
*EVOLUTIONARY
GAME THEORY*



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Previous Concepts




Previous Concepts


- Strategy
 - A Player's plan of action



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- Strategy
 - A Player's plan of action
 - Player Interactions
 - One Shot
 - Repeated Interactions
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Previous Concepts

- Strategy
 - A Player's plan of action
 - Player Interactions
 - One Shot
 - Repeated Interactions
 - Equilibrium
 - Nash Equilibrium
 - Dominant Strategy Equilibrium
- 



John Maynard Smith & George R Price



Smith, J. M., & Price, G. R. (1973). The Logic of Animal Conflict. *Nature*, 246(5427), 15–18. <https://doi.org/10.1038/246015a0>

Smith, J. M. (1982). *Evolution and the Theory of Games*. Cambridge University Press. <https://doi.org/10.1017/CBO9780511806292>

Strategy

Species level strategy set (Genotypic Variants)

Individual Action depends on Genotype

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Strategy

Species level strategy set (Genotypic Variants)

Individual Action depends on Genotype

Player Interactions

Individuals interact randomly and repeatedly

Payoffs are in terms of evolutionary fitness

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Strategy

Species level strategy set (Genotypic Variants)

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Individuals interact randomly and repeatedly

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Equilibrium

Evolutionary Stable Strategy

A whole population with that strategy can't be invaded by a mutant strategy

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*EVOLUTIONARY GAME:
FOOD BUYING CLUBS*





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CLUBS*



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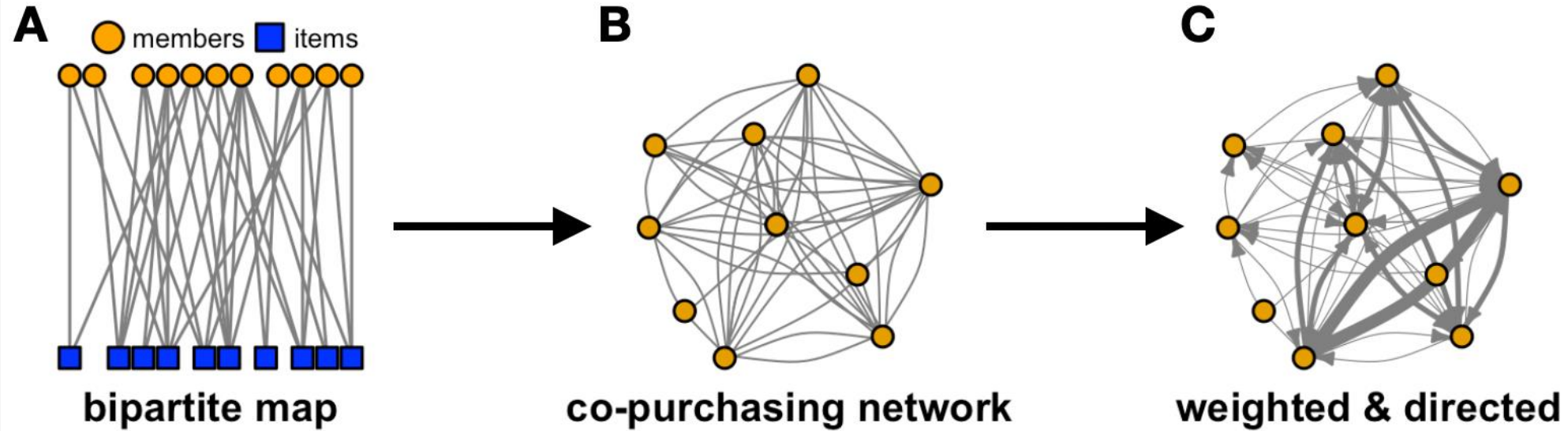
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CLUBS*

