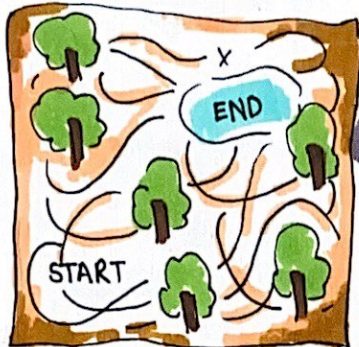


DAY ONE



THE HERO'S JOURNEY

HOT - HOT - NO WATER - TREKKING - IN SEARCH FOR - STREAM - THIRST = INCENTIVE - DID NOT FIND IT BUT LEARNT A LOT FROM THE JOURNEY

NICE GUYS FINISH FIRST
COOPERATE AND DEFECT



NO MAN IS AN ISLAND

VALUES



STRATEGY
PRINCIPLES
GAME

THE 3 MUSKETEERS
DECODING
SECRETS
HONOR
WANT

REWARD THE
RISK 4
REGRET Rs.
RETRIBUTION

Being NICE

JUSTICE VS MERCY

MERCY 2x BLESSING
ONE WHO RECEIVES AND GIVES

LITERATURE

MATH

GAME THEORY

VERY INTERESTING

PRISONER'S DILEMMA

GAME OF TRUST

Being nice is a moral as well as mathematical

TRUTH

ALWAYS COOPERATE = BEST STRATEGY
COPYKITTEN

THE EVOLUTION OF

In the theory of evolution, cooperation was considered adaptive but is evolutionary

← **COOPERATION**

→ **DARWIN'S THEORY** → **INDIVIDUALISM**

An individual ← **ALTRUISM** AND **GENETIC KINSHIP** RESULTS in ← since you evolve as a society ← **GROUP BEHAVIOUR** BUT looks beyond itself to exist with **CLOSELY RELATED INDIVIDUALS DESPITE LOSSES** EVEN

THEORY OF  **MUTUAL SYMBIOSES** ← HIGH RELATEDNESS in other species, — **RECIPROCATION**

DIFFICULTIES IN COOPERATION — **INITIATION OF COOPERATION** —

(DARWIN'S) EMPHASIS — BUT — and its stable maintenance. (THEORY) ON INDIVIDUALISM — stability of mutual symbioses? — causes **FREQUENT EASE OF CHEATING**

PRISONER'S DILEMMA [THIS PUT ME IN A DILEMMA]

ALWAYS DEFECT (IF YOU **NEVER** MEET THE PERSON AGAIN) → This is not only the solution for the game, but **BIOLOGICAL EVOLUTION** also. [Through mutation and natural selection in terms of fitness.

It comes to a point when:

STRATEGY OF PURE DEFECTION → **STABLE***

(*till they are not invaded by new strategies.)

PUTTING VALUES

*VERY IMPORTANT ↗

DAY TWO

IN THE MATRIX.

	C	D
C	—, — C,C	—, — C,D
D	—, — D,C	—, — D,D

Annotations on the matrix:
 - Top-right cell (C,D): GREATEST VALUE with an arrow pointing to it.
 - Bottom-left cell (D,C): GREATEST VALUE with an arrow pointing to it.
 - Bottom-right cell (D,D): LEAST VALUES with an arrow pointing to it.

PRISONER'S DILEMMA

[VERY VINDICTIVE]

Individual pursues self interest hence incentive to defect is stronger.

NASH EQUILIBRIUM

Where both defect. Isn't it sad?

PERSONAL PROTECTION VS MUTUAL COOPERATION

STAG HUNT

NOT AS VINDICTIVE

COORDINATION GAME

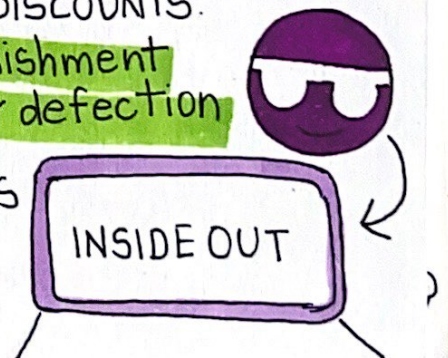
	C	D
C	S,S	N,R
D	R,N	R,R

There is nothing to lose here, they might just gain less.

REAL LIFE EXAMPLES:
1+1 SALES, DISCOUNTS.

