

Weekly Research Seminar Series

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INVESTIGATION OF STRATEGY DYNAMICS USING PRISONER'S DILEMMA PROBLEM

RAYMOND CHIONG

School of IT & Multimedia

Swinburne University of Technology (Sarawak Campus)

Abstract

My paper investigates games strategies on the basis of experiments with Prisoner's Dilemma problem. The objective is to determine which strategies have the best chance of winning. Although some strategies, such as tit-for-tat, emerge as better than others in some cases, it appears that there is no overall winning strategy, but that success or failure of individual strategies depends on strategies adopted by a population of opponents. The winning strategy will therefore change dynamically, and will need to be determined while the game is in progress. Based on the results of this work, a strategy engine for games development is proposed, and a future development of strategy middleware is discussed.

WHEN: 19 Oct 2005, (Slot 1 3:30-4:00 PM)

WHERE: Room 4.07

About the Speaker

Raymond obtained his MSc degree from the School of Computer Science, University of Birmingham, UK in 2004. Prior to that, he graduated with a First Class Honours degree from Universiti Malaysia Sarawak. He is currently a lecturer in School of IT & Multimedia at Swinburne University of Technology, Sarawak Campus.

Raymond is a Member of British Computer Society (MBCS), IEEE Computer Society and Game Theory Society. His main research interests lie in Complexity Theory, Game Theory, Computational Intelligence and Information Security.