

Understanding cultural norms via evolutionary game theory

A new approach

Don Saari
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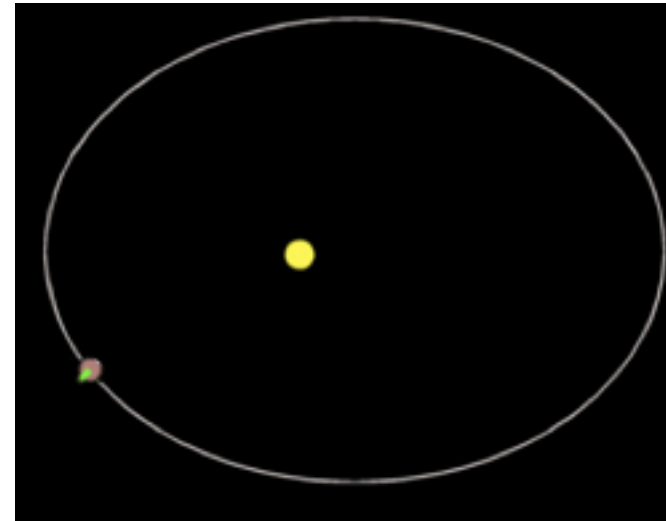
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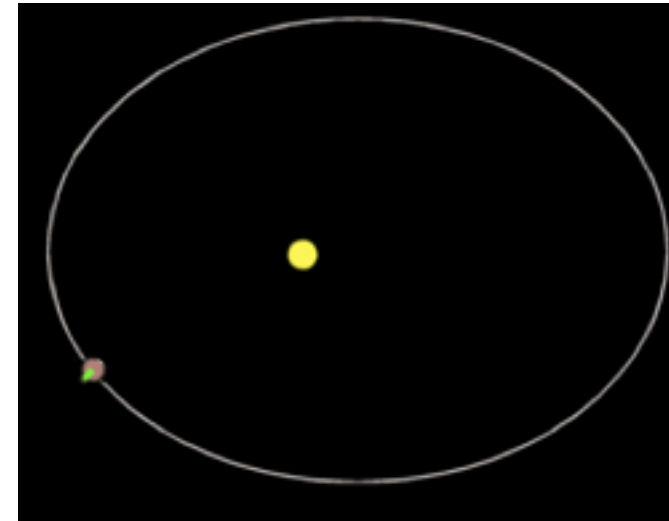
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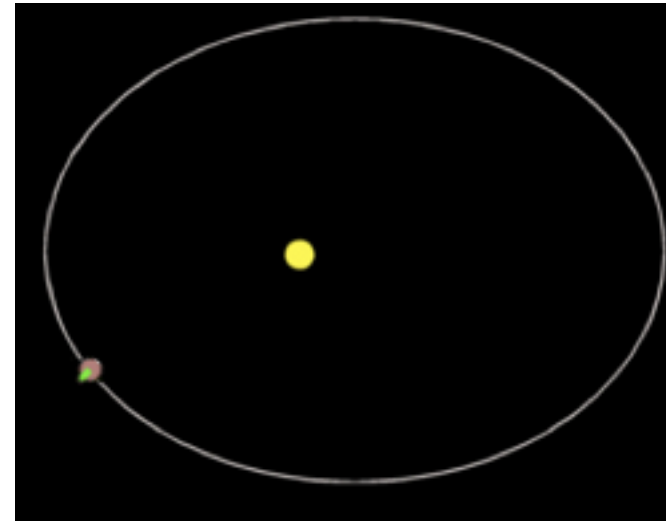
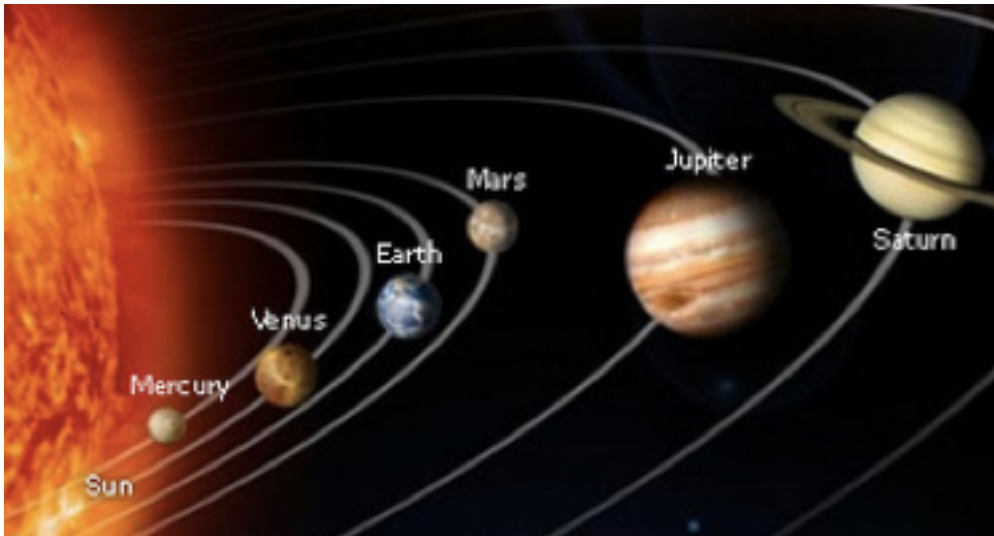
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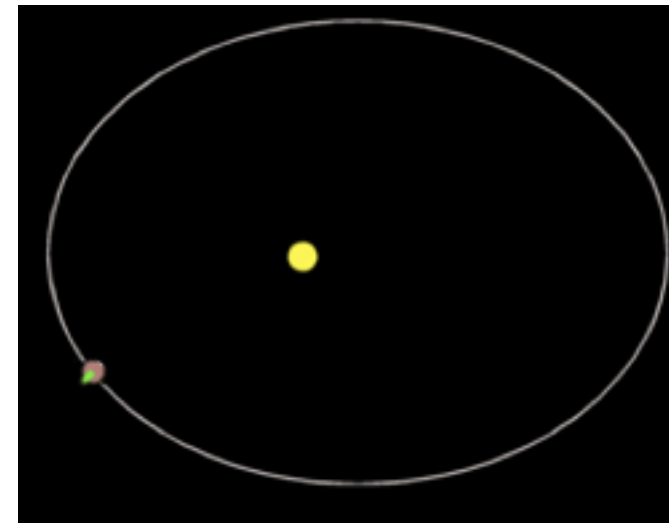


1859

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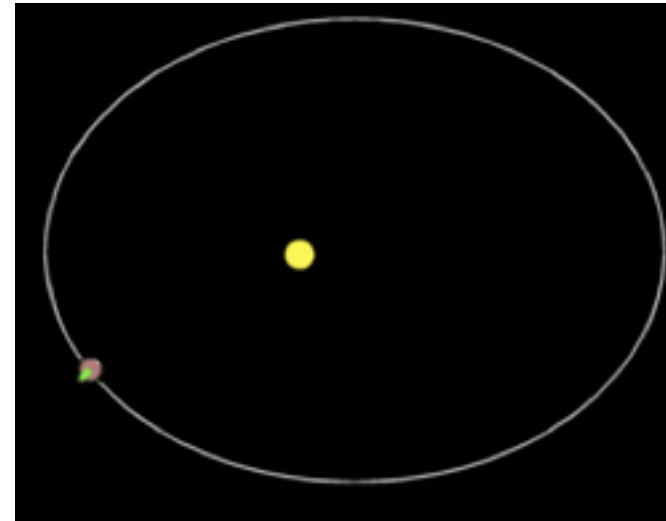
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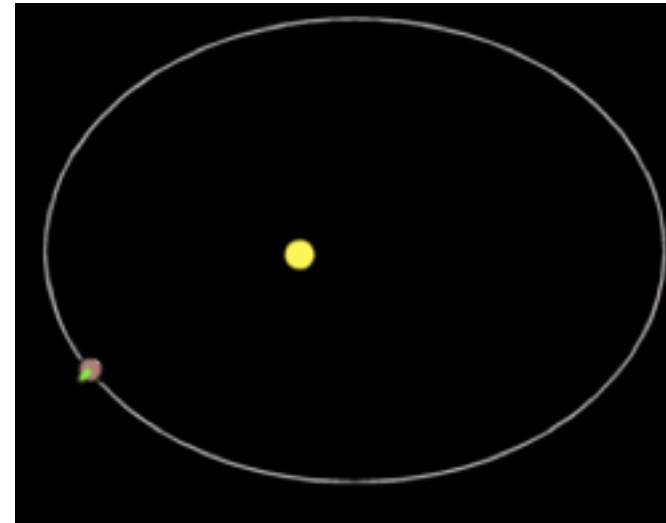
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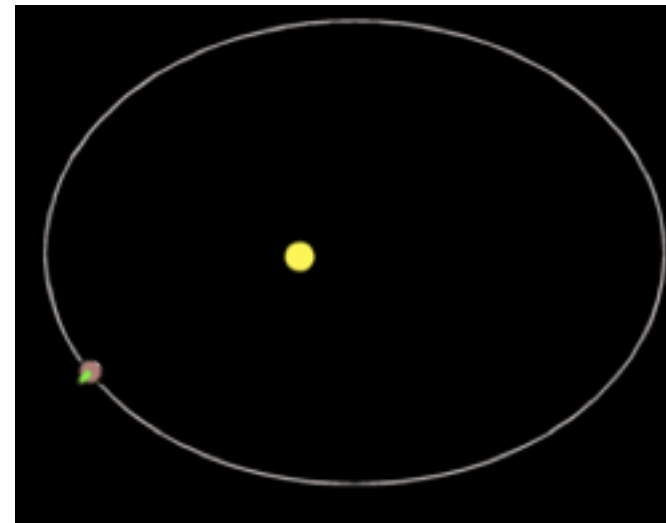
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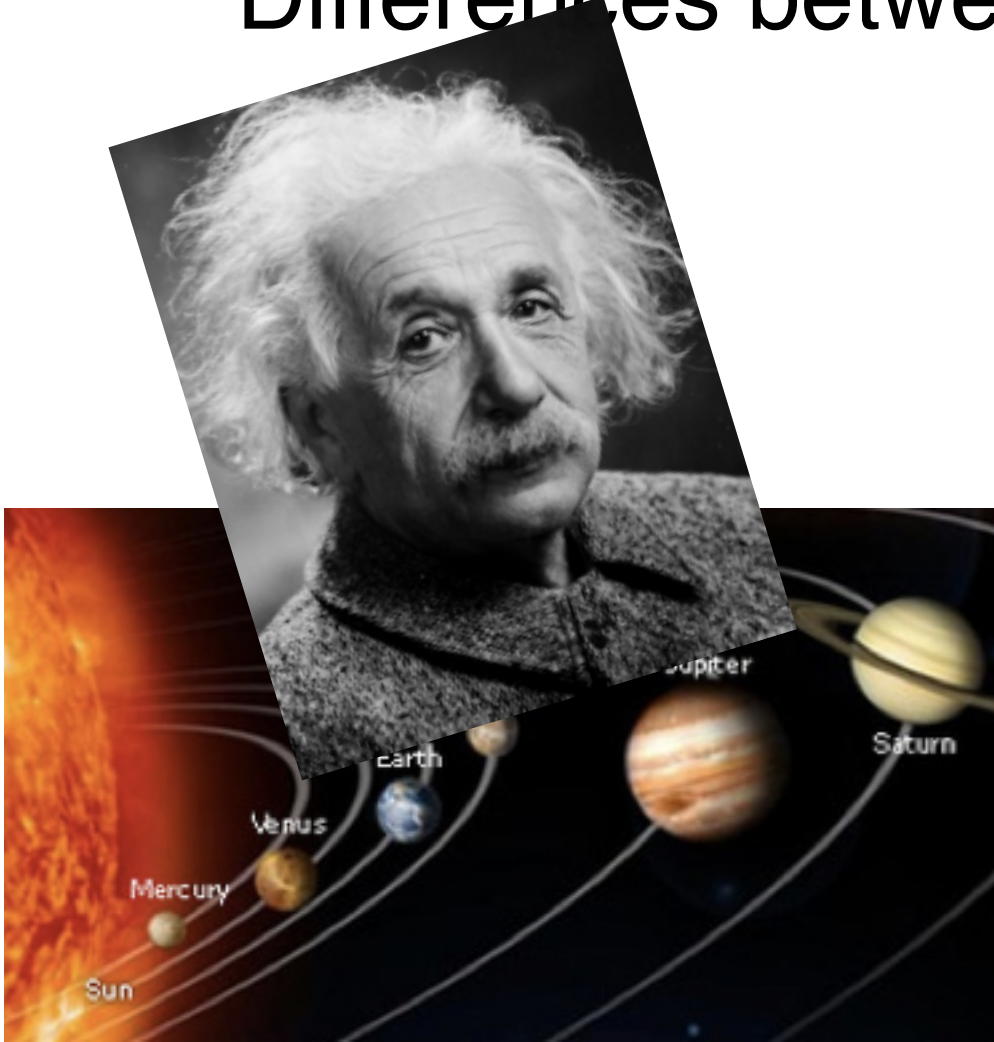
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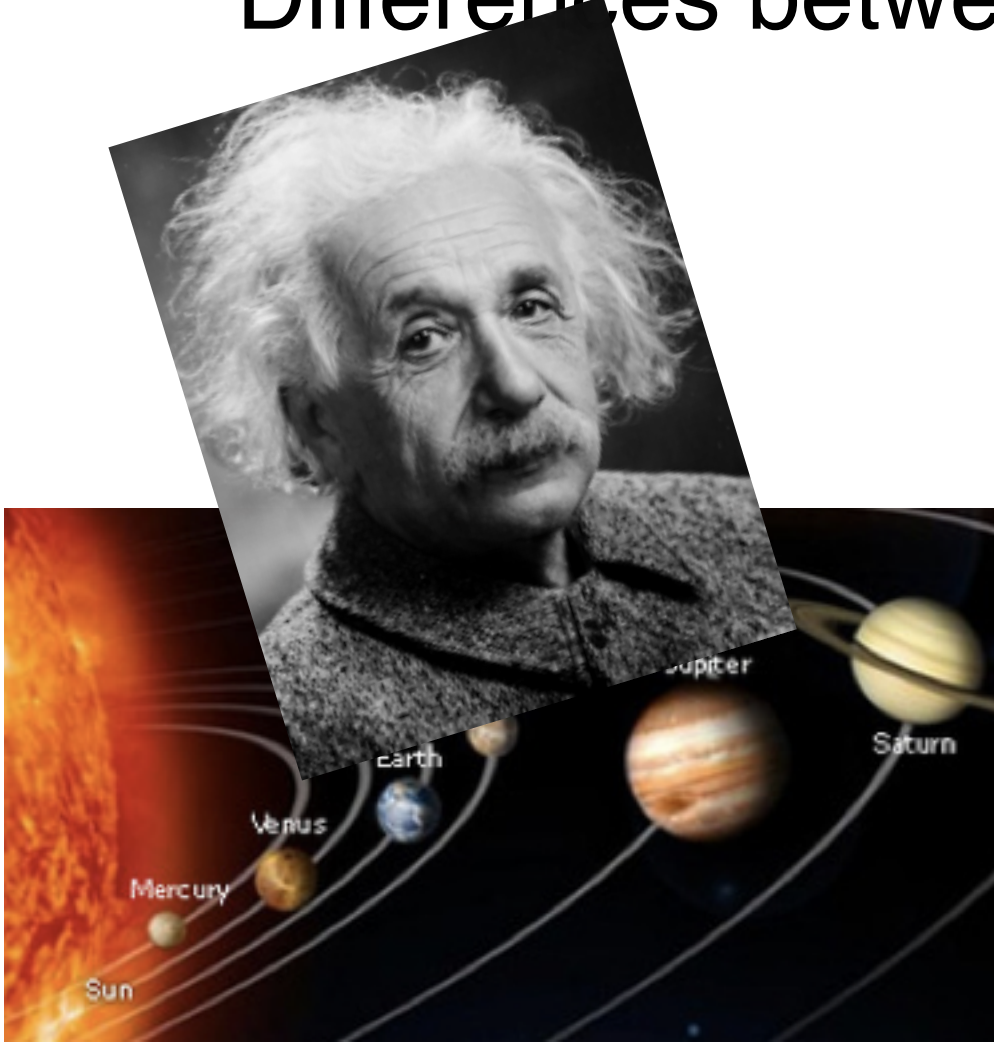


