

Forum:[Hack Forums](#)

Thread: [Putting a strategy into a python agent](#)

S M I T H Y - November 23, 2016, 7:04 am

So im working on some agents to play the Axelrods python game, the agent i currently have is below, what i would like to know is how would i implement a new strategy into this agent? A strategy such as one that always defects? The agent always needs to return either a 'C' for cooperate or D for defect.

Code class PlayerFlipper:

```
def move(self, history):
    mine, theirs = history
    if len(mine) % 2 == 0:
        return 'C'
    else:
        return 'D'[/quote]
```

Goodies - November 23, 2016, 8:40 am

Well, if you want to always defect, just return 'D' every time.

S M I T H Y - November 23, 2016, 9:36 am

(Nov 23, 2016 09:40 AM)Goodies Wrote: [\[CITE\]](#) Well, if you want to always defect, just return 'D' every time.

Thanks for your reply, okay so how could i turn it into a strategy thats random, so the agent cooperates or defects on a completely random basis?

Another strategy that i want to implement is a Mimic strategy so it mimics other players moves based on previous rounds.

Goodies - November 23, 2016, 9:42 am

(Nov 23, 2016 10:36 AM)S M I T H Y Wrote: [\[CITE\]](#) Thanks for your reply, okay so how could i turn it into a strategy thats random, so the agent cooperates or defects on a completely random basis?

Another strategy that i want to implement is a Mimic strategy so it mimics other players moves based on previous rounds.

how about:

```
PHP Code
<?php
import random
...
#in your function:
return random.choice(("D", "C"))
```

God - November 23, 2016, 9:46 am

(Nov 23, 2016 10:36 AM)S M I T H Y Wrote: [\[CITE\]](#) Thanks for your reply, okay so how could i turn it into a strategy thats random, so the agent cooperates or defects on a completely random basis?

Another strategy that i want to implement is a Mimic strategy so it mimics other players moves based on previous rounds.

You can use the random library.

PHP Code

```
<?php
import random
random = random.randint(1,4) #range of numbers
if random == 1:
    print("your code") #your code if random is 4
elif random == 2:
    print "your code"
else:
    print ("error") # if random is 3 or 4
```

Is this what you mean by a 'random' strategy?