This folder contains the files for analyses on the randomly-generated games. All routines use AATData.mat, which contains the randomly-generated games, their associated feature vectors, and the observed play.

Main Routines: Find Prediction Accuracies Using Different Models
1. basic.m: runs Uniform Nash, level-1
2. DTbag.m: runs bagged decision trees
3. lev1alpha.m: runs level-1(alpha)

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.