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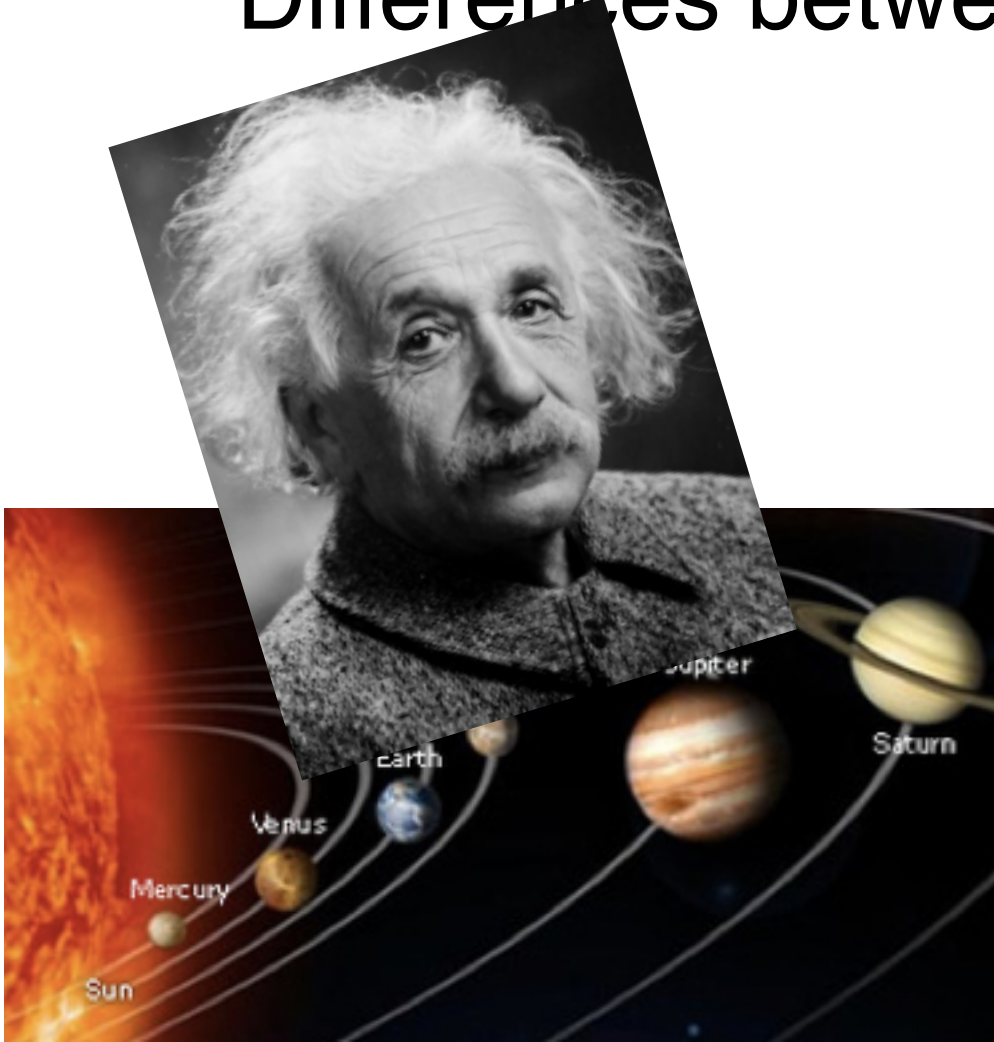
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Problem: no such symbiotic relationship currently exists for mathematics and the social/behavioral sciences
Must be created — qualitative!
But, what is needed?

Simple example: Ultimatum Game

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Evolutionary game theory.

