

This folder contains the files for analyses on the aggregated set of all games. All routines use AALabData.mat (lab games), AAMTData.mat (randomly-generated games), and AANewData.mat (algorithmically-generated games).

### **\*\*Main Routines: Find Prediction Accuracies Using Different Models\*\***

1. basic.m: runs level-1, PDNE, lexicographic rule (predict PDNE if there is one; otherwise predict level-1)
2. DTbag.m: runs bagged decision trees
3. lev1alpha.m: runs level-1(alpha)
4. otherML.m: runs 2-layer neural net
5. lev1\_ParetoNE.m: runs hybrid model

### **\*\*Make Figures/Tables\*\***

1. The file comparepnelev1.m creates the inputs to Table 6.
2. The file modelassignment.m creates the inputs to Fig 6.

### **\*\*Compute Alternative Ideal Benchmarks\*\***

In the Appendix, we report a “bootstrapped” benchmark and a “table lookup” benchmark as alternatives to the ideal benchmark (of perfect accuracy) reported in the main text. The routines

bootstrap\_ideal.m and tableLookup\_ideal.m  
compute these benchmarks.

**\*\*Alternative Prediction Task\*\***

The routine observationlevel.m runs the analysis for a related prediction task, where the goal is to predict the realized action in each instance of play (see Table D1).