

## Accepted Manuscript

Evolution of cooperation in spatial iterated Prisoner's Dilemma games under localized extremal dynamics

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PII: S0378-4371(15)00861-4

DOI: <http://dx.doi.org/10.1016/j.physa.2015.10.015>

Reference: PHYSYA 16497

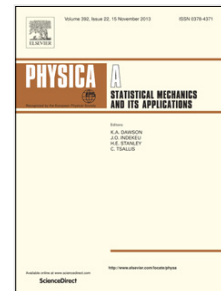
To appear in: *Physica A*

Received date: 7 July 2015

Revised date: 21 September 2015

Please cite this article as: Z. Wang, C. Yu, G.-H. Cui, Y.-P. Li, M.-C. Li, Evolution of cooperation in spatial iterated Prisoner's Dilemma games under localized extremal dynamics, *Physica A* (2015), <http://dx.doi.org/10.1016/j.physa.2015.10.015>

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## Revised Highlights

- A novel localized extremal dynamics for Spatial IPD game is proposed, in which players interact with limited vision.
- The evolution of cooperation under this updating rule for different sizes of neighborhoods is extensively explored.
- Cooperation is optimally enhanced along with the system evolves to a TFT-like state when interact radius  $r = 2$ .
- Various evolution processes could be distinguished by the number of active players and their ability to form joint clusters.

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