



Servers



ID	Host	Port	Created Time	Status	CPU Usage	Memory Usage	Delete
5iE4Odon	worker1	12338	2024-07-17 07:43:44	running	6 %	247.24 MB	
1nII GyEK	worker1	12330	2024-07-17 07:43:44	running	98.9 %	288.98 MB	
msIKpzNZ	worker1	12331	2024-07-17 07:43:44	running	0 %	243.80 MB	
2KwuzODv	worker1	12332	2024-07-17 07:43:44	running	0 %	243.76 MB	
VwnM9uWp	worker1	12334	2024-07-17 07:43:44	running	0 %	242.08 MB	
5IntJpuA	worker1	12336	2024-07-17 07:43:44	running	0 %	242.19 MB	

Agents on (worker1:12334)[VwnM9uWp]



ID	Name	Class	System prompt	Model	Delete
01dfbeea1aab4458bfe778328f17e698	P500	LLMParticipant	You are playing a multiplayer game. # Game Rule 1. Each player reports a real number between 0 a	[openai_chat]: qwen2_72b_2_1	
07a5ec070ac74aca8f2ba892d9dc21bc	P501	LLMParticipant	You are playing a multiplayer game. # Game Rule 1. Each player reports a real number between 0 a	[openai_chat]: qwen2_72b_2_2	
047daf059dcb44a28cdf163eab3eac2e	P502	LLMParticipant	You are playing a multiplayer game. # Game Rule 1. Each player reports a real number between 0 a	[openai_chat]: qwen2_72b_2_1	
b21301e56ff84295bfa05db4a952ca7a	P503	LLMParticipant	You are playing a multiplayer game. # Game Rule 1. Each player reports a real number between 0 a	[openai_chat]: qwen2_72b_2_2	
202cc3d1a965409d902d5b55e2ee57ea	P504	LLMParticipant	You are playing a multiplayer game. # Game Rule 1. Each player reports a real number between 0 a	[openai_chat]: qwen2_72b_2_1	
3bf7a11278b04921b548e877022dacb6	P505	LLMParticipant	You are playing a multiplayer game. # Game Rule 1. Each player reports a real number between 0 a	[openai_chat]: qwen2_72b_2_2	

Memory of (P500)[01dfbeea1aab4458bfe778328f17e698]



Name	Role	
moderator	user	<div><div>1 {</div><div>2 "content": "To approach this problem rationally, I'll consider the thought process that each player might have, recognizing that they are also considering the same rationality. Here's a step-by-step thought process:\n\n1. **Starting Point:** Initially, without any constraints, a rational player might think to report any number between 0 and 100.\n\n2. **First Iteration:** However, realizing that all players are rational and are aiming to get closest to 2/3 of the average, a player would think that if everyone assumes a uniform distribution and picks randomly, the average would be 50. Therefore, they should report 2/3 of 50 = 33.33.\n\n3. **Second Iteration:** Other players will also realize this logic and might adjust their choices to 33.33. If everyone picks 33.33, the new average would be 33.33, and to get ahead, one should pick 2/3 of this number, which is approximately 22.22.\n\n4. **Iterating:** This game can ideally converge to a series of lower numbers as each player anticipates the next step in rational thinking. In theory, it could go on infinitely with smaller and smaller numbers, but in practice, players would likely settle on a number that seems significantly lower than 33.33 but not too low to the point of being contrary.\n\n5. **Analysis and Decision:** Given the iterative nature of rational thinking in this game, the number would likely converge to a point where further decreases would not significantly alter the outcome. A reasonable point to land on could be around 15, which is 2/3 of 22.22. This cut-off number is chosen because it's</div></div>
P500	assistant	