CSCI 1200 Problem Set 5: Due Thursday, May 1 by 5 PM (submit as hardcopy to Elizabeth White's office or mailbox).

This problem-set consists of two problems (shown below): it is *purely a non-programming problem set*, worth 10 points.

[Note: Even if you are doing a "special project", that *only* means that your project will replace the worst problem-set grade. In other words, you should still treat this problem set as mandatory.]

1. Describe (in *clear* prose) an algorithm that you think would make a reasonable entry in Axelrod's Prisoner's Dilemma tournament. Why do you think your algorithm would be a plausible technique for playing the iterated Prisoner's Dilemma?

2. Describe a Prisoner's Dilemma situation from your everyday experience. Show the game matrix for this situation, and explain why it meets the criteria for a Prisoner's Dilemma-type game. Discuss also whether this is a one-time Prisoner's Dilemma, or whether it is an iterated game of the sort exemplified by Axelrod's tournament.