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Data vs. Theory

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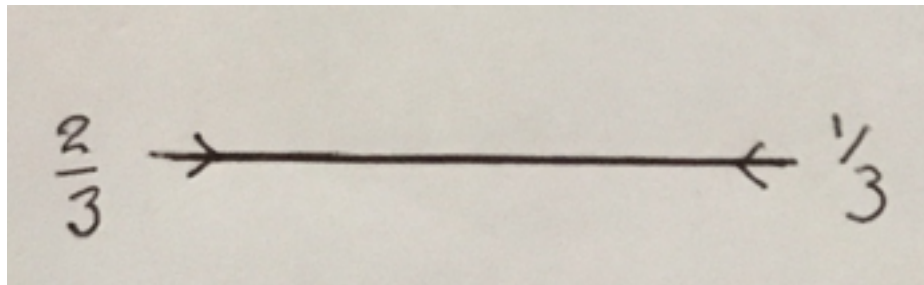
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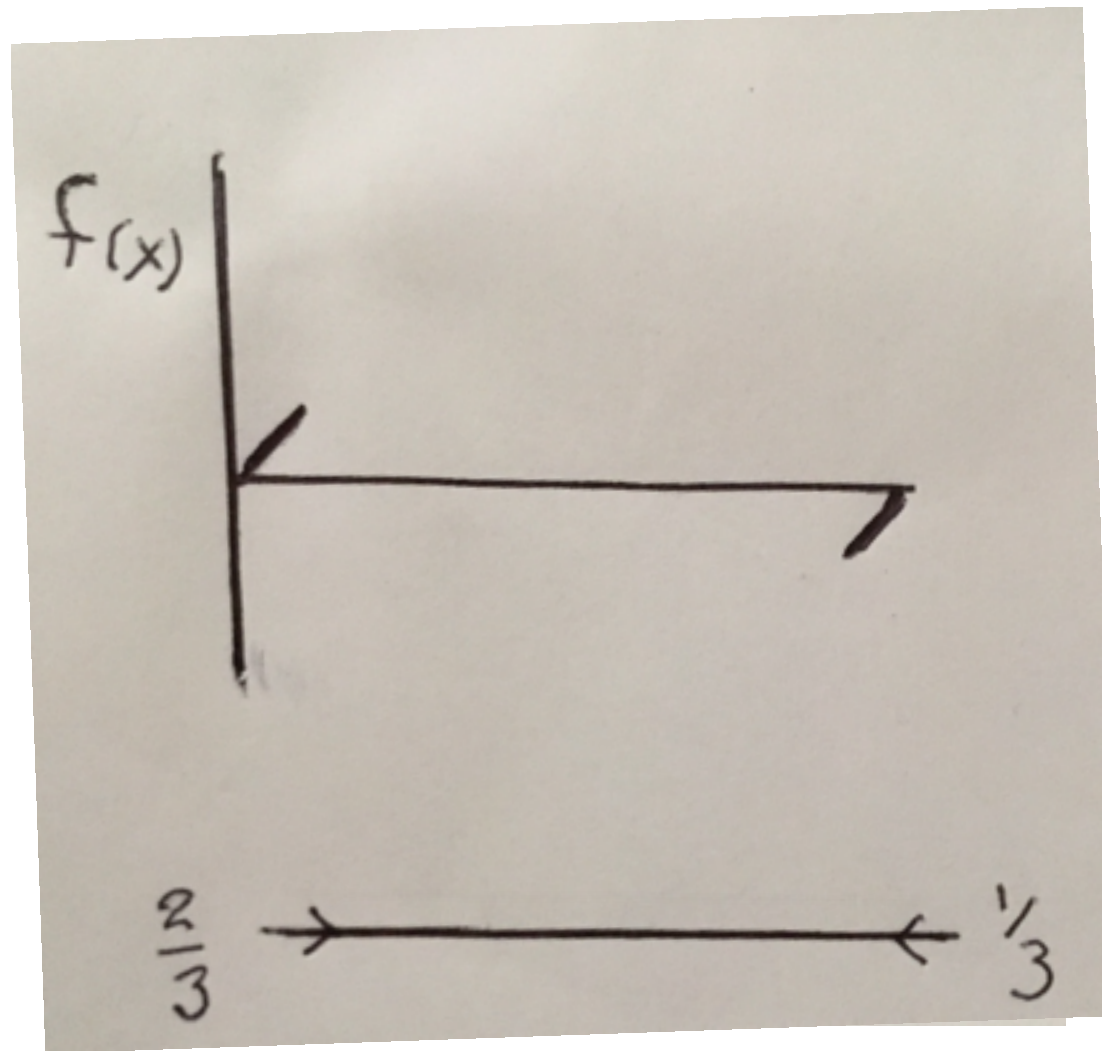
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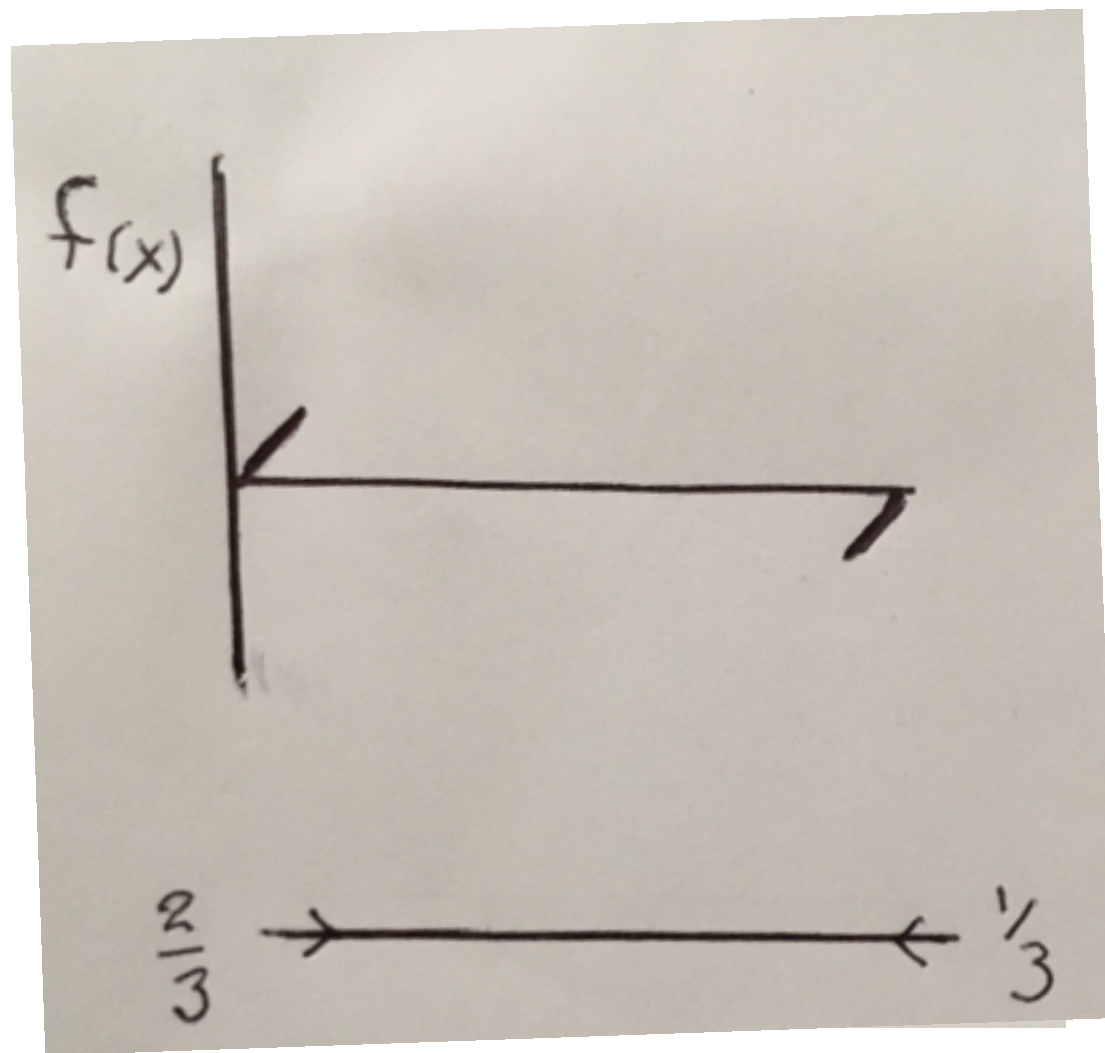
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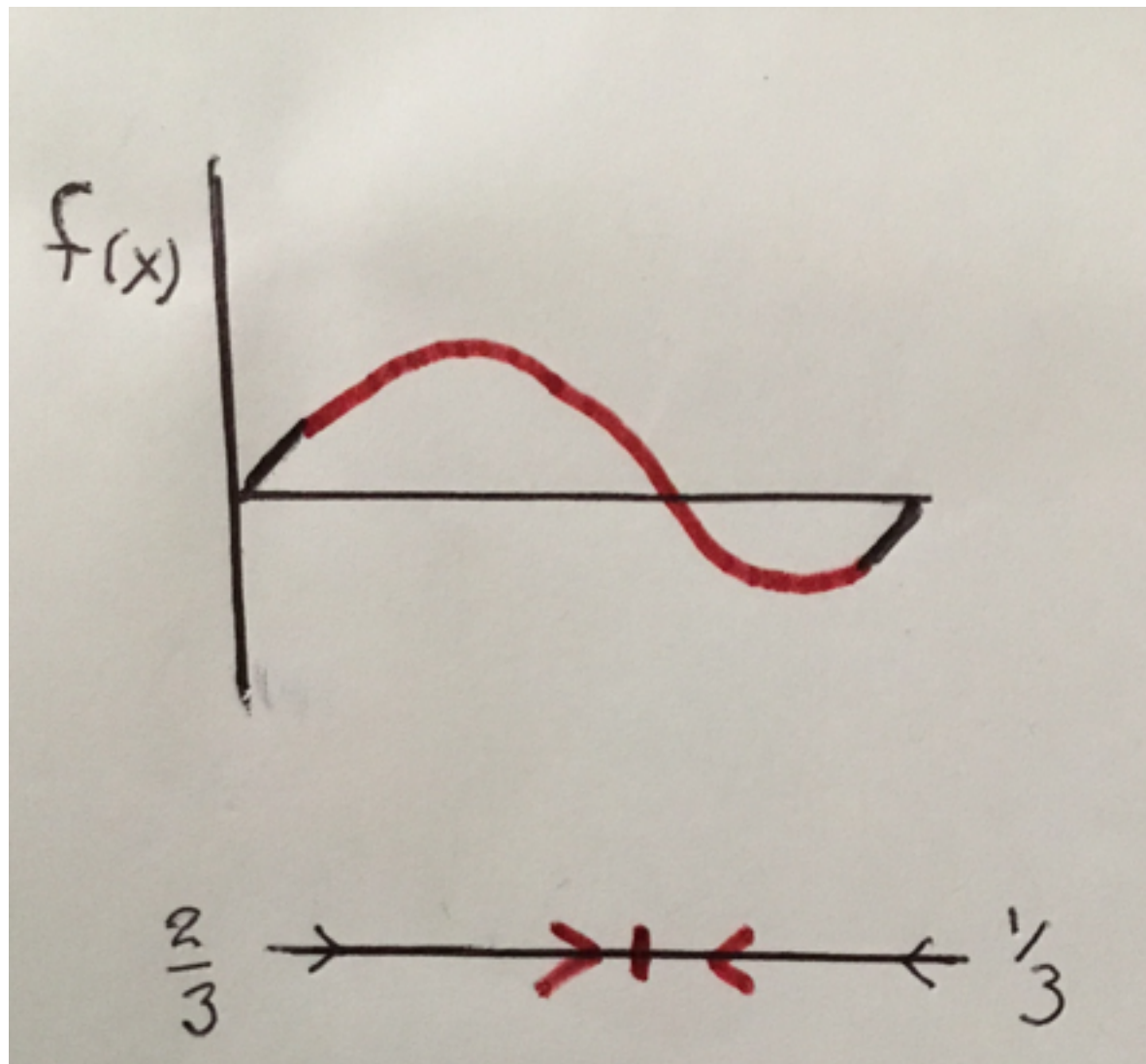
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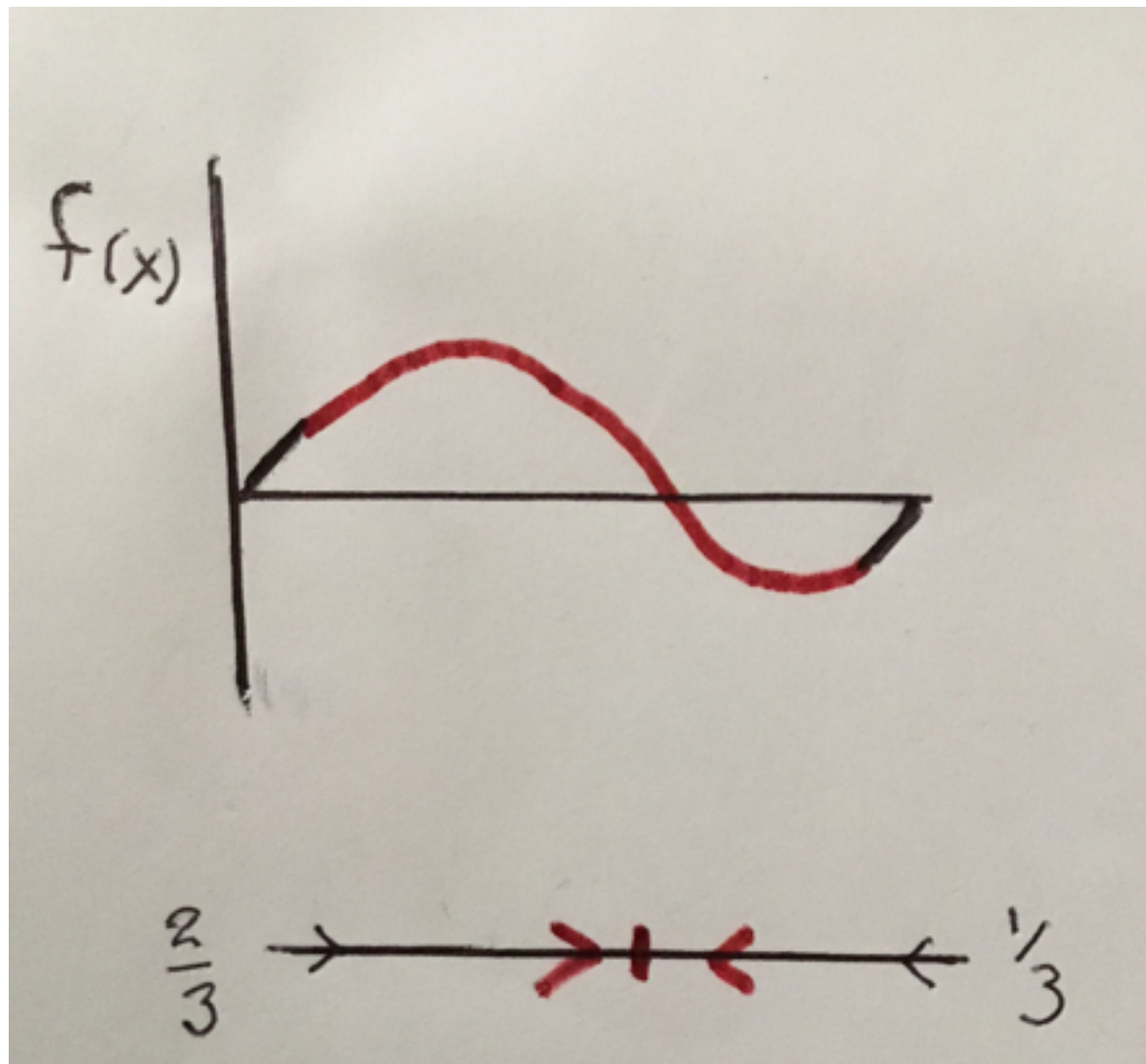
