



Looking for a new model



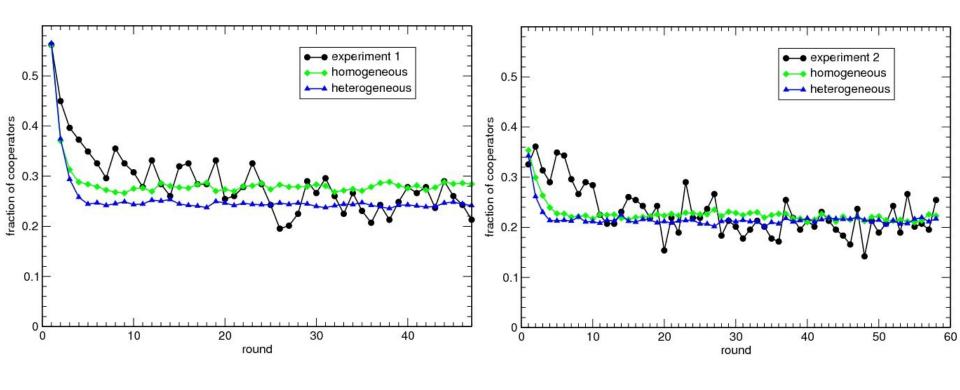
Looking for strategies

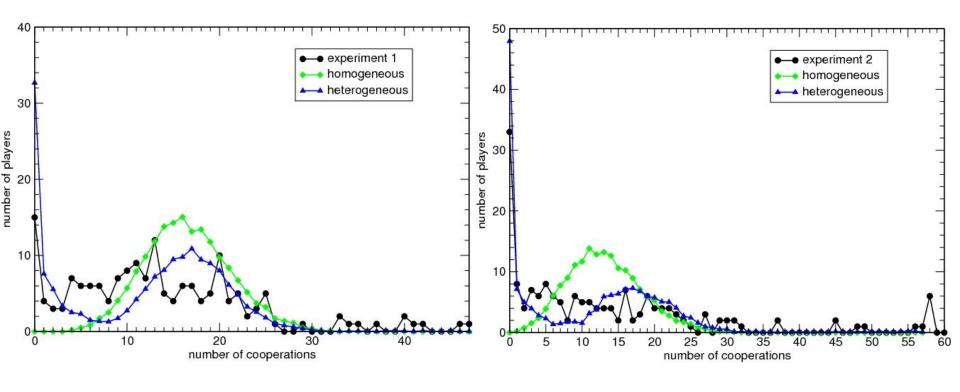
Type of player	Experiment 1	Control	Experiment 2
Pure defector	22	44	39
Mostly defector	38	40	37
Pure cooperator	2	1	6
Mostly cooperator	1	2	3
The Rest	106	82	84

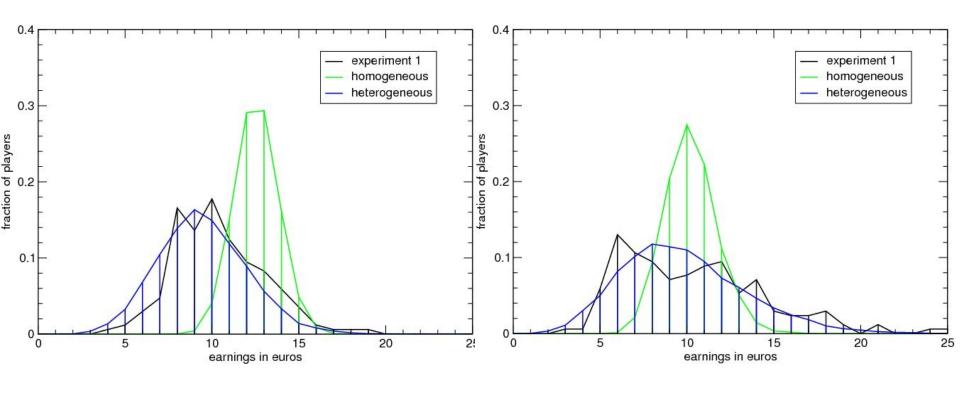
Heterogeneous model!