Reward for cooperation > Punishment for defection

WATCHING MOVIES IN CLASS! HOW COOL IS THAT?



SCHELLING POINT

MARKETING STRATEGIES

USE SCHELLING POINT
AS THEIR **SELLING POINT**.

[PAISA, PAISA]



KIDS



WEATHER



COFFEE



CARD GAMES



SOCIAL SIGNALLING

GENERAL BEHAVIOUR

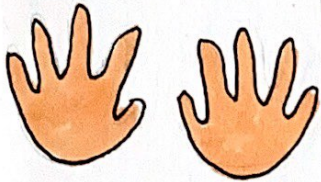
DAY 3

Conventional things
Salient features

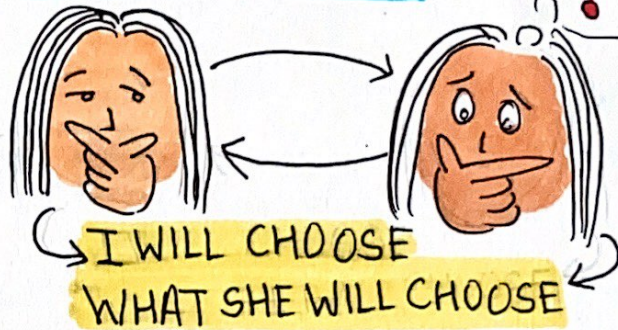


12

IS BEST SUITED
NUMERICALLY. BUT
10 FINGERS
EASE FOR
HUMANS.



SCHELLING
POINT.



SIMILARITY = COMFORT

WHY DOES IDEA OF DIFFERENT CREATE CHAOS IN OUR MIND?

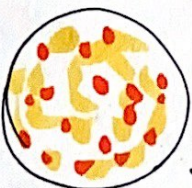
BIASES

(LEARNED)

(TRANSFERRED)



SEGREGATION WITHOUT BIAS



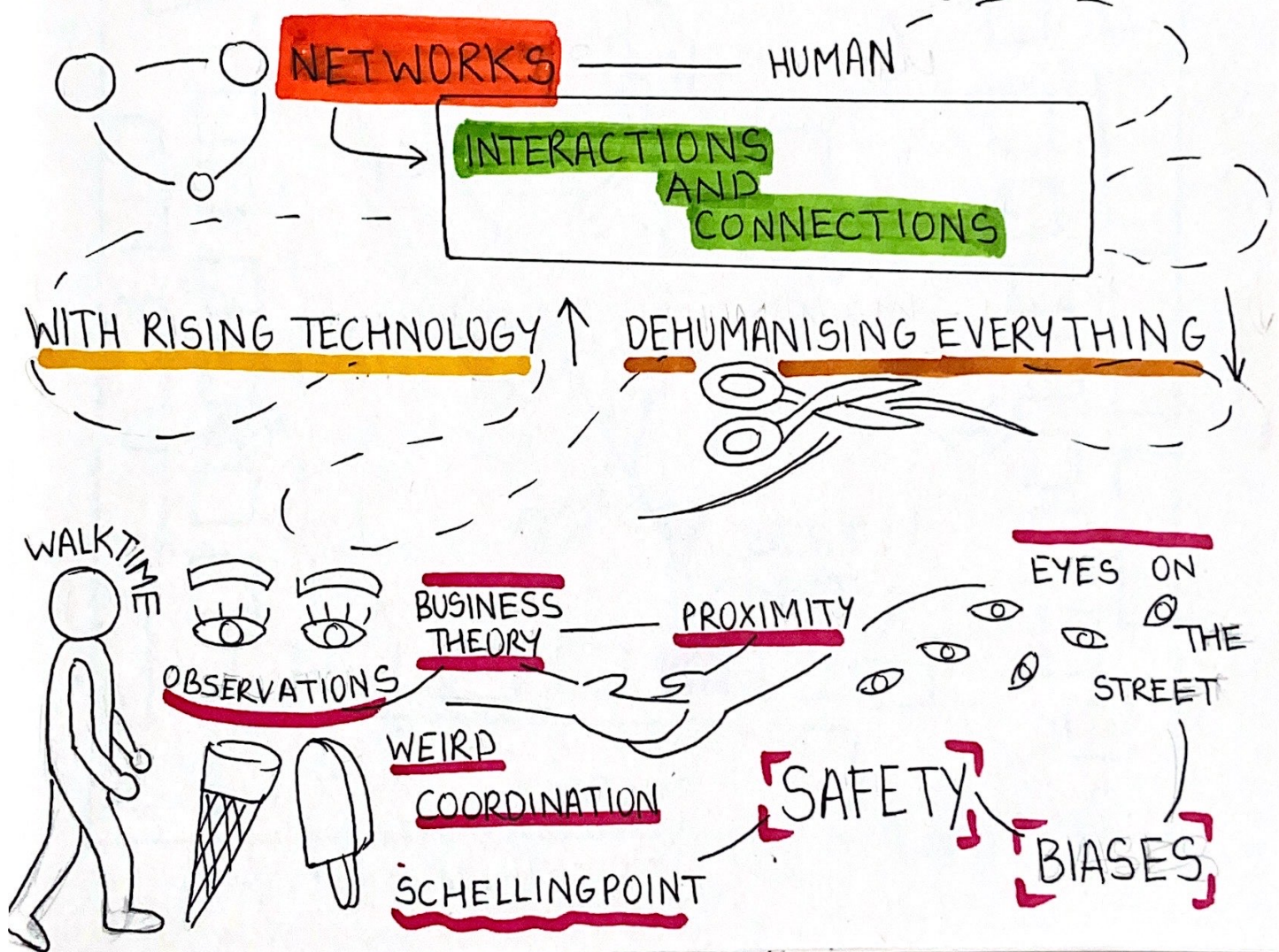
WORLD IS
EQUAL
ISN'T IT?