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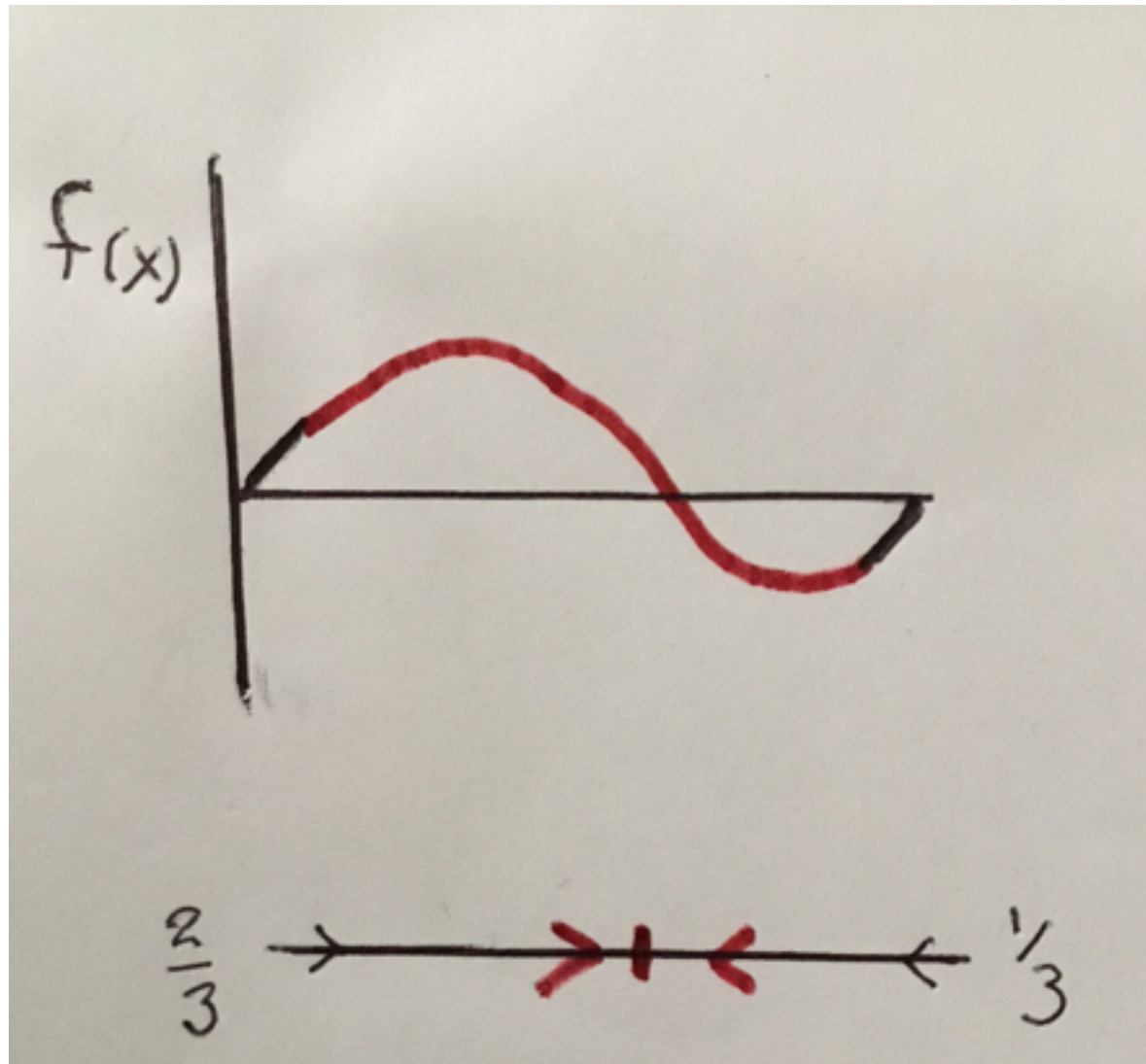
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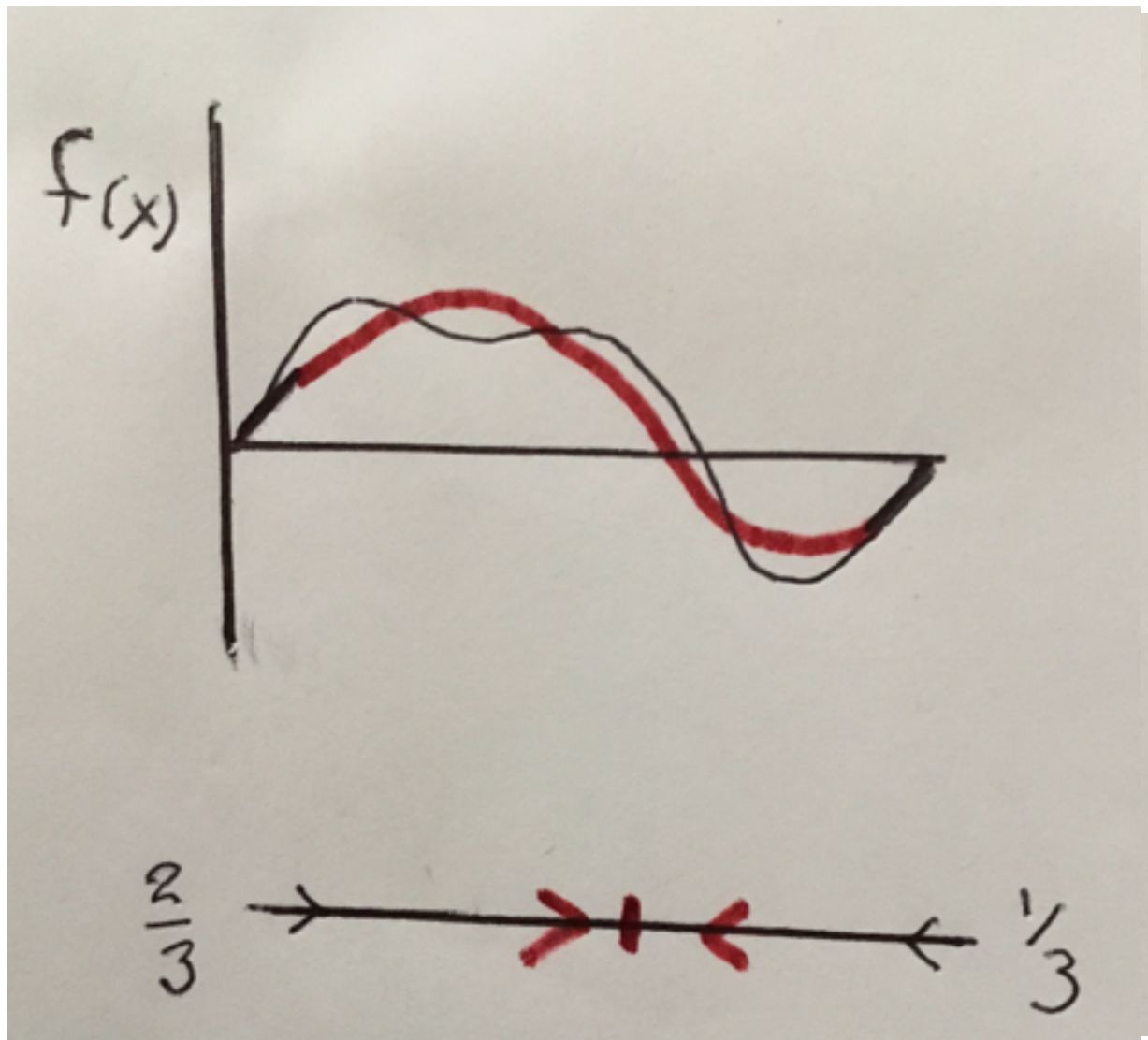
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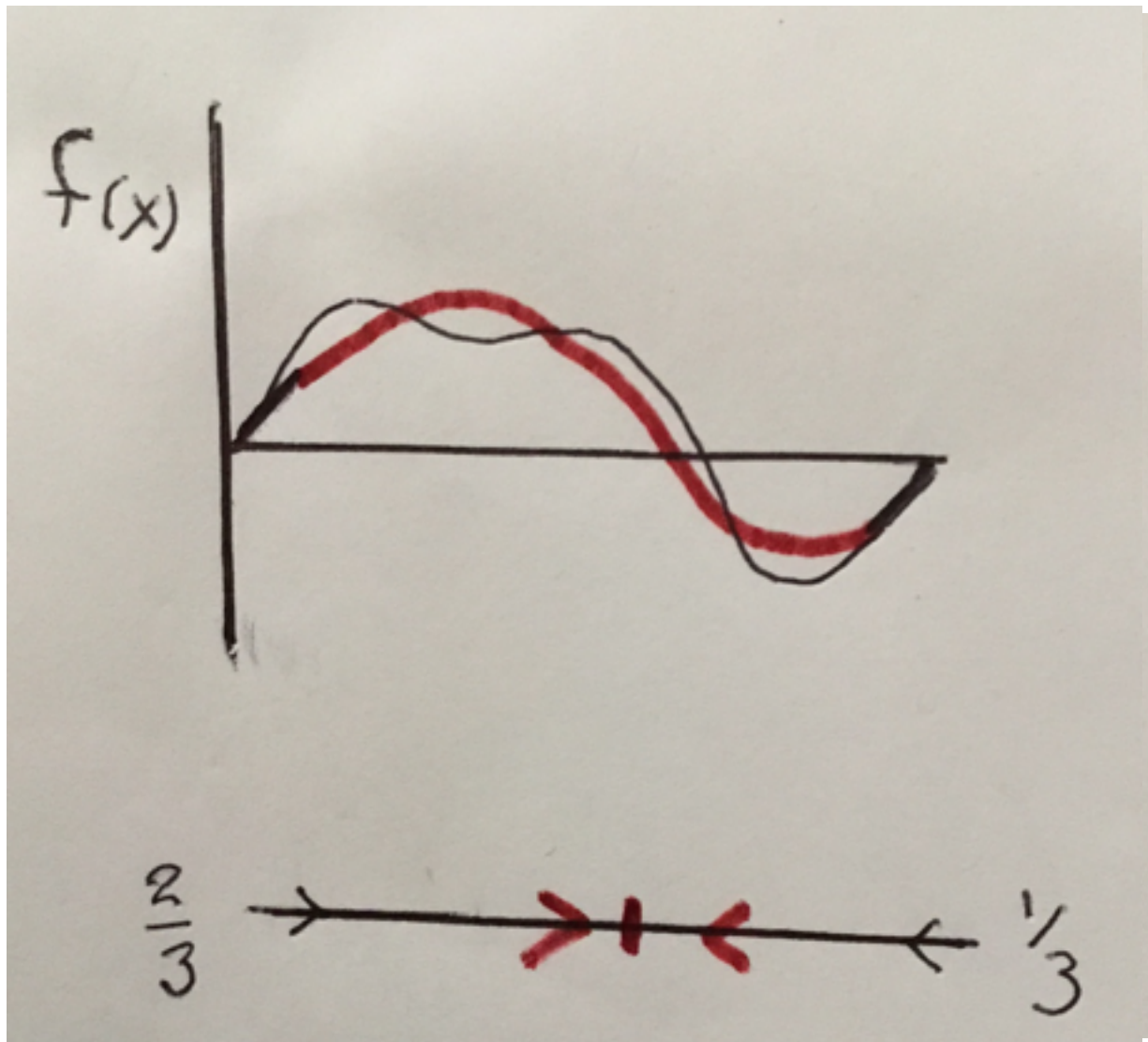
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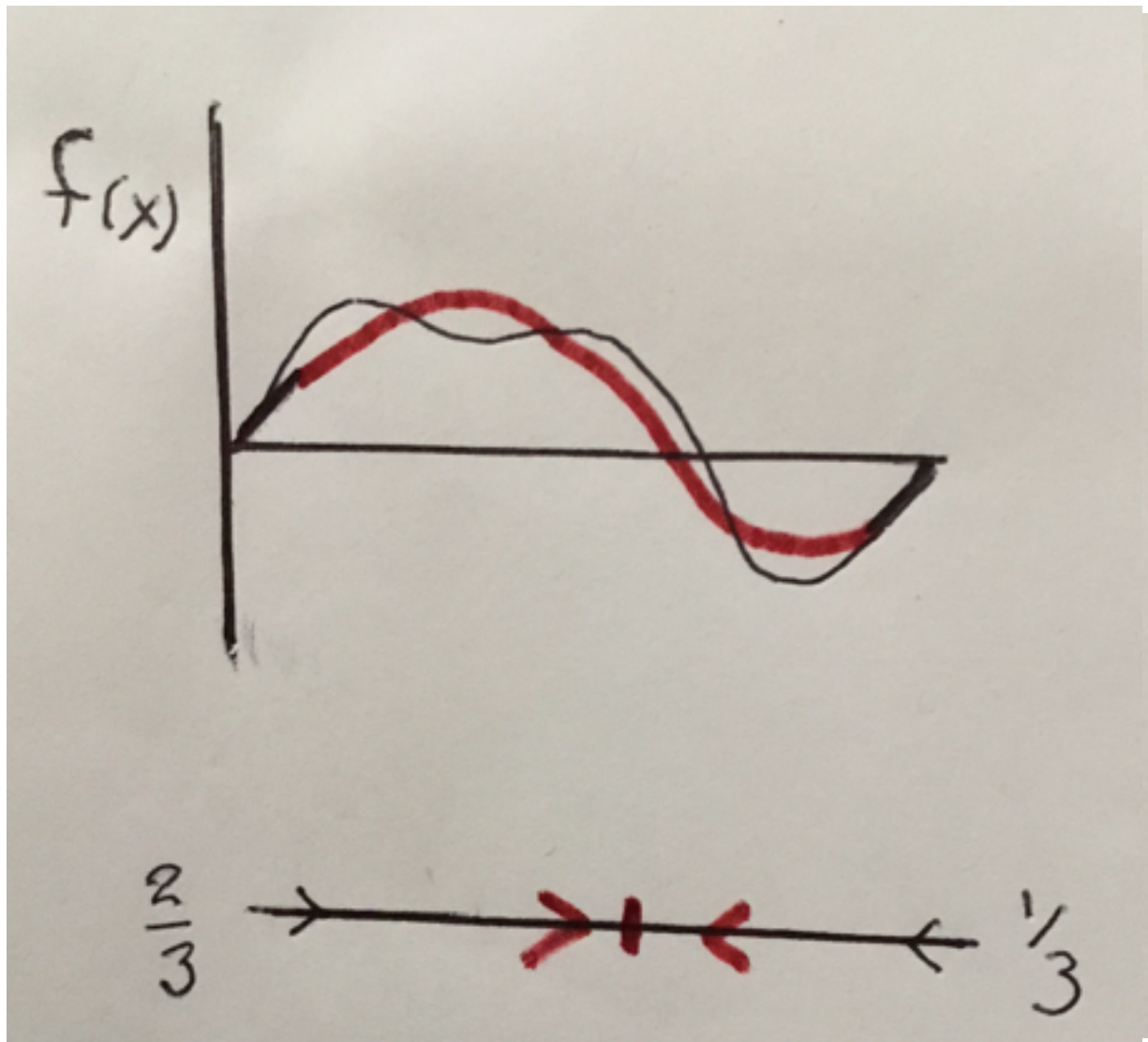
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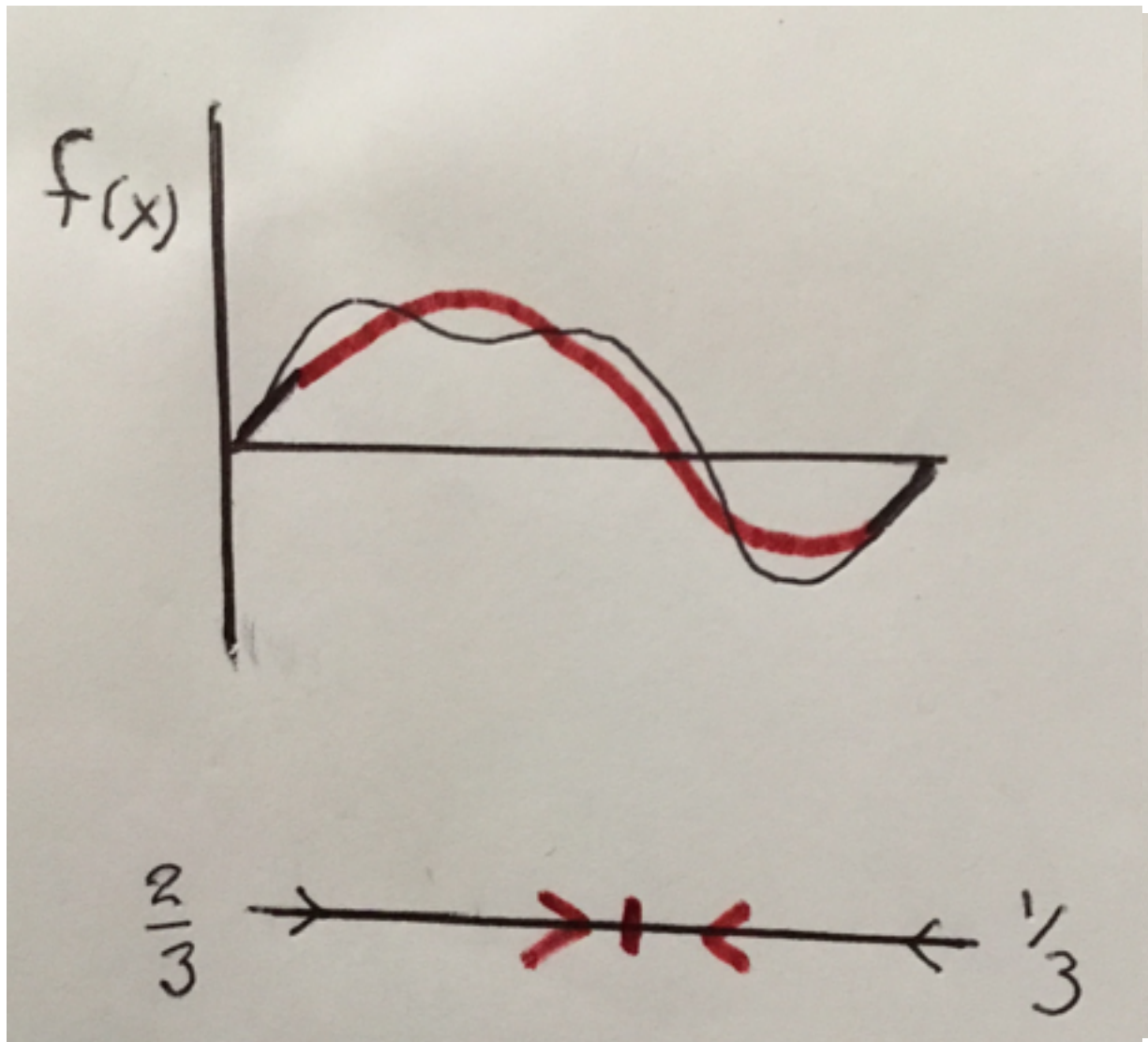
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 f is continuous, but not known