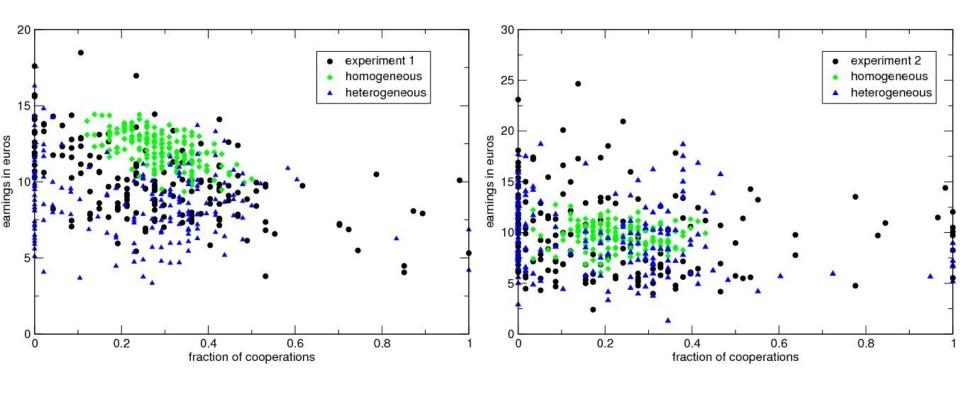
Heterogeneous model

- Pure defectors always defect
- Mostly defectors D with P > 2/3
- Pure cooperators always cooperate
- Mostly cooperators C with P > 2/3
- The rest like in homogeneous model

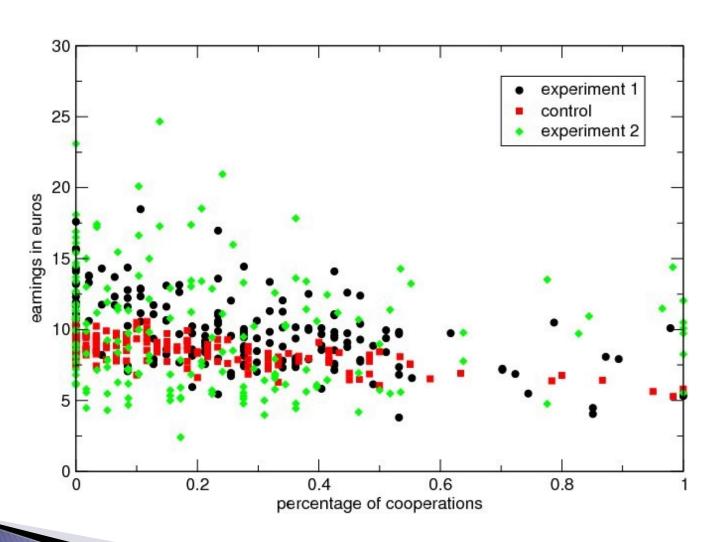




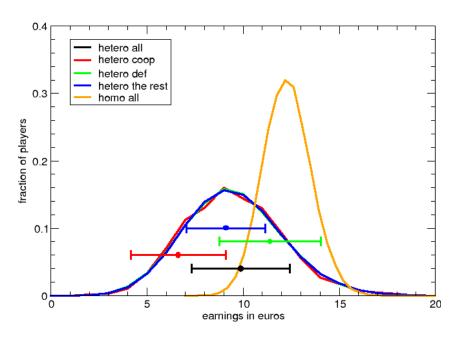


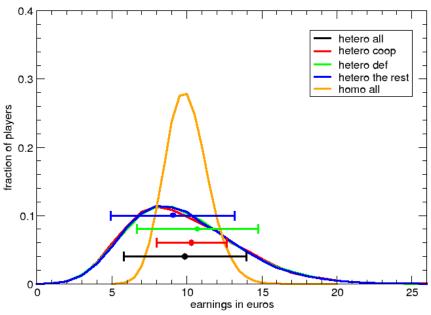


Why is that?