SOME INFINITIES ARE BIGGER [CANTOR'S THEORY]
THAN OTHER INFINITIES.

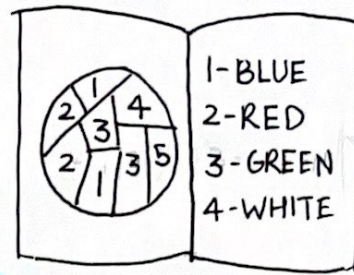
PROXIMITY

Human behaviour - affected by environment.

90% Life depends on proximity.



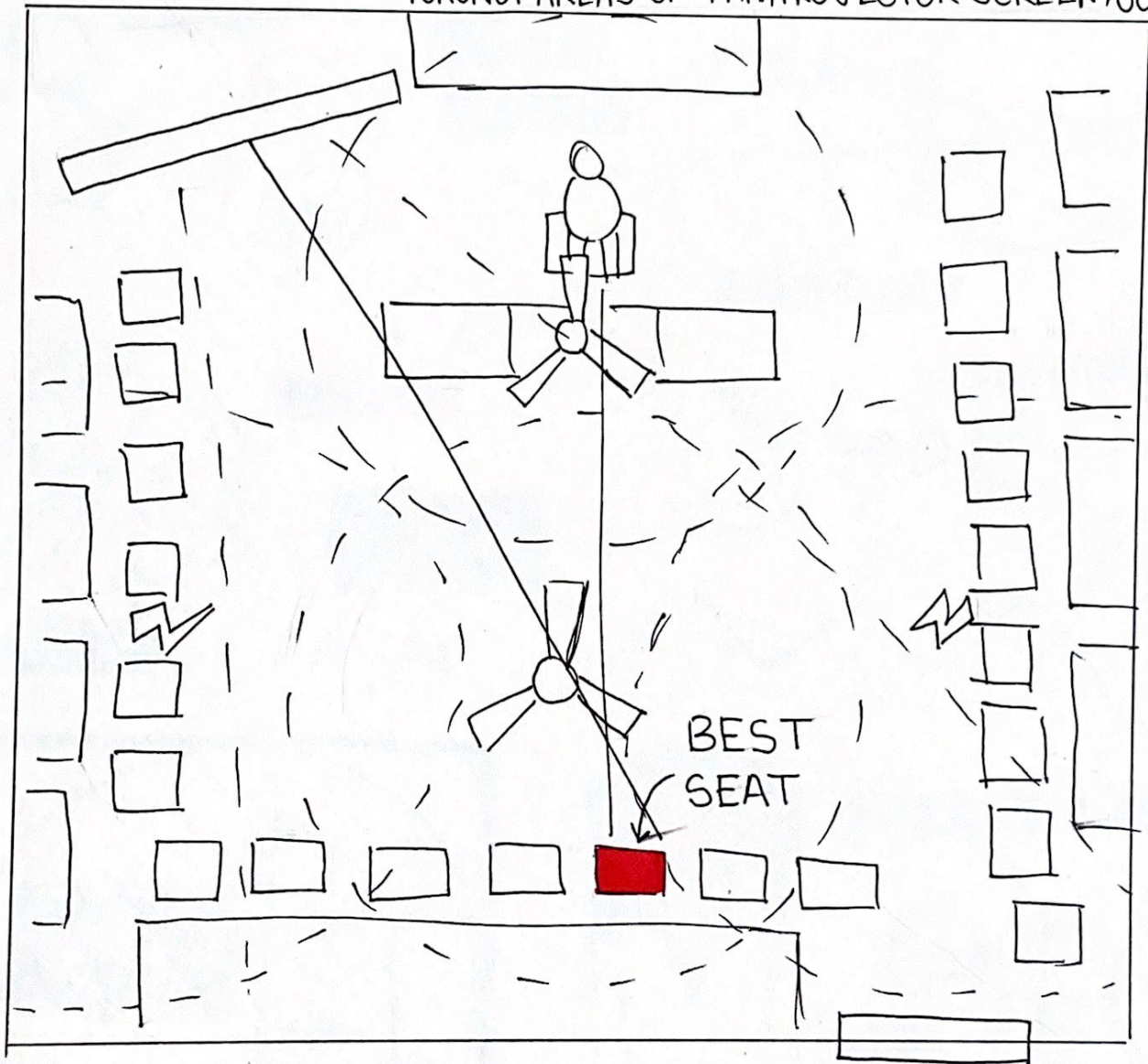
VORONOI



CHILDREN'S COLORING BOOK

BEST PLACE TO SIT
IN CLASS :

VORONOI AREAS OF FAN, PROJECTOR SCREEN, POWER OUTPUT



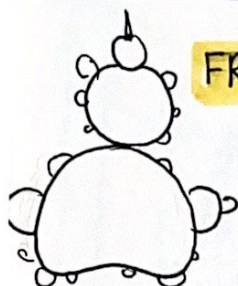
KANDINSKY

THE COLORS
AND CONCEPTS
BRO!



UNSUITABLE COMBINATIONS → HARMONY
[ORDER → CHAOS] OF THE WHOLE.

