

Name Siarhei Piashko (Сергей Пешко)

Chromosomes — 40

Genes — 64

Epoch — 50;

Mutation — 0.01;

Onepoint crossover;

Tournament selection;

### **One of the games from initial population:**

D (defect) — 0

C (cooperate) -1

P1:

DDDCCDCCDDDDCCCDCDDCCDDCDDCCCCDDCDDCCCCDCCDCDCDCCDCCDCCCD  
DDDCDCC - (64)

P2:DDDCCDCCDDDDCCCDCDDCCDDCDDCCCCDDCDDCCCCDCCDCDCDCCDCCDCCCD  
DDDCDCC - (64)

itration: 0

CC (P1 choice C, P2 choice C)

itration: 1

DD

itration: 2

DD

itration: 3

DD

itration: 4

CC

itration: 5

CC

itration: 6

DD

itration: 7

CC

itration: 8

CC

itration: 9

DD

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P1Score: 20

P2Score: 20

As result P1 and P2 get +1 to theirs fitness

### **One of the games from population in middle (25):**

D (defect) — 0

C (cooperate) -1

P1:DDDCCDCCDDDDCCCDCDDCCDDCDDCCCCDDCDDCCCCDCCDCDCDCCDCCDCCCD  
DDDCDCC - 64

P2:DDCDDCCCCDDDDCCDDCCCCDDCCCDDDCDDDCDDDCDDDCDCDDCDDCDCCDDCD  
CDCCCCDCDC - 64  
itration: 0  
CD (P1 choice C, P2 choice D)  
itration: 1  
DD  
itration: 2  
DC  
itration: 3  
CD  
itration: 4  
DD  
itration: 5  
CD  
itration: 6  
CC  
itration: 7  
CD  
itration: 8  
DC  
itration: 9  
CD  
-----  
P1Score: 15  
P2Score: 30

As result P2 get +1 to theirs fitness

## One of the games from population in the end (50):

DC

iteration: 9

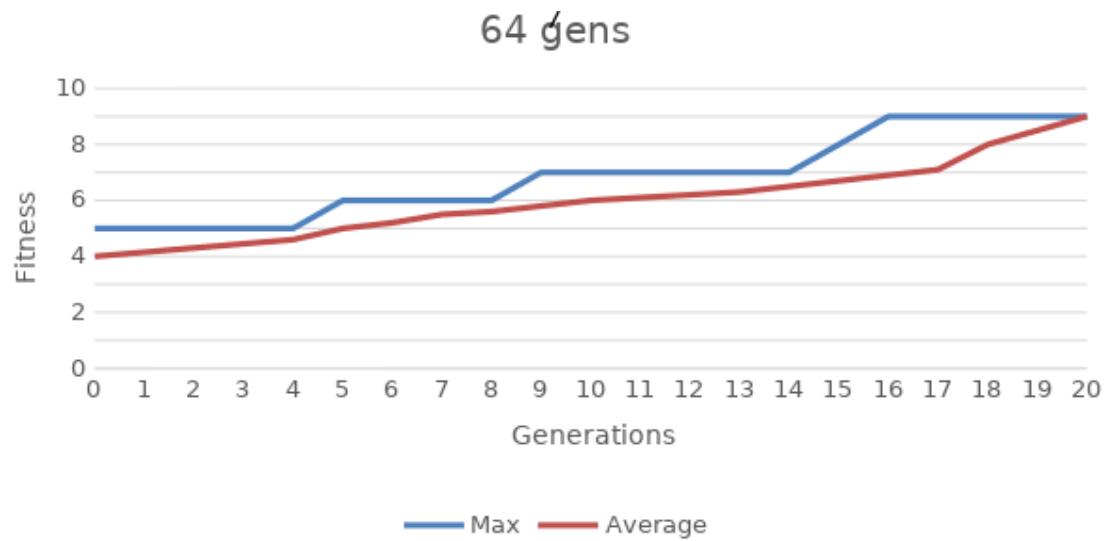
DC

P1Score: 40

P2Score: 10

As result P1 get +1 to theirs fitness

## Final the best result:



After 20 nothing is changing so it dosent metter show all

**Conclusions:** The completed work has accomplished its goals. The Prisoner's Dilemma problem has been examined and strategies to successfully play the game have been evolved. Above have been analysed and proven to display the characteristics necessary to play the Prisoner's Dilemma successfully.