So, if local information points inward at ends, then the simplest model has a stable equilibrium.

Model is robust

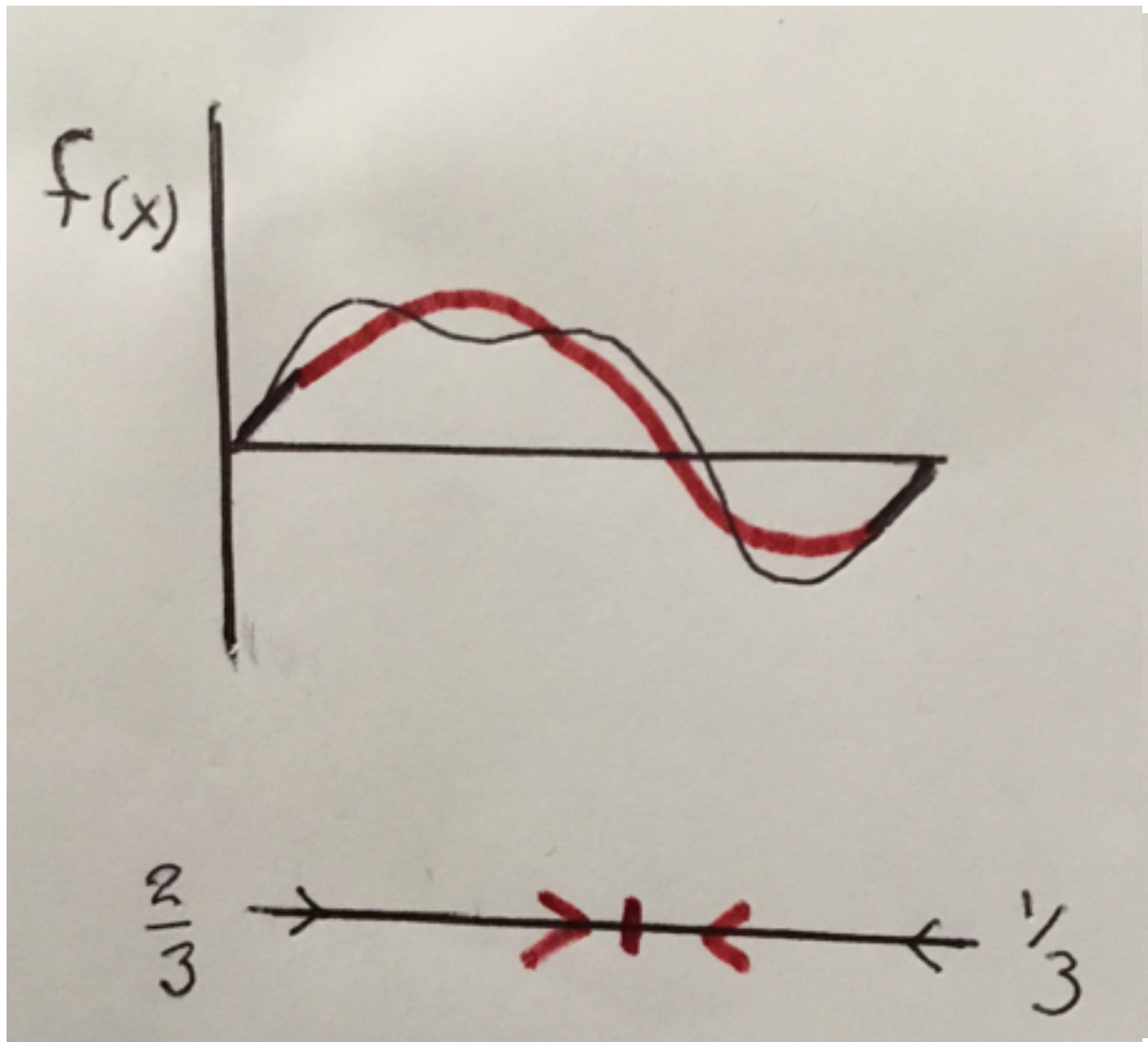
Location of stable point?
Comes from field and data.

$$\begin{aligned}\frac{dx_1}{dt} &= \frac{1}{3}x_1(1 - x_1 - 2x_1x_2) \\ \frac{dx_2}{dt} &= \frac{1}{3}x_2x_1(1 - 2x_2)\end{aligned}$$

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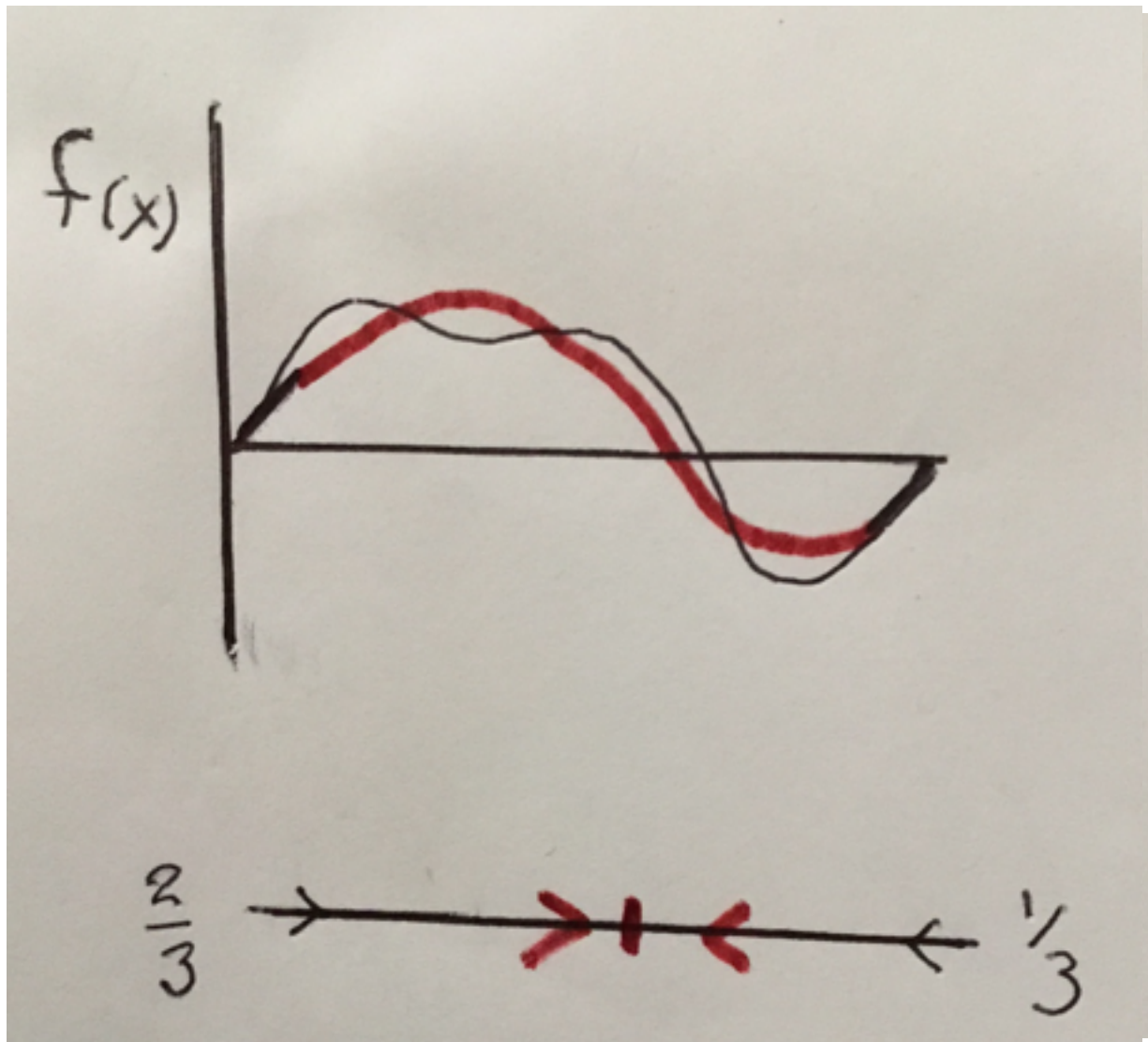
If evidence proves simplest model not appropriate?

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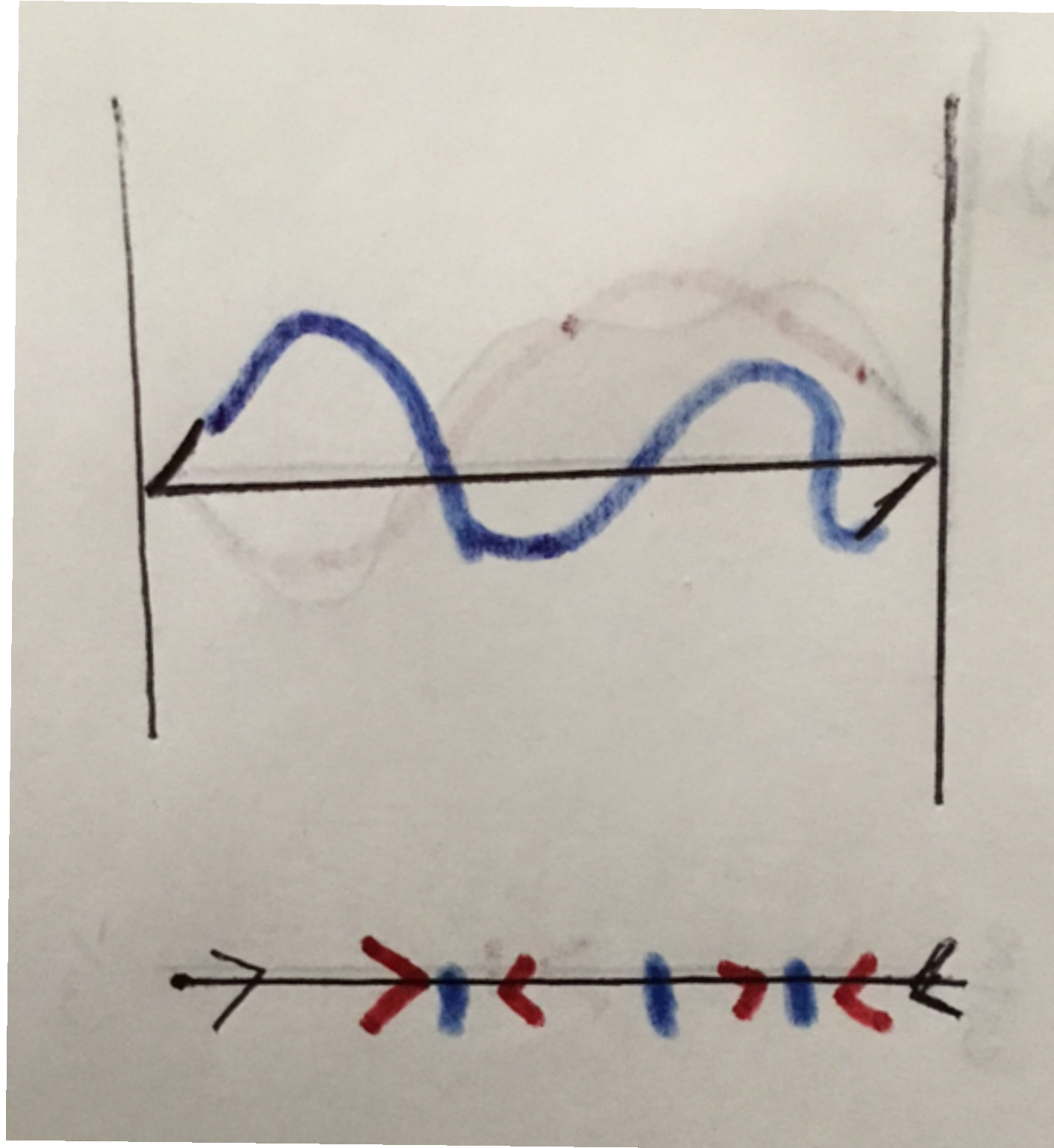
If evidence proves simplest model not appropriate?

Try next level of a model

$$\begin{aligned}\frac{dx_1}{dt} &= \frac{1}{3}x_1(1 - x_1 - 2x_1x_2) \\ \frac{dx_2}{dt} &= \frac{1}{3}x_2x_1(1 - 2x_2)\end{aligned}$$

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Model is robust

Location of stable point?

Comes from field and data.

If evidence proves simplest model not appropriate?

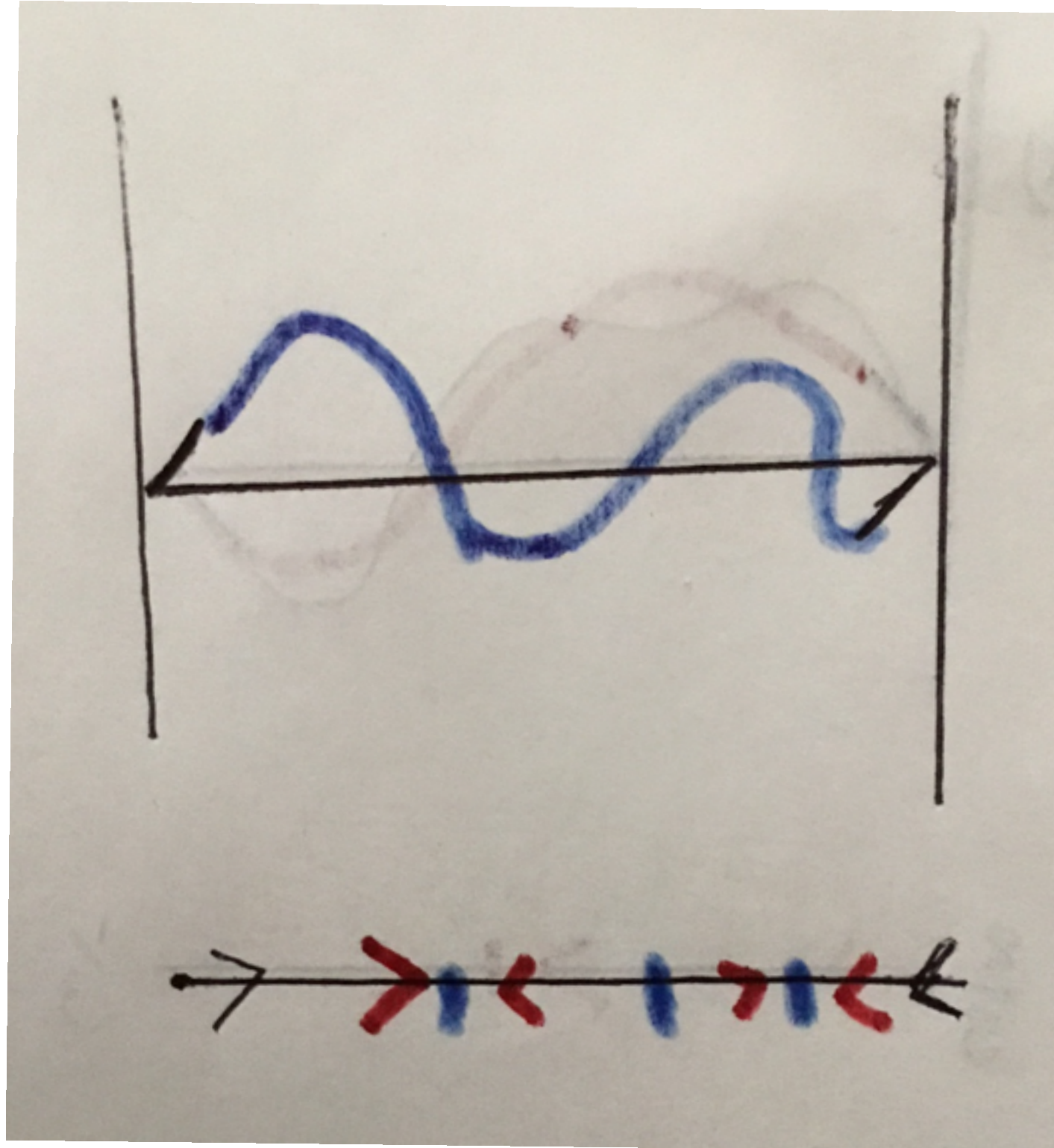
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Model is robust

Location of stable point?