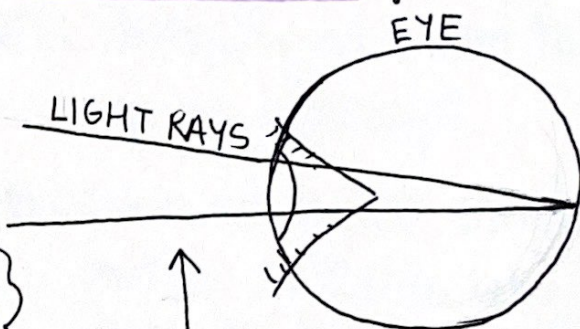
GEOMETRY | GEOMETRY | GEOMETRY |



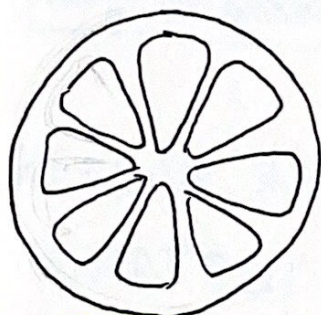
FRACTALS



BRONCHI
IN LUNGS



HOW WE SEE

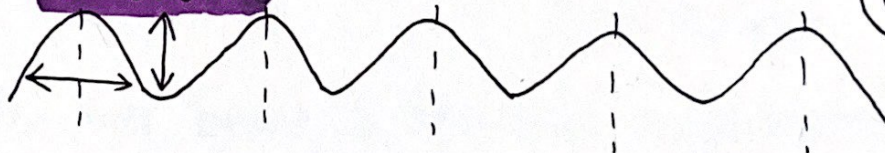


ORANGE

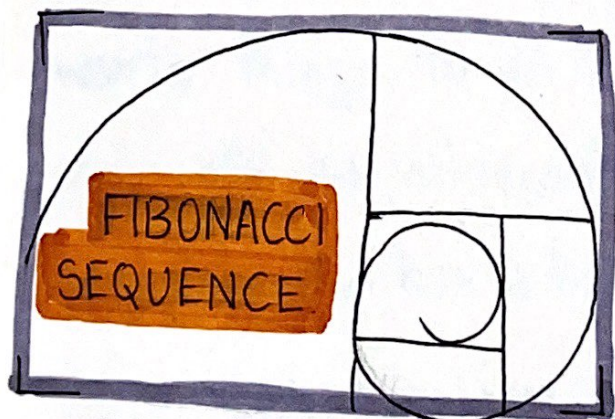
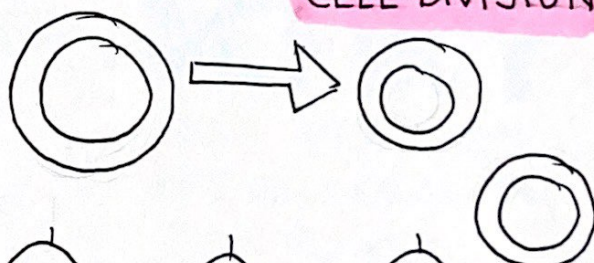
BROCCOLI



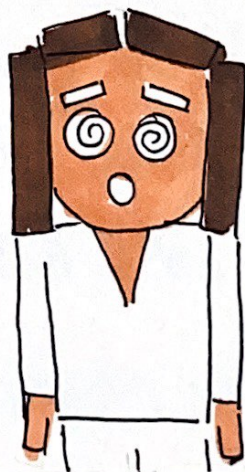
VIBRATION
OF SOUND



CELL DIVISION



FIBONACCI
SEQUENCE



EVERYTHING
IS
**GEO
METRY!**

WHAT KIND OF PERSON

GAME THEORY CAN HELP US WITH THAT.

ARE YOU?

FOR EXAMPLE:



BACKGROUND: Unemployed, close to going bankrupt.

FAMILY STATUS: Divorced twice, single mother to 3 kids who is trying to make ends meet.