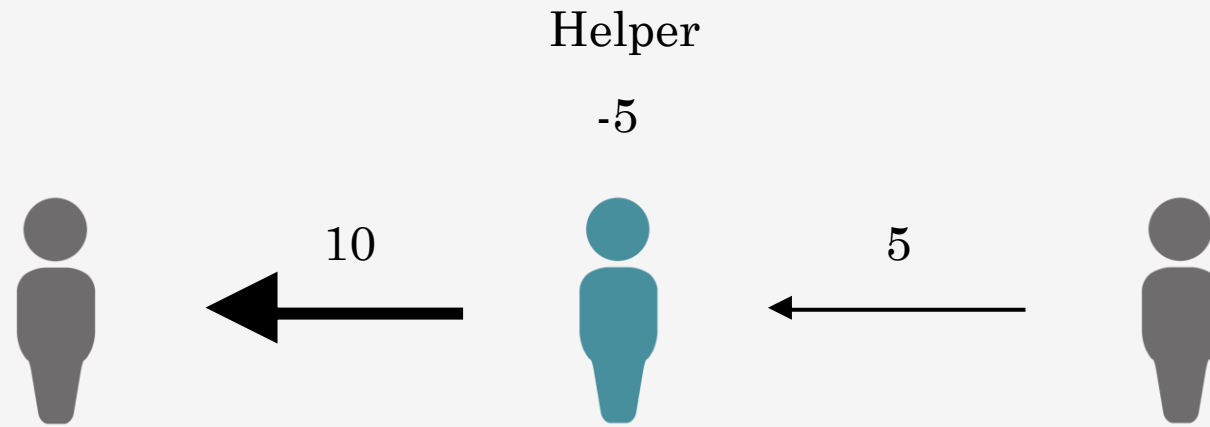


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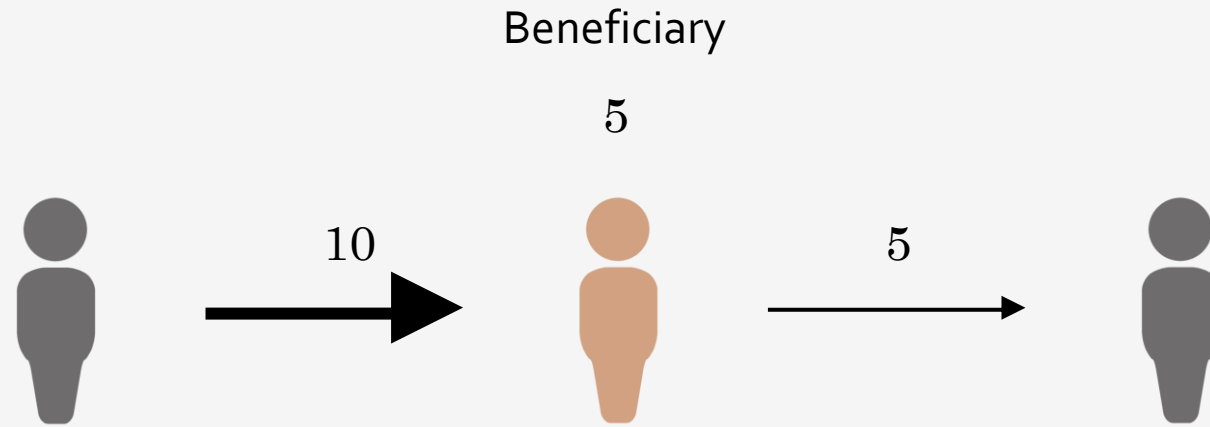
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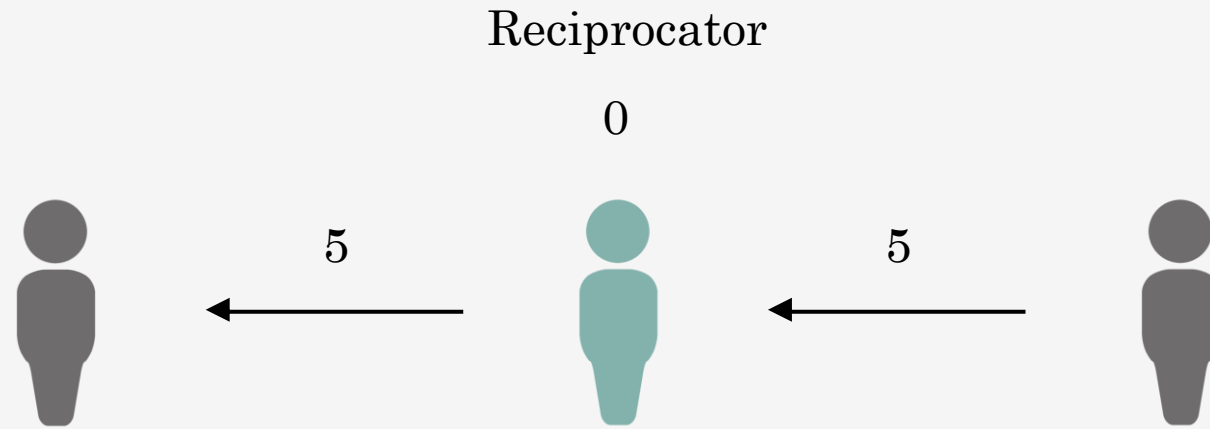