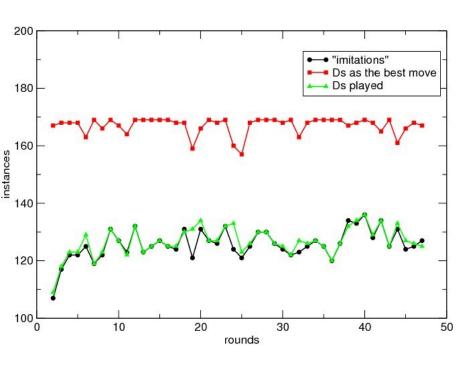


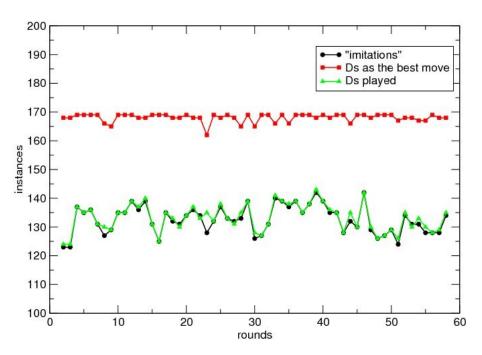
Earnings for different types of players





Unconditional imitation Exp 1 heterogeneous model

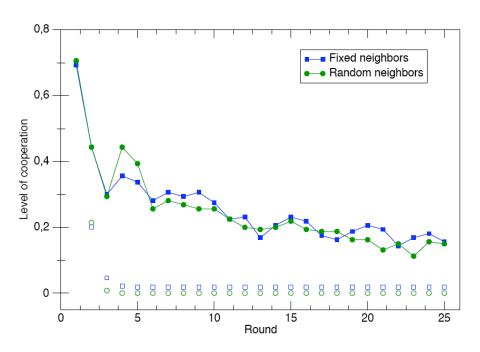




Experiment 1

Experiment 2

Other experiments



J. G., C. Fosco, L. Araújo, J. A. Cuesta and A.

0.5

experiment 1

A. Traulsen, D. Semmann, R. D. Sommerfeld, H.-J. Krambeck and M. Milinski, Humans Playing a Spatial Prisoner's Dilemma. (PNAS, January 2010)

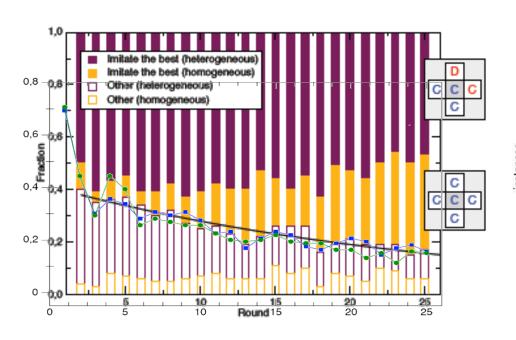
Sánchez, (In preparation)

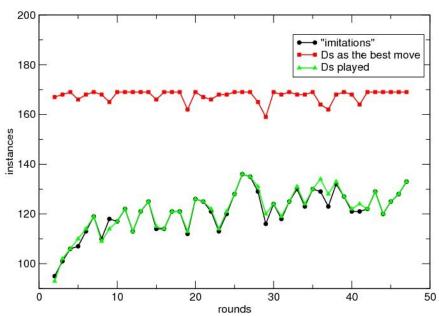
13x13 lattice, 8 neighbors, weak

Prisoner's Dilemma

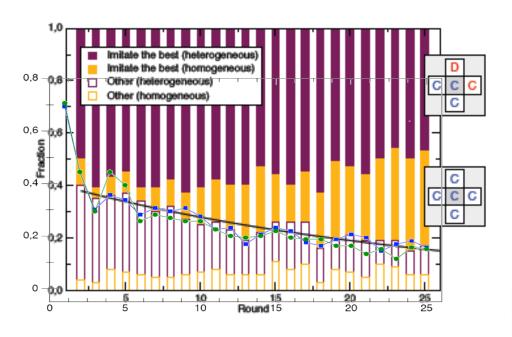
4x4 lattice, 4 neighbors, true Prisoner's Dilemma

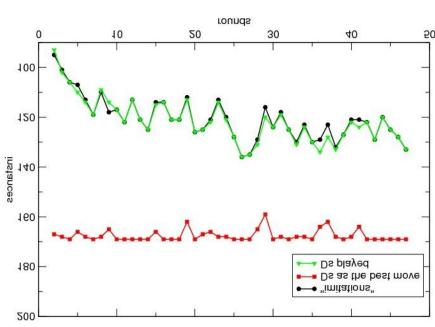
Is there imitation?





Is there imitation?





Conclusion

- Largest experiment until now
- Small but non-zero cooperation
- No unconditional imitation
- After C increasing probability of C
- After D decreasing probability if C
- Homogeneous model, not enough
- Heterogeneous model
- All strategies equivalent
- Actions, not payoffs

¡Gracias!

- For your attention
- Jose Cuesta and Anxo Sánchez
- Constanza Fosco, Lurdes Araújo
- Informatics department
- All of you who helped testing the program