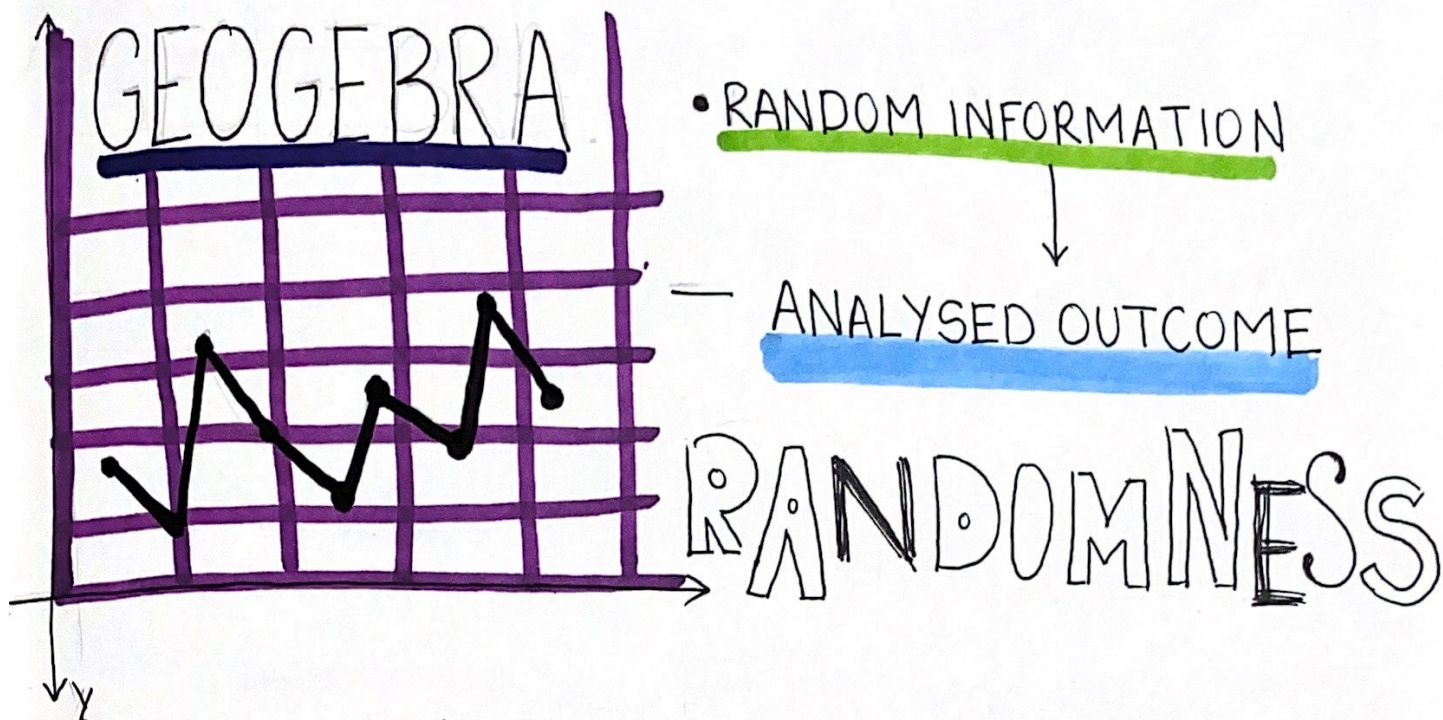
HER STRATEGY: **DEFECT**

FIRST AND THEN
ACT ACCORDING TO
THE PLAYER.

REASON BEHIND HER
STRATEGY:

Life is hard for her being a desirable single mom. She wants things to go her way and doesn't want to come off as vulnerable. She wants to be taken seriously and has a layer that hides her soft side.

TRY AND ANALYSE OTHER PEOPLE !!!



HOW CAN WE PREDICT RANDOMNESS?

IS IT THE SAME AS COINCIDENCE?

RANDOMNESS OFTEN INTERPRITED = UNCERTAIN
UNKNOWN
SCARY

HOW TO PROGRESS IN EVERYTHING?

ANS. FEEDBACK LOOP

PROBLEM — THINK — PLAN — EXECUTE

