Alternatives to Direct Selfishness

Game Theory Exploration
Selfishness Being Self-Defeating:

Centipede Game:

Prisoner’s Dilemma:
Idea: Conversation Stopping Points (or sets)

Look for strategy pairs \((s_1, s_2)\) such that:

- \(P_1\) is not selfishly incentivised to change given \(P_2\) is allowed a response.

(And vice versa)

Consider doing this for infinitely many steps rather than 2.

Can model with just 2 and 3.
Create Directed Graph. Find Solution Sets.

For 2

For 3
Pseudocode

Directed graph creation:
For every strategy pair \((s_1, s_2)\):
    For both the 2-step and 3-step cases:
        Compute set \(S\) of strategy pairs moved to \\{(s_3, s_4), \text{etc.}\}
        For pair \(p\) in \(S\):
            Add directed edge from outcome\(((s_1, s_2))\) to outcome\((p)\)

Finding cycles:
[I don’t know these kernels yet.]