Comes from field and data.

If evidence proves simplest model not appropriate?

Try next level of a model

It crosses the x-axis three times.

$$\begin{aligned}\frac{dx_1}{dt} &= \frac{1}{3}x_1(1 - x_1 - 2x_1x_2) \\ \frac{dx_2}{dt} &= \frac{1}{3}x_2x_1(1 - 2x_2)\end{aligned}$$

Gangs!!

$$x' = f(x)$$

Gangs!!

$$x' = f(x)$$

Gangs!!

f is continuous, but not known

$$x' = f(x)$$

Gangs!!

f is continuous, but not known

Local information:

$$x' = f(x)$$

Gangs!!

f is continuous, but not known

Local information:

If sufficiently dominant, each
gang will eliminate the other one

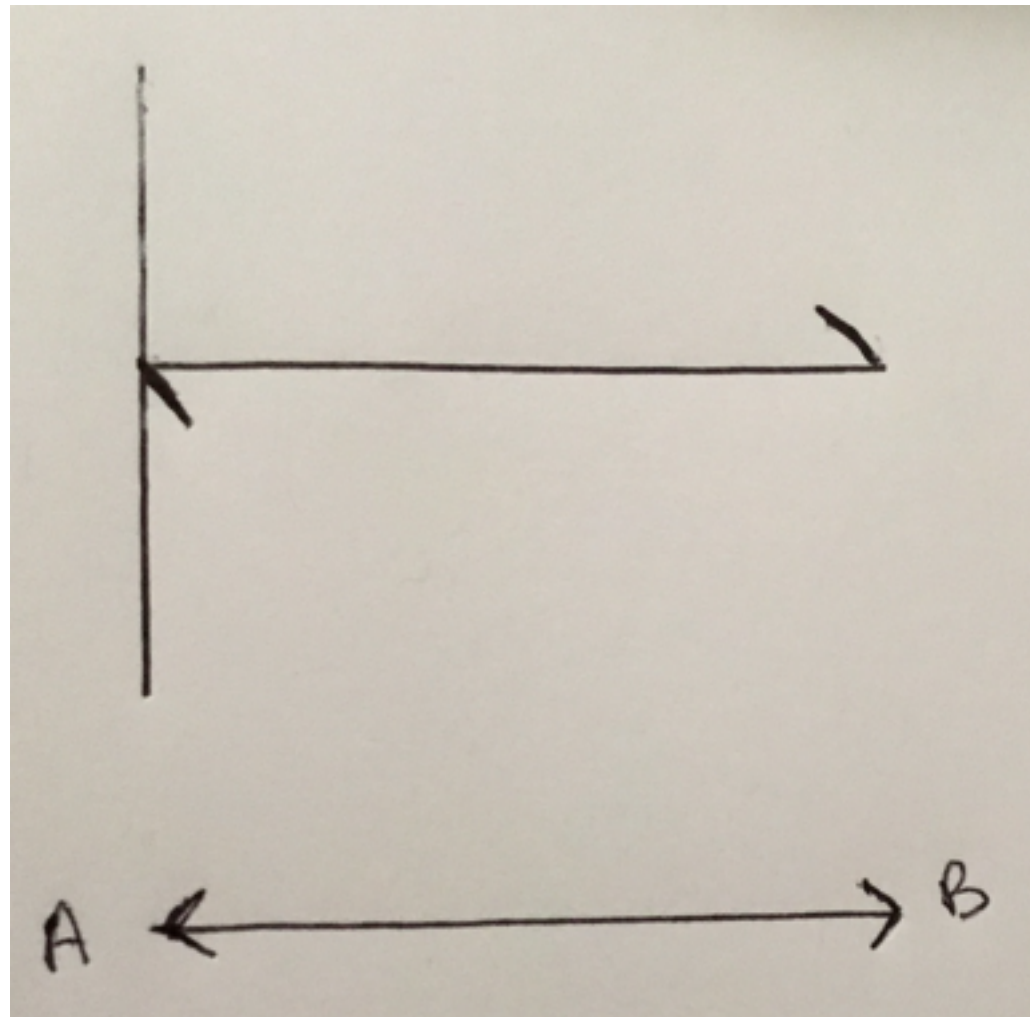
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Gangs!!

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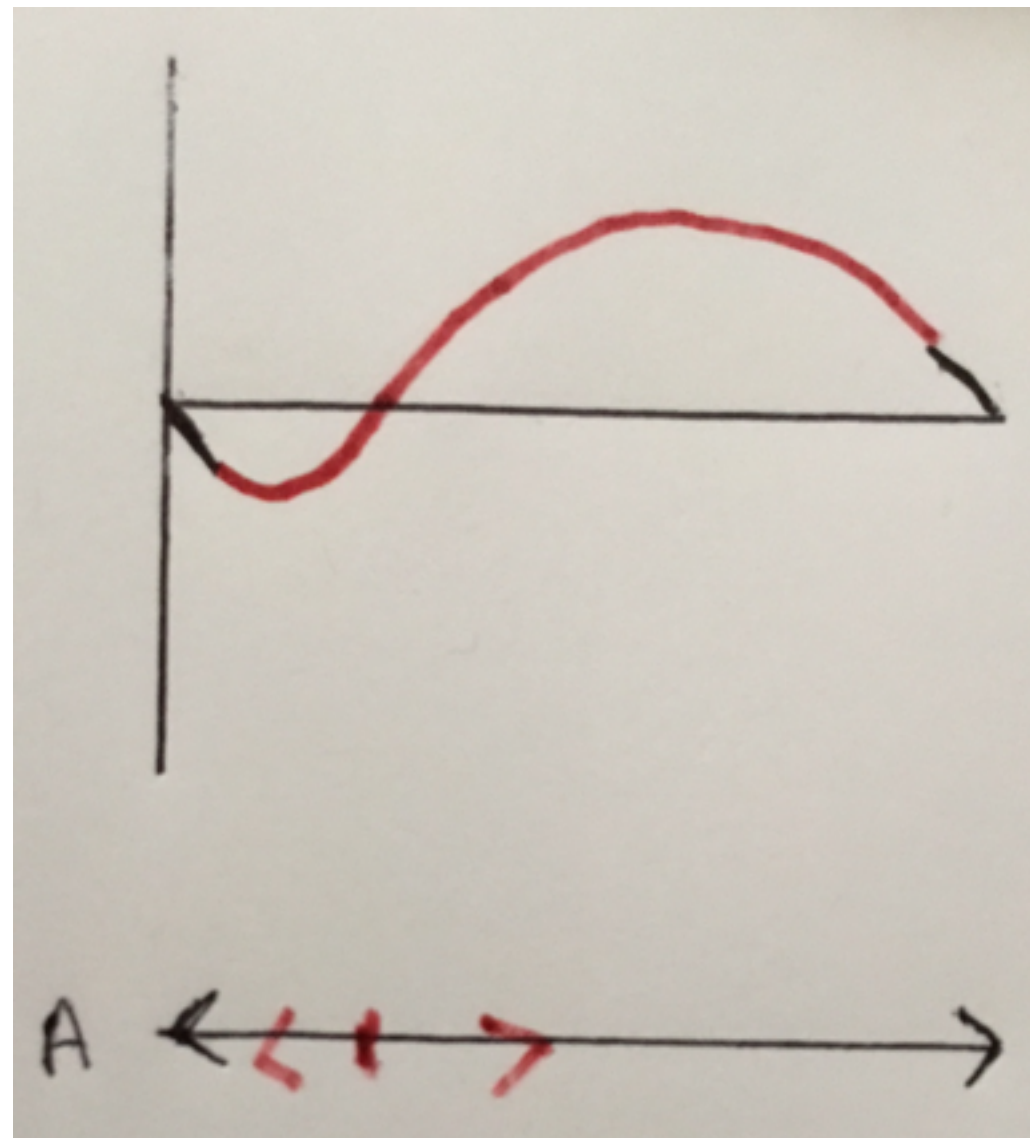
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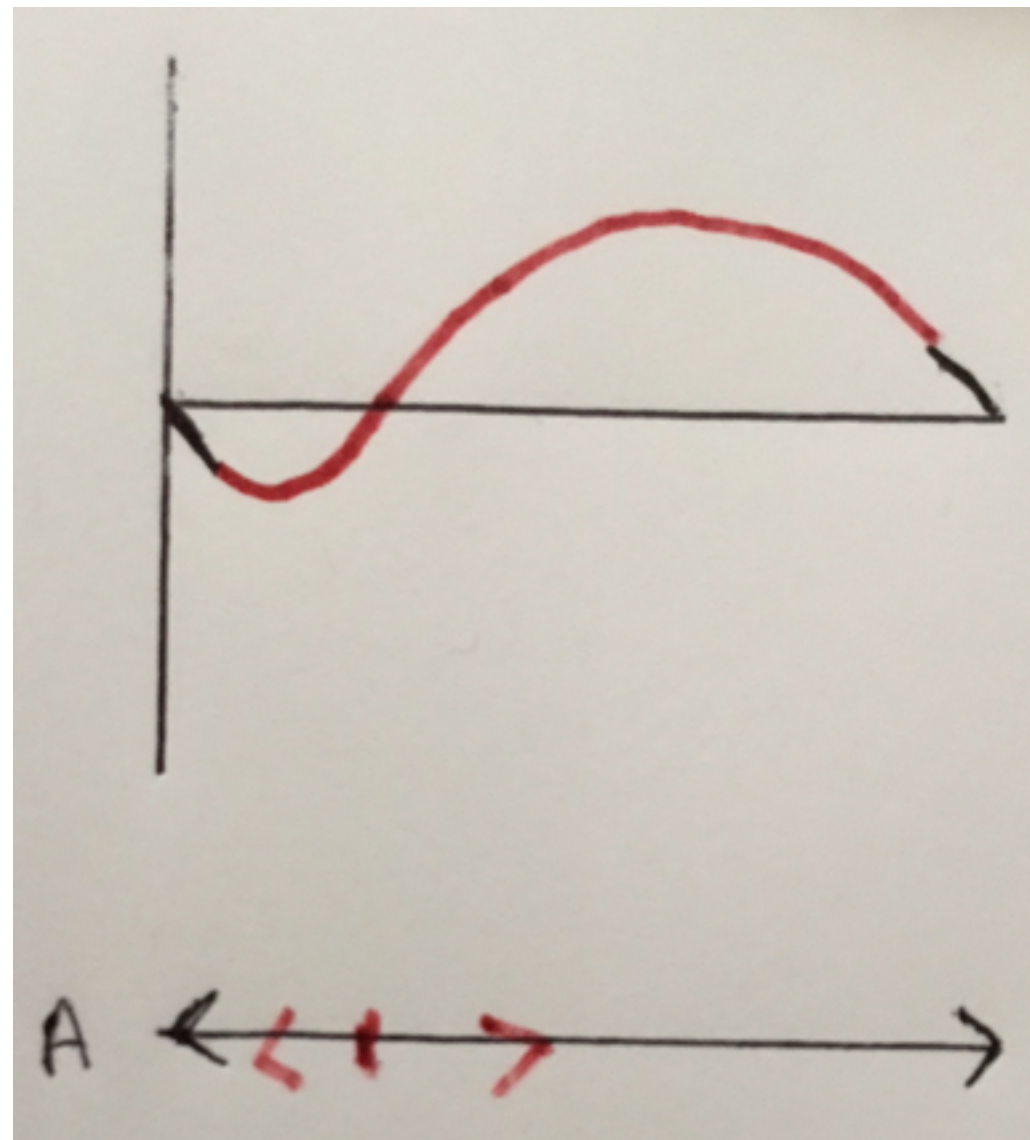
Gangs!!