↖ FIND PROBLEM — CONCLUSION ↖

IN THAT AGAIN



FORMULA FOR SUCCESS

MADNESS DAY

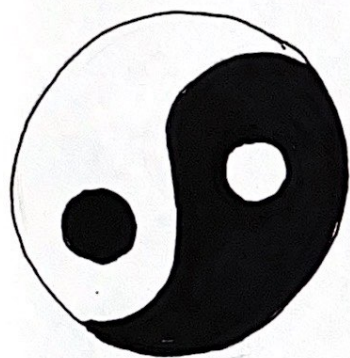
[HYPOTHESIS DAY][EXPERIMENT]

EXPERIMENTING WITH RANDOMNESS.



TOOK HOURS OF PLANNING/ORGANISATION.

HOW RANDOM IS RANDOMNESS THEN?



YIN - YANG

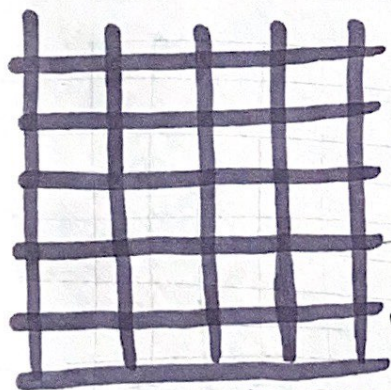
RANDOMNESS - PLANNED

ORDER - CHAOS

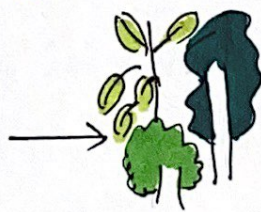
SIMPLE - COMPLEX

COOPERATE - DEFECT

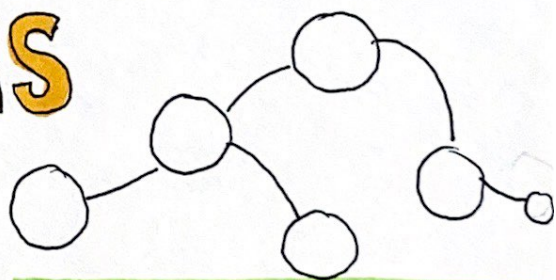
DATA ANALYSIS



TREE
DIAGRAM



RANDOM
FOREST



ALGORITHM

70%
TRAIN

30%
TEST

EXCEL
=RAND()

X PERFECTION
ACCURACY