NAVAL POSTGRADUATE SCHOOL

MONTEREY, CALIFORNIA

SUPPLEMENTAL TO THESIS
(3 of 3: AXELROD REPEATED)

TOURNAMENT-WINNING STRATEGY FOR ITERATED OPTIONAL PRISONER'S DILEMMA

by

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September 2020

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REPORT DOCUMENTATION PAGE	Form Approved OMB No. 0704-0188

Public reporting burden for this collection of information is estimated to average 1 hour per response, including the time for reviewing instruction, searching existing data sources, gathering and maintaining the data needed, and completing and reviewing the collection of information. Send comments regarding this burden estimate or any other aspect of this collection of information, including suggestions for reducing this burden, to Washington headquarters Services, Directorate for Information Operations and Reports, 1215 Jefferson Davis Highway, Suite 1204, Arlington, VA 22202-4302, and to the Office of Management and Budget, Paperwork Reduction Project (0704-0188) Washington, DC 20503.

1. AGENCY USE ONLY *(Leave blank)*	2. REPORT DATE September 2020	3. REPORT TYPE AND DATES COVERED Master's thesis

4. TITLE AND SUBTITLE TOURNAMENT-WINNING STRATEGY FOR ITERATED OPTIONAL PRISONER'S DILEMMA	5. FUNDING NUMBERS
6. AUTHOR(S) Ahmed A. Shamma	
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) Naval Postgraduate School Monterey, CA 93943-5000	8. PERFORMING ORGANIZATION REPORT NUMBER
9. SPONSORING / MONITORING AGENCY NAME(S) AND ADDRESS(ES) N/A	10. SPONSORING / MONITORING AGENCY REPORT NUMBER

11. SUPPLEMENTARY NOTES The views expressed in this thesis are those of the author and do not reflect the official policy or position of the Department of Defense or the U.S. Government.

12a. DISTRIBUTION / AVAILABILITY STATEMENT Approved for public release. Distribution is unlimited.	12b. DISTRIBUTION CODE A - Approved for public release.

13. ABSTRACT (maximum 200 words)

Iterated optional prisoner's dilemma (IOPD) is an adversarial game that can be used to model several real-world scenarios, from mutual grooming between primates to alliances between business firms. This study utilizes simulation techniques to determine winning strategies for IOPD tournaments in a variety of initial conditions. Machine learning techniques are used to iteratively improve upon the winning strategy, culminating in a single undefeated strategy. The outcome of this study is a single strategy that we claim is likely to win an IOPD tournament for most reasonable initial conditions.

14. SUBJECT TERMS game theory, iterated optional prisoner's dilemma, IOPD	15. NUMBER OF PAGES 59
	16. PRICE CODE

17. SECURITY CLASSIFICATION OF REPORT	18. SECURITY CLASSIFICATION OF THIS PAGE	19. SECURITY CLASSIFICATION OF ABSTRACT	20. LIMITATION OF ABSTRACT
Unclassified	Unclassified	Unclassified	UU

NSN 7540-01-280-5500

Standard Form 298 (Rev. 2-89)
Prescribed by ANSI Std. 239-18