Models of Social Dynamics An Introductory Module

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Unit 5: Coordination and Norms



Coordination and Norms

- Problems remain even when we have solved the problem of cooperation.
- How do we best cooperate? Who are the best cooperators for *me*?
- Important considerations:
 - Shared goals
 - Common ground for communication
 - Shared intentionality and a group mindset.
 - Empathizing with others' feelings and experiences
 - Similar background, experiences, and traditions help to coordinate interests

This is <u>coordination</u>

Norms: Behaviors that facilitate coordination





wearing a svit to work on the East COast

You're looking sharp today. Jenkins. I knew there was a reason I kept you in my rolodex. Thank you, sirt

wearing a svit to work on the West COQST



Prosocial norms

- Rules against murder and assault encourage civil order, and make us feel relatively secure.
- Property rights allow encourage productive effort and innovation.
- Well-managed taxation provides roads, schools, and other public goods.
- Product standards, building codes, and rules of professional conduct allow more efficient commerce and protect citizens from harm.
- Norms governing the filling of political offices reduce the chances of a civil war over political disputes (hopefully)

DUCONTRAT SOCIAL; OU PRINCIPES DU DROIT POLITIQUE. Par J. J. ROUSSEAU, Citoyen "de Geneve.



Edition Sans Cartons, à laquelle on a ajoûté une Lettre de l'Auteur au feul Ami qui lui reste dans le monde.



A AMSTERDAM.

Chez MARC - MICHEL REY.

M. DCC. LXIL

How do norms spread?

- Cultural evolutionary framework
- Assume individuals have many interactions, and accumulate payoffs from them.
- They then update their behaviors using success-biased copying.
- Simplest case: two norms compete, and neither has any intrinsic advantage over the other

Coordination game with symmetric payoffs



 $\delta \geq 0$

payoff is to Player 1

Calculating payoffs

- Assume many interactions with random individuals in a population of size N.
- Let n_1 be the number of agents who use norm 1, and n_2 be the number of agents who use norm 2, so $n_2 = N - n_1$.
- The payoff to an agent who uses norm 1 is:

$$V_1 = \frac{n_1 - 1}{N - 1}(1 + \delta) + \frac{n_2}{N - 1}(1)$$

which reduces to

$$V_1 = 1 + \frac{n_1 - 1}{N - 1}\delta$$



coordination with symmetric payoffs

CODE: coordination_simple.nlogo

Group-beneficial norms



 $\delta, g, h \ge 0$

coordination with asymmetric payoffs

CODE: coordination_asymmetric.nlogo

When does the prosocial norm spread?

- Assume large population so N≈N−1. Let p be the proportion using norm 1, so the proportion using norm 2 is 1 p.
- The expected payoff to a norm 1 agent is:

$$V_1 = p(1 + \delta + g) + (1 - p)(1 - h)$$

• The expected payoff to a norm 2 agent is:

$$V_2 = p(1+g) + (1-p)(1)$$

Norm 1 spreads when $V_1 > V_2$ $V_1 = p(1 + \delta + g) + (1 - p)(1 - h)$

$$V_2 = p(1+g) + (1-p)(1)$$

Solve for **p***, the threshold frequency, when:

$$p(1 + \delta + g) + (1 - p)(1 - h) > p(1 + g) + (1 - p)$$
$$p\delta + (1 - p)(-h) > 0$$

$$p\delta + ph > h$$

$$p > p^* = \frac{h}{\delta + h}$$

For g = 1, h = 0.5, we calculate $p^* = .5/1.5 = 0.333$

100 simulations for each value of *p*



- Group-beneficial norms cannot spread if too rare initially.
- Paradox: how can groups improve their practices?
- A possible solution: inter-group competition?



Group-beneficial norms in a structured population

- Multiple groups exist
- Individuals continue to interact with group members
- However, individuals sometimes observe norms and related payoffs of <u>outgroup</u> members



Group-beneficial norms in a structured population

- Multiple groups exist
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coordination with asymmetric payoffs and group structure

CODE: coordination_2groups.nlogo

Strong assumptions of the model

- Individuals are willing to consider another's success as a reason to copy them, even if they are successful in a different social context/group.
 - Probably reasonable
- Both norms and payoffs are easily observable.
 - Not always the case!



Group Beneficial Norms Can Spread Rapidly in a Structured Population ROBERT BOYD*† AND PETER J. RICHERSON‡

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Group beneficial norms are common in human societies. The persistence of such norms is consistent with evolutionary game theory, but existing models do not provide a plausible explanation for why they are common. We show that when a model of imitation used to derive replicator dynamics in isolated populations is generalized to allow for population structure, group beneficial norms can spread rapidly under plausible conditions. We also show that this mechanism allows recombination of different group beneficial norms arising in different populations.

Further directions Cultural group selection

Cultural group selection, coevolutionary processes and large-scale cooperation

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Transmission coupling mechanisms: cultural group selection

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The application of phylogenetic methods to cultural variation raises questions about how cu adaption works and how it is coupled to cultural transmission. Cultural group selection particular interest in this context because it depends on the same kinds of mechanisms that to tree-like patterns of cultural variation. Here, we review ideas about cultural group selection relevant to cultural phylogenetics. We discuss why group selection among multiple equilibnot subject to the usual criticisms directed at group selection, why multiple equilibria common phenomena, and why selection among multiple equilibria is not likely to be an impeforce in genetic evolution. We also discuss three forms of group competition and the processe cause populations to shift from one equilibrium to another and create a mutation-like process group level.

