
From: jeffrey E. <jeevacation@gmail.com>
Sent: Wednesday, August 24, 2016 4:58 PM
To: [REDACTED]
Subject: Re:

so how does one determine the matrix without knowing the i=ternal state of the player.

On Wed, Aug 24, 2016 at 12:57 PM, [REDACTED] <=pan dir="ltr"><[REDACTED]>
<mailto:[REDACTED]> > wrote:

If the hypothetical observer is expected to dole out rewards/punish=ents as result of the player's actions, the player will add the expect=d rewards to the payoff.

Reputation can be translated into expectation of future reward, based on a =ooperation/defection function of other players.

> On Aug 24, 2016, at 12:52, jeffrey E. <jeevacation@gmail.com <mailto:jeevacatio=@gmail.com>> wrote:

>

> in a two player game what if one player BELIVES there is a= observer but there is not. the payoff matrix should change. ?=br>

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=A0 please note

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