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Local information:

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So, if local information has each endpoint as a stable equilibrium, then simplest model has a “tipping point equilibrium”



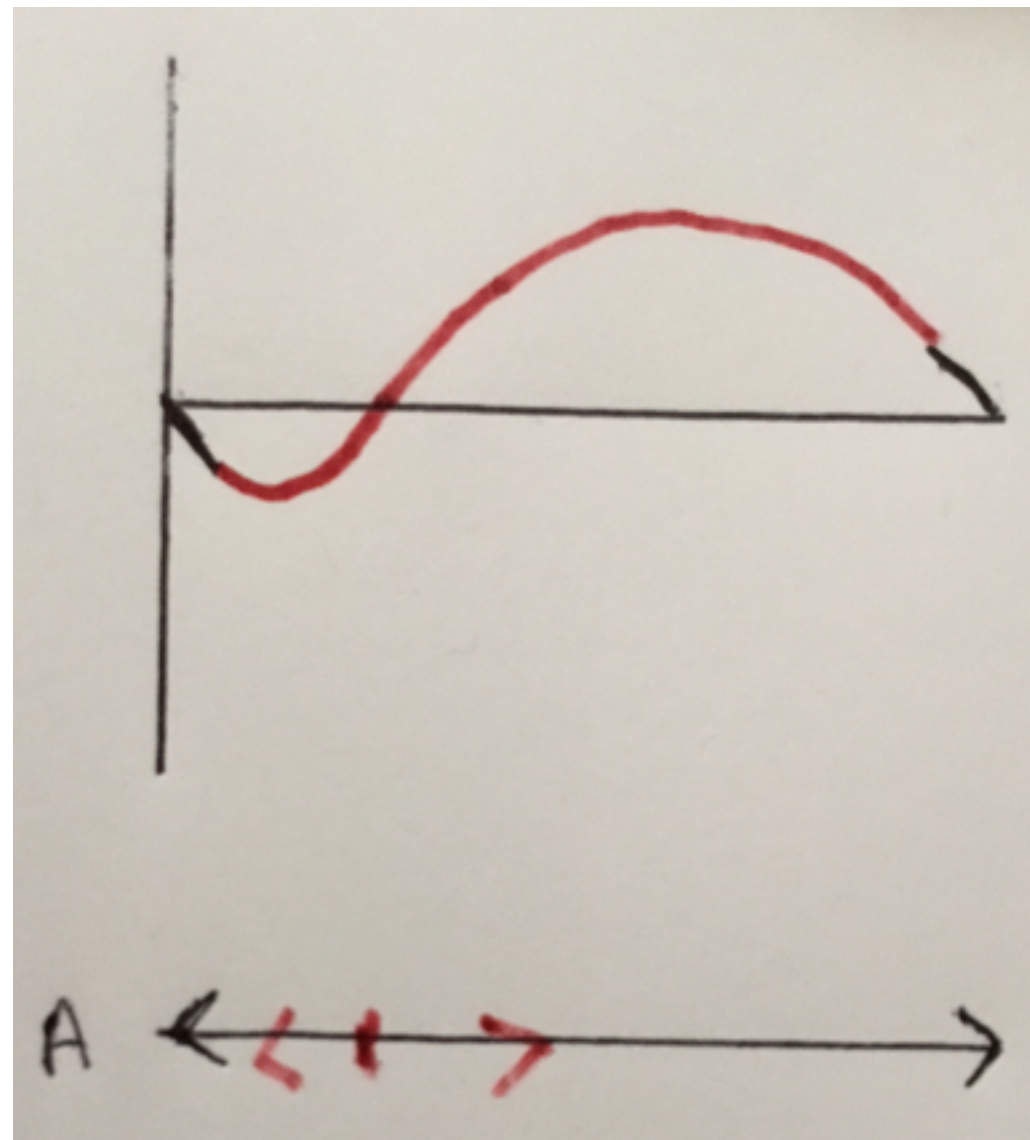
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So, if local information has each endpoint as a stable equilibrium, then simplest model has a “tipping point equilibrium”
Location is based on data, evidence.

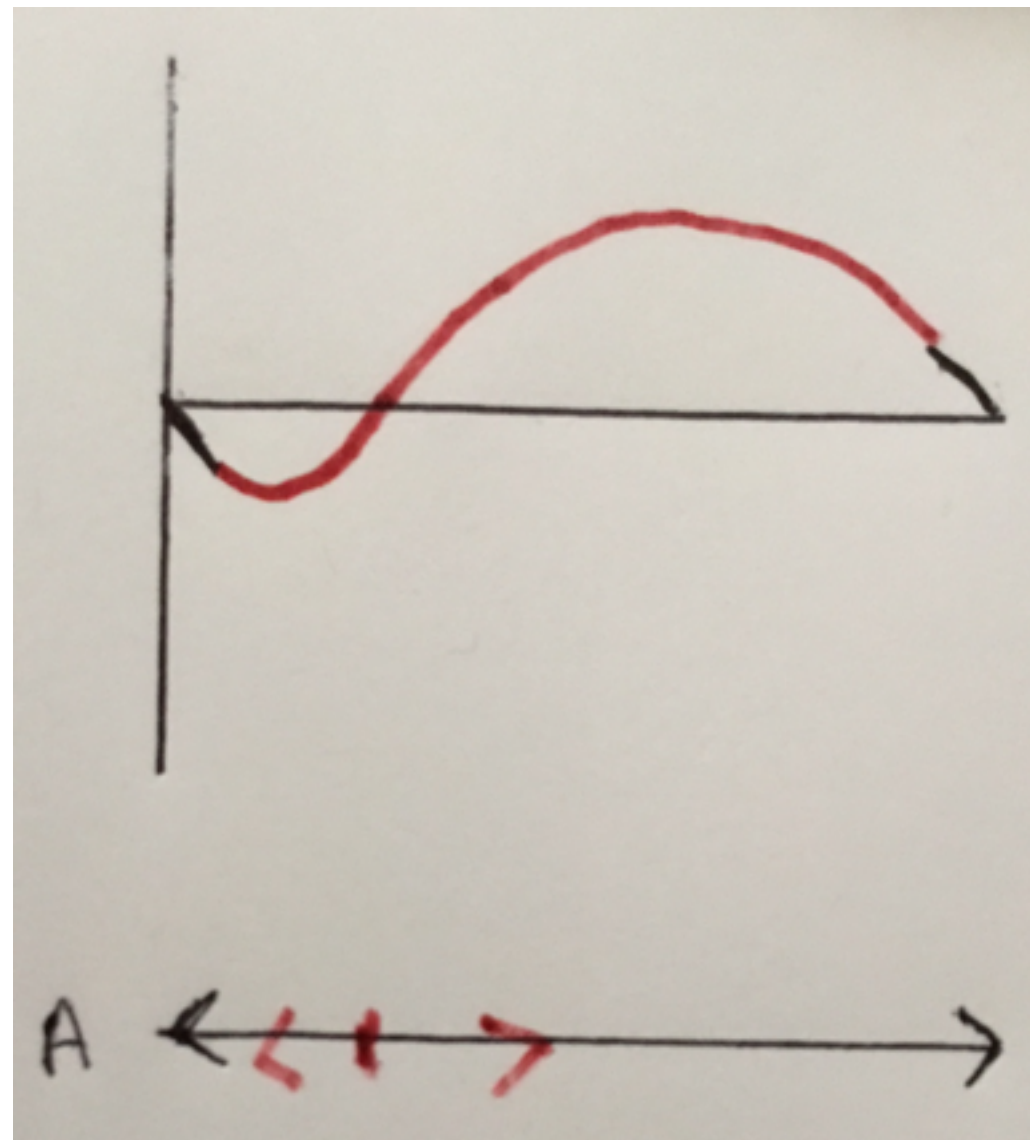
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If evidence shows not applicable, try next level

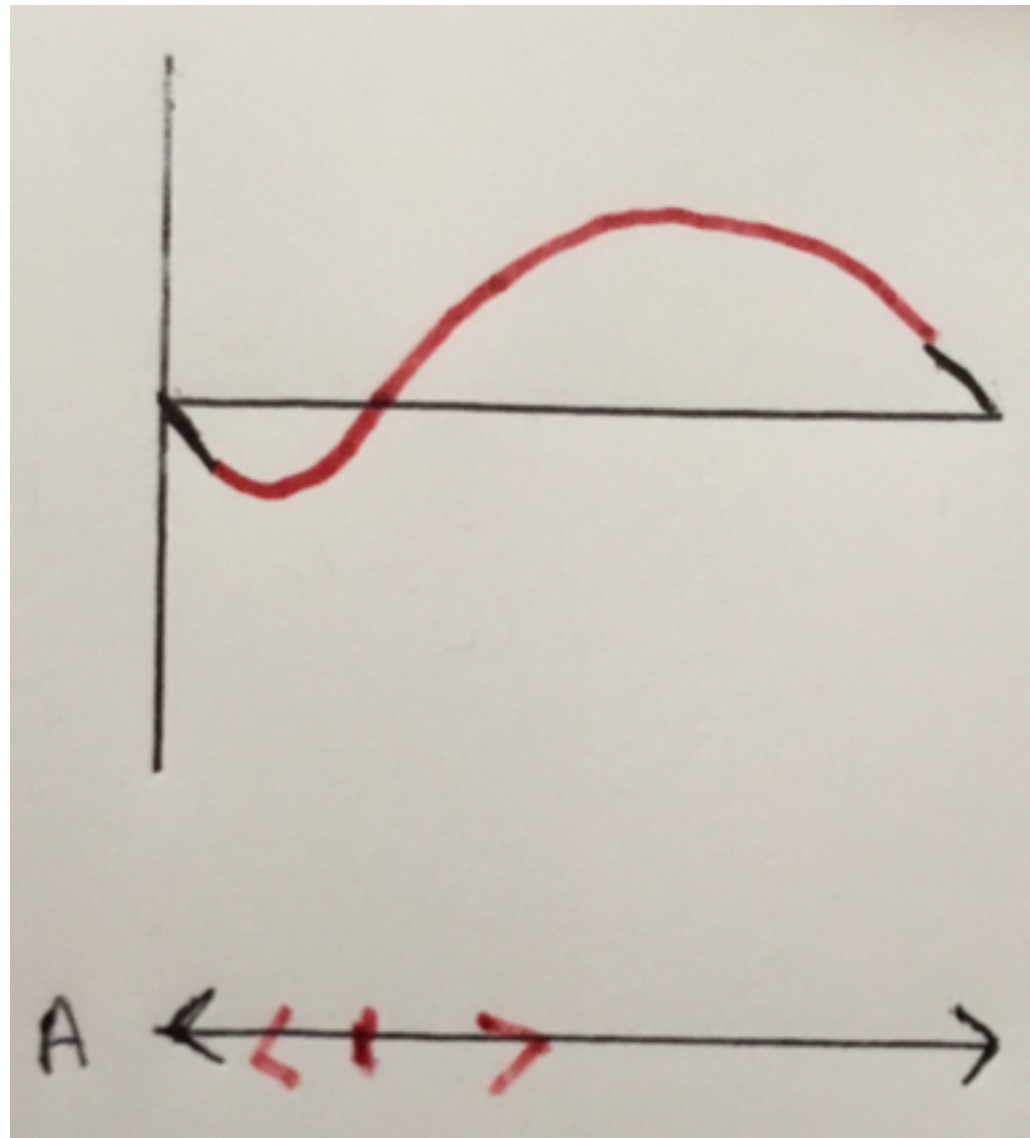
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E.g., let A be Apple and B be Microsoft