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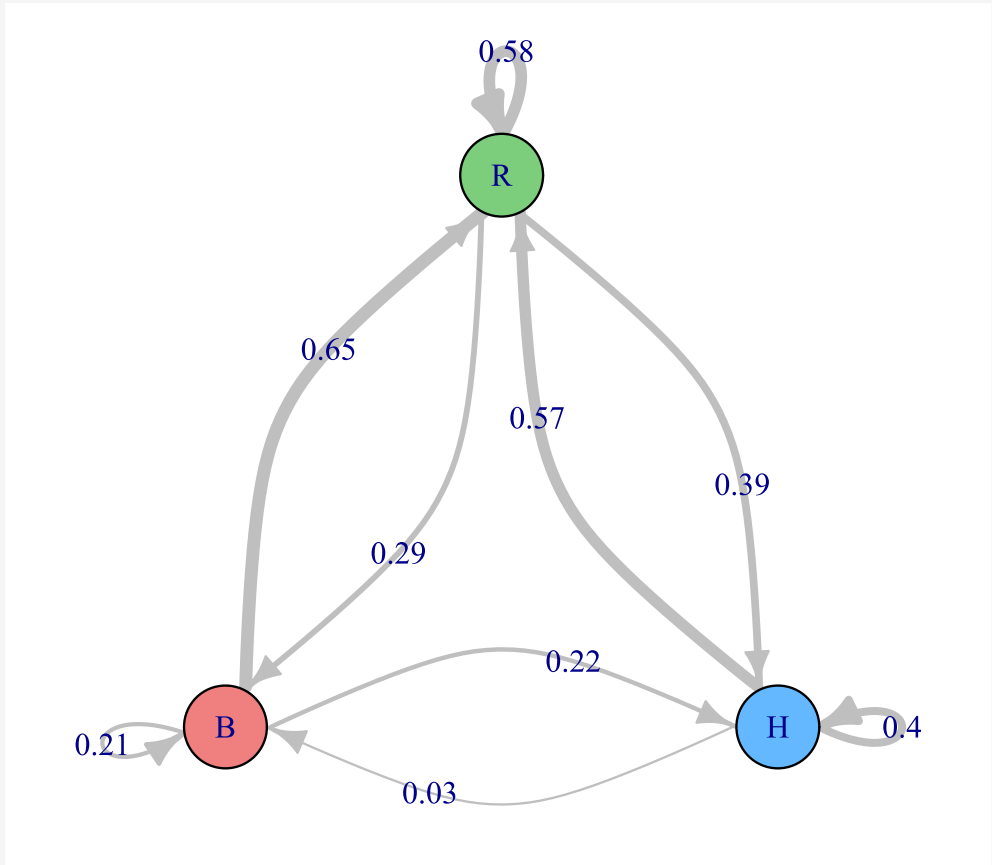
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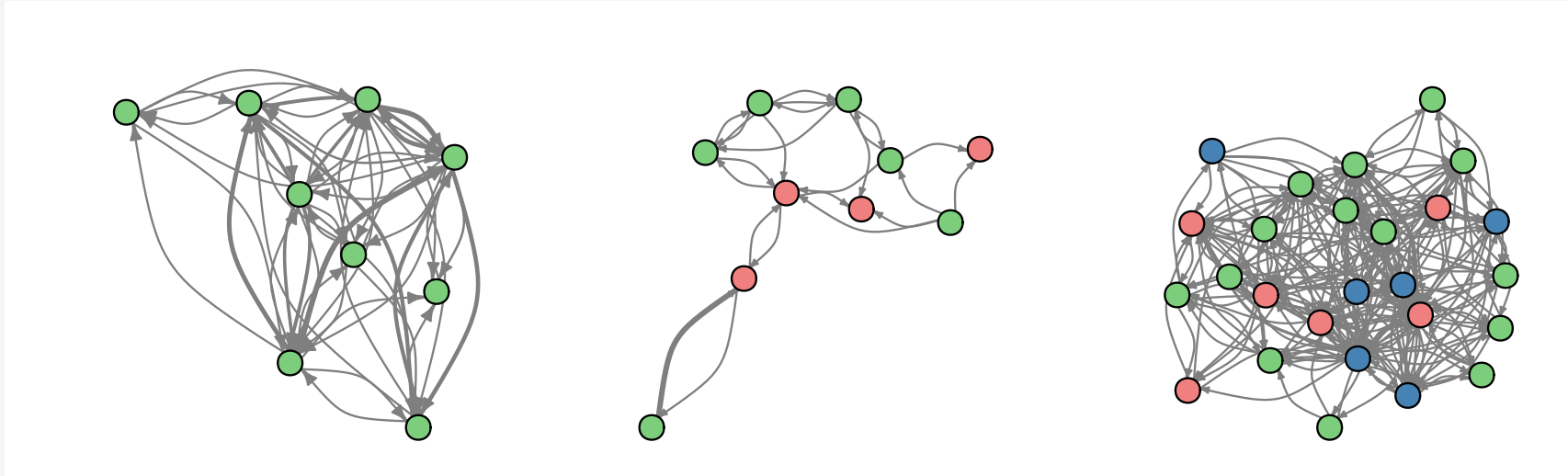
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