Keywords: cultural transmission; multi-level selection; cultural adaptation

BEHAVIOBAL AND BRAIN SCIENCES (2016), Page 1 of 68 doi:10.1017/S0140525X1400106X, e30

Cultural group selection plays an essential role in explaining human cooperation: A sketch of the evidence

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Further directions Signals and markers

JOB MARKET SIGNALING *

MICHAEL SPENCE

Introduction, 355. — 2. Hiring as investment under uncertainty, 35
Applicant signaling, 358. — 4. Informational feedback and the definition equilibrium, 359. — 5. Properties of informational equilibria: an example, — 6. The informational impact of indices, 368. — Conclusions, 374.

1. INTRODUCTION

The term "market signaling" is not exactly a part of the v defined, technical vocabulary of the economist. As a part of preamble, therefore, I feel I owe the reader a word of explana about the title. I find it difficult, however, to give a coherent comprehensive explanation of the meaning of the term abstra from the contents of the essay. In fact, it is part of my purpos outline a model in which signaling is implicitly defined and to plain why one can, and perhaps should, be interested in it. might accurately characterize my problem as a signaling one, that of the reader, who is faced with an investment decision u uncertainty, as that of interpreting signals.

Shared Norms and the Evolution of Ethnic Markers¹

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Unlike other primates, human populations are often divided into ethnic groups that have self-ascribed membership and are marked by seemingly arbitrary traits such as distinctive styles of dress or speech (Barth 1969, 1981). The modern understanding that ethnic identities are flexible and ethnic boundaries porous makes the origin and existence of such groups problematic because

Further directions

Noisy signals and intragroup variation

The Evolution of Covert Signaling

Paul E. Smaldino 1, Thomas J. Flamson² & Richard McElreath 13

Human sociality depends upon the benefits of mutual aid and extensive communication. However, diverse norms and preferences complicate mutual aid, and ambiguity in meaning hinders communication. Here we demonstrate that these two problems can work together to enhance concertion through the structure of deliberate because interview.

cooperation through the signaling is the transmis obscured when perceive while also avoiding the a the empirical literature k humor, there is to date n to assess when a covert s covert signals. Covert sig cooperative assortment and to get along with dis theories of signaling and human cultural complex

The signal-burying game can explain why we obscure positive traits and good deeds

Moshe Hoffman^{1,3*}, Christian Hilbe^{2,3*} and Martin A. Nowak^{1*}

People sometimes make their admirable deeds and accomplishments hard to spot, such as by giving anonymously or avoiding bragging. Such 'buried' signals are hard to reconcile with standard models of signalling or indirect reciprocity, which motivate costly pro-social behaviour by reputational gains. To explain these phenomena, we design a simple game theory model, which we call the signal-burying game. This game has the feature that senders can bury their signal by deliberately reducing the probability of the signal being observed. If the signal is observed, however, it is identified as having been buried. We show under which conditions buried signals can be maintained, using static equilibrium concepts and calculations of the evolutionary dynamics. We apply our analysis to shed light on a number of otherwise puzzling social phenomena, including modesty, anonymous donations, subtlety in art and fashion, and overeagerness.

Further directions Language and conventions

The Emergence of a 'Language' in an Evolving **Population of Neural Networks** Cultural evolution of categorization Pablo Andrés Contreras Kallens^{a,b}, Rick Dale^c, Paul E. Smaldino^{a,*} * Cognitive and Information Sciences, University of California, Merced, USA ANGELO CANGELOSI & DOMENICO PARISI ^b Department of Psychology, Cornell University, USA ⁶ Department of Communication, University of California, Los Angeles, USA. June 2018; accepted 13 August 2018 nber 2018 (Received jor pu Cultural route to the emergence of linguistic categories The evolution implications for the rest of the cognitive system. In humans, anations at the population level. In this paper, we discuss the priately to si Andrea Puglisi*, Andrea Baronchelli*, and Vittorio Loreto*** in by delineating key properties of categories in need of evosignals in the ratory studies of category evolution, including their major *Istituto Nazionale per la fisica della Materia-Consiglio Nazionale delle Ricerche (SMC) and Dipartimento di Fisica, "Sapienza" Università di Roma, Piazzale rstanding the cultural evolution of categorization. A. Moro 2, 00185 Roma, Italy; *Departament de Física i Enginyeria Nuclear, Universitat Politècnica de Catalunya, Campus Nord, Módul 84, 08034 Barcelona, are produced Spain; and *Fondazione ISI, Viale 5, Severo 65, 10133 Torino, Italy signals may Communicated by Giorgio Parisi, University of Rome, Rome, Haly, March 14, 2008 (received for review January 19, 2007) advantage is Categories provide a coarse-grained description of the world. A internal form-meaning association tables; i.e., their "mind." The fundamental question is whether categories simply mirror an underindividuals play elementary language games (26, 27) the rules of neural netwo lying structure of nature or instead come from the complex interacwhich constitute the only knowledge initially shared by the population. They are also capable of perceiving analogical tions of human beings among themselves and with the environment. function. Sig Here, we address this question by modeling a population of individstimuli and communicating with each others (6, 7). mushrooms, uals who co-evolve their own system of symbols and meanings by

The Category Game Model

Our model involves a population of N individuals (or players), committed in the categorization of a single analogical perceptual channel, each stimulus being represented as a real-valued number ranging in the interval [0, 1].

Modeling Categories. Here, we identify categorization as a partition of the interval [0, 1) in discrete subintervals, from now onwards

gence of a hierarchical category structure made of two distinct levels: a basic layer, responsible for fine discrimination of the environment, and a shared linguistic layer that groups together perceptions to guarantee communicative success. Remarkably, the number of linguistic categories turns out to be finite and small, as observed in natural languages.

Language pi

product of the

playing elementary language games. The central result is the emer-

Next up: Sociopolitical cycles