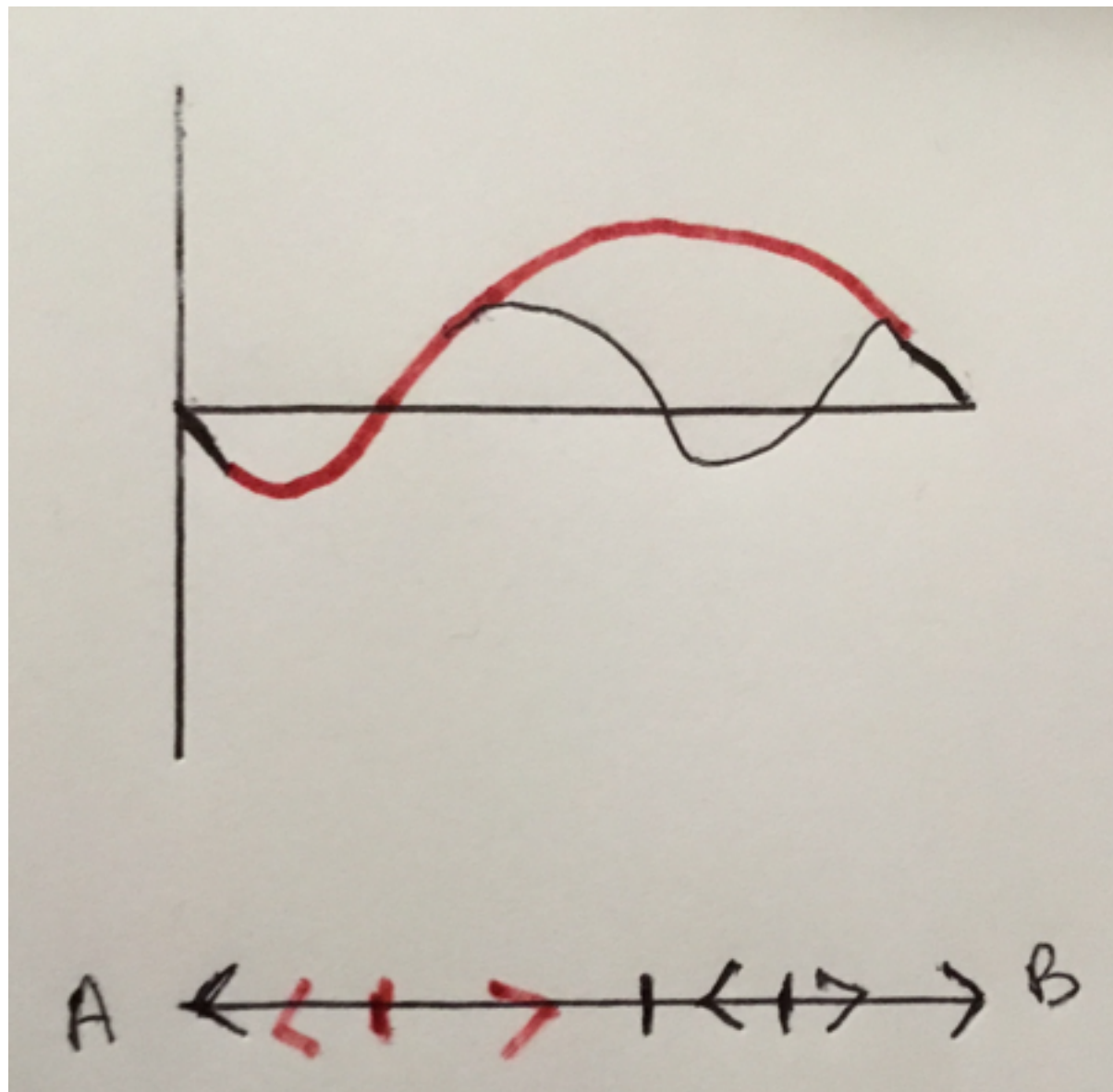
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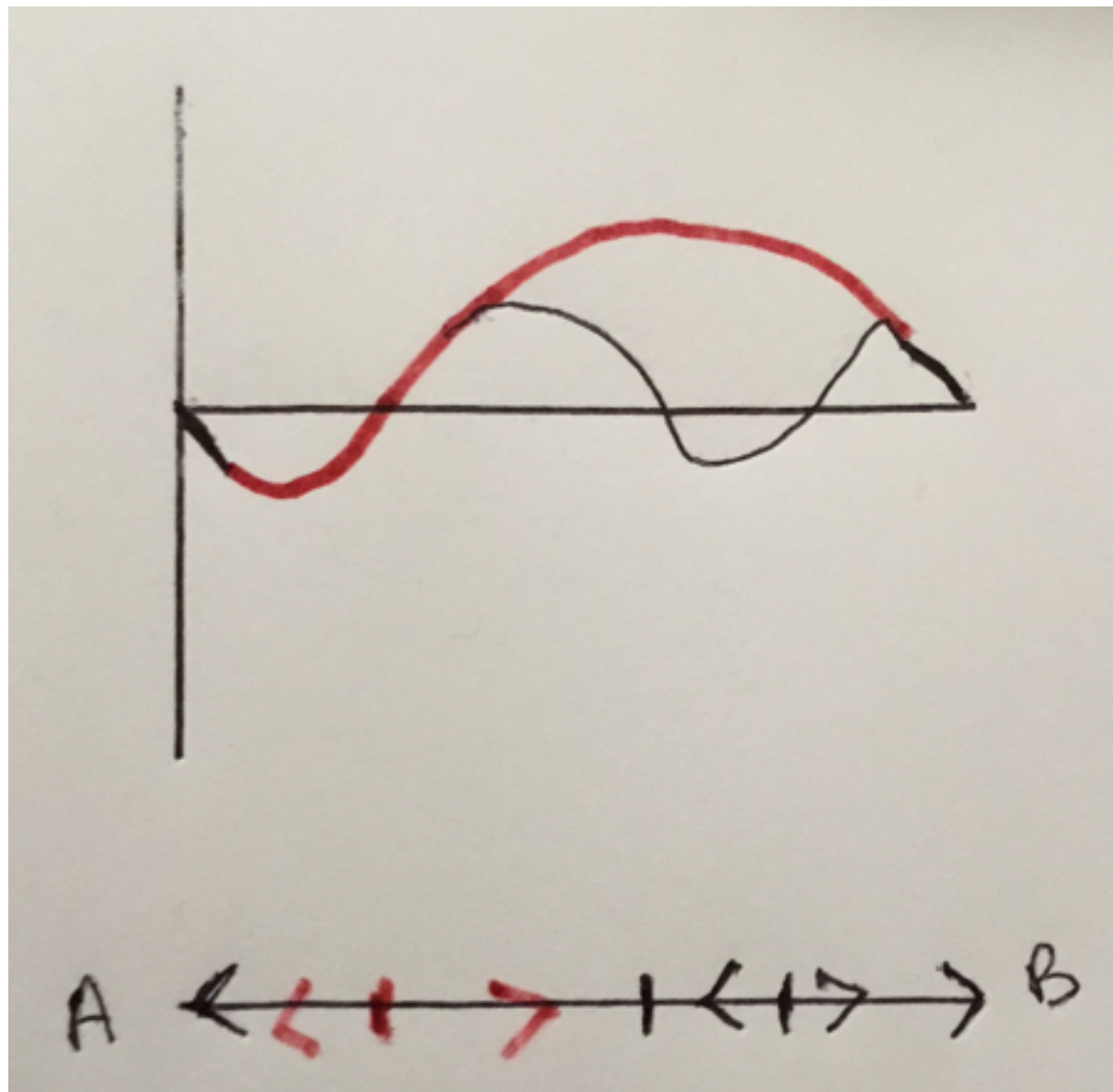
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E.g., let A be Apple and B be Microsoft

Pocket of co-existence, stability.

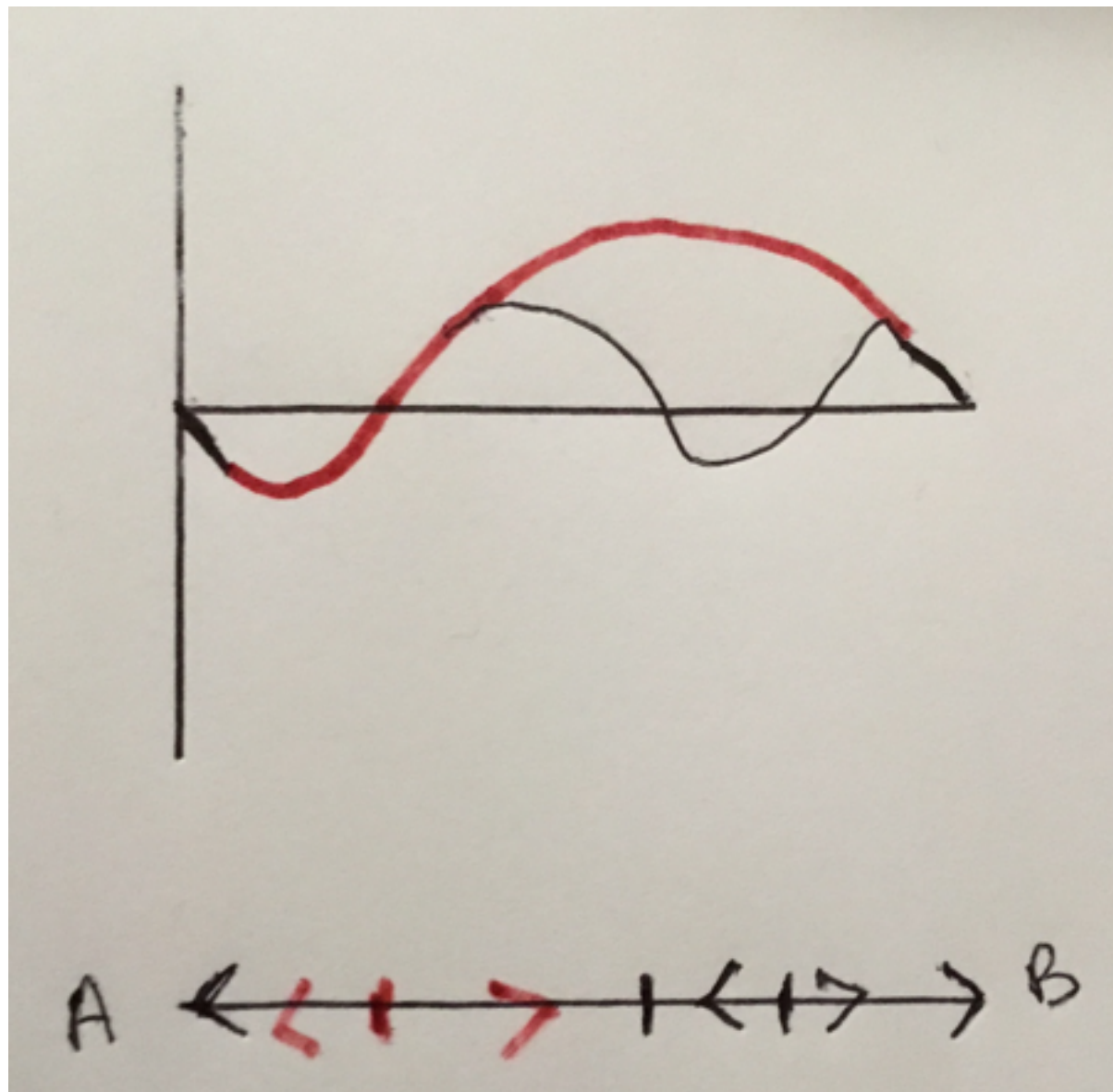
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Location is based on data, evidence.

If evidence shows not applicable, try next level
E.g., let A be Apple and B be Microsoft

Pocket of co-existence, stability.
Predictions are consistent with models—without difficulties

Back to the Ultimatum game

Back to the Ultimatum game

$$x' = f(x)$$

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f is continuous, but not known

Back to the Ultimatum game

$$x' = f(x)$$

f is continuous, but not known

Three types: $2/3$, $1/3$ plus $1/2$

Back to the Ultimatum game

$$x' = f(x)$$

f is continuous, but not known

Three types: $2/3$, $1/3$ plus $1/2$

What will happen?

Back to the Ultimatum game

$$x' = f(x)$$

f is continuous, but not known

Three types: $2/3$, $1/3$ plus $1/2$

What will happen?

$$\begin{aligned}\frac{dx_1}{dt} &= x_1 \left[\frac{1}{3}(1 - x_1 - 2x_1x_2) - \frac{1}{2}x_3(1 - x_2) \right] \\ \frac{dx_2}{dt} &= x_2 \left[\frac{1}{3}x_1(1 - 2x_2) - \frac{1}{2}x_3(1 - x_2) \right] \\ \frac{dx_3}{dt} &= x_3 \left[\frac{1}{3}(-x_1 - 2x_1x_2) + \frac{1}{2}(1 - x_3)(1 - x_2) \right]\end{aligned}$$

Back to the Ultimatum game

$$x' = f(x)$$

f is continuous, but not known

Three types: 2/3, 1/3 plus 1/2

What will happen?

Same simple graph approach does
not work

$$\begin{aligned}\frac{dx_1}{dt} &= x_1 \left[\frac{1}{3}(1 - x_1 - 2x_1x_2) - \frac{1}{2}x_3(1 - x_2) \right] \\ \frac{dx_2}{dt} &= x_2 \left[\frac{1}{3}x_1(1 - 2x_2) - \frac{1}{2}x_3(1 - x_2) \right] \\ \frac{dx_3}{dt} &= x_3 \left[\frac{1}{3}(-x_1 - 2x_1x_2) + \frac{1}{2}(1 - x_3)(1 - x_2) \right]\end{aligned}$$

Back to the Ultimatum game

$$x' = f(x)$$

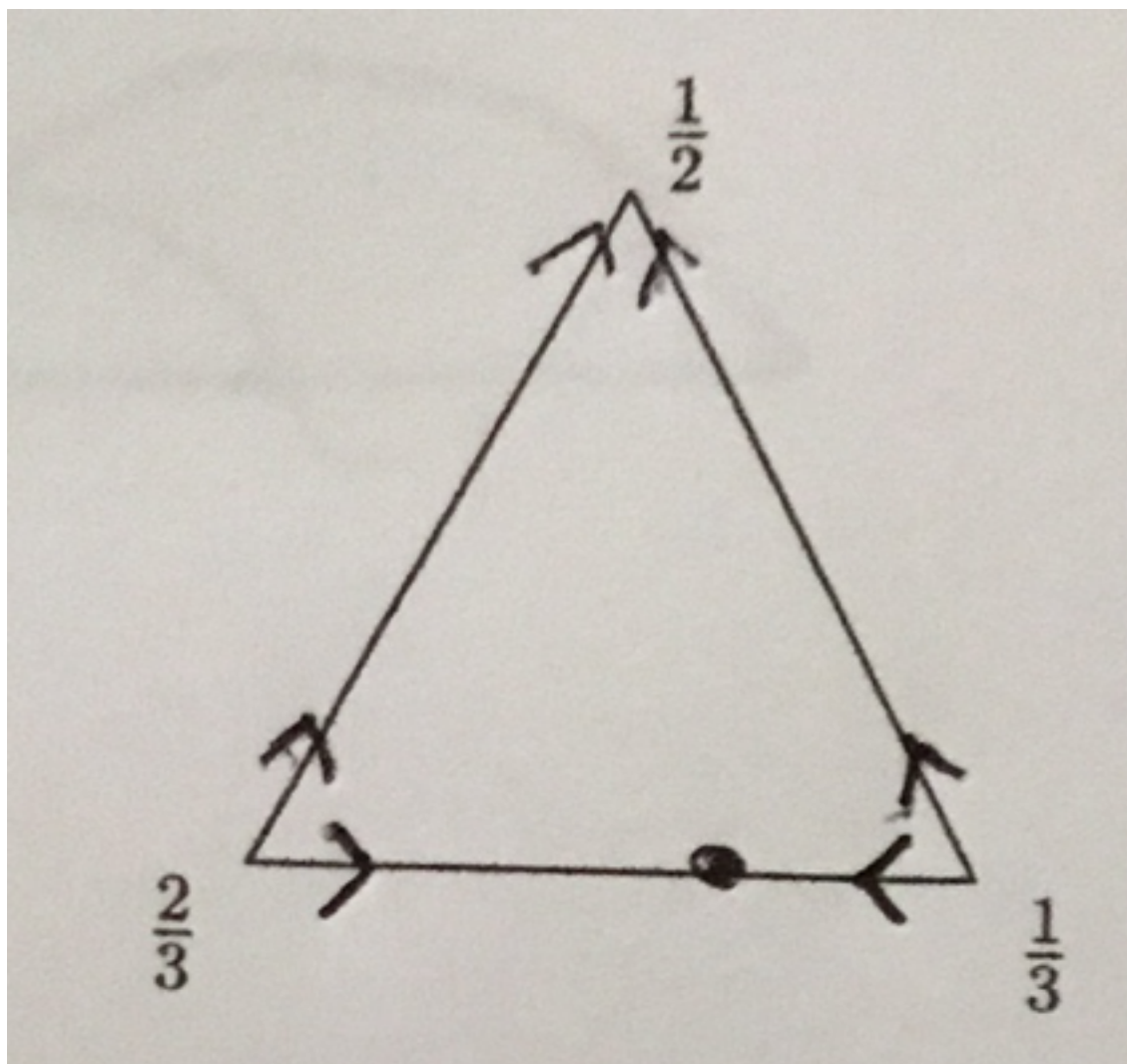
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Back to the Ultimatum game

$$\mathbf{x}' = \mathbf{f}(\mathbf{x})$$

