

Spatial and nonspatial evolutionary games and their applications

Citation for published version (APA):

You, L. (2018). *Spatial and nonspatial evolutionary games and their applications*. Maastricht University. <https://doi.org/10.26481/dis.20180207yl>

Document status and date:

Published: 01/01/2018

DOI:

[10.26481/dis.20180207yl](https://doi.org/10.26481/dis.20180207yl)

Document Version:

Publisher's PDF, also known as Version of record

Please check the document version of this publication:

- A submitted manuscript is the version of the article upon submission and before peer-review. There can be important differences between the submitted version and the official published version of record. People interested in the research are advised to contact the author for the final version of the publication, or visit the DOI to the publisher's website.
- The final author version and the galley proof are versions of the publication after peer review.
- The final published version features the final layout of the paper including the volume, issue and page numbers.

[Link to publication](#)

General rights

Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

- Users may download and print one copy of any publication from the public portal for the purpose of private study or research.
- You may not further distribute the material or use it for any profit-making activity or commercial gain
- You may freely distribute the URL identifying the publication in the public portal.

If the publication is distributed under the terms of Article 25fa of the Dutch Copyright Act, indicated by the "Taverne" license above, please follow below link for the End User Agreement:

www.umlib.nl/taverne-license

Take down policy

If you believe that this document breaches copyright please contact us at:

repository@maastrichtuniversity.nl

providing details and we will investigate your claim.

Propositions accompanying the dissertation

Spatial and Nonspatial Evolutionary Games and Their Applications

Li You

7 February, 2018

1. If a game is too simple, its optimal strategies may become unrealistically complex (Chapter 2).
2. Because of the dispersal conflict and saturation handling methods, dynamics of discrete-space population games are sensitive to the choice of the grid, and different from those of continuous-space population games (Chapter 3).
3. In a local interaction bacterial killer game, coexistence is mainly determined by neighborhood size (Chapter 4).
4. Understanding the composition of a tumor and its evolution is a key to designing effective cancer treatment (Chapter 5).
5. A well-designed spatial game of angiogenesis in a tumor holds the promise of a system through which many *in vitro* trials of treatment can be analyzed (Addendum: Valorization).
6. When we lose many complex jobs to machines, new jobs such as robot experts who train robots in gaining specific new skills will appear.
7. As cancer research institutes/companies apply clinical trials, they create vast amounts of data, all of which should be used for training machines to precisely predict the effectiveness of trials.
8. A PhD candidate's scientific output increases as a function of the number of research-related Skype calls.
9. Not speaking each other's language allows for more communication in a relationship than if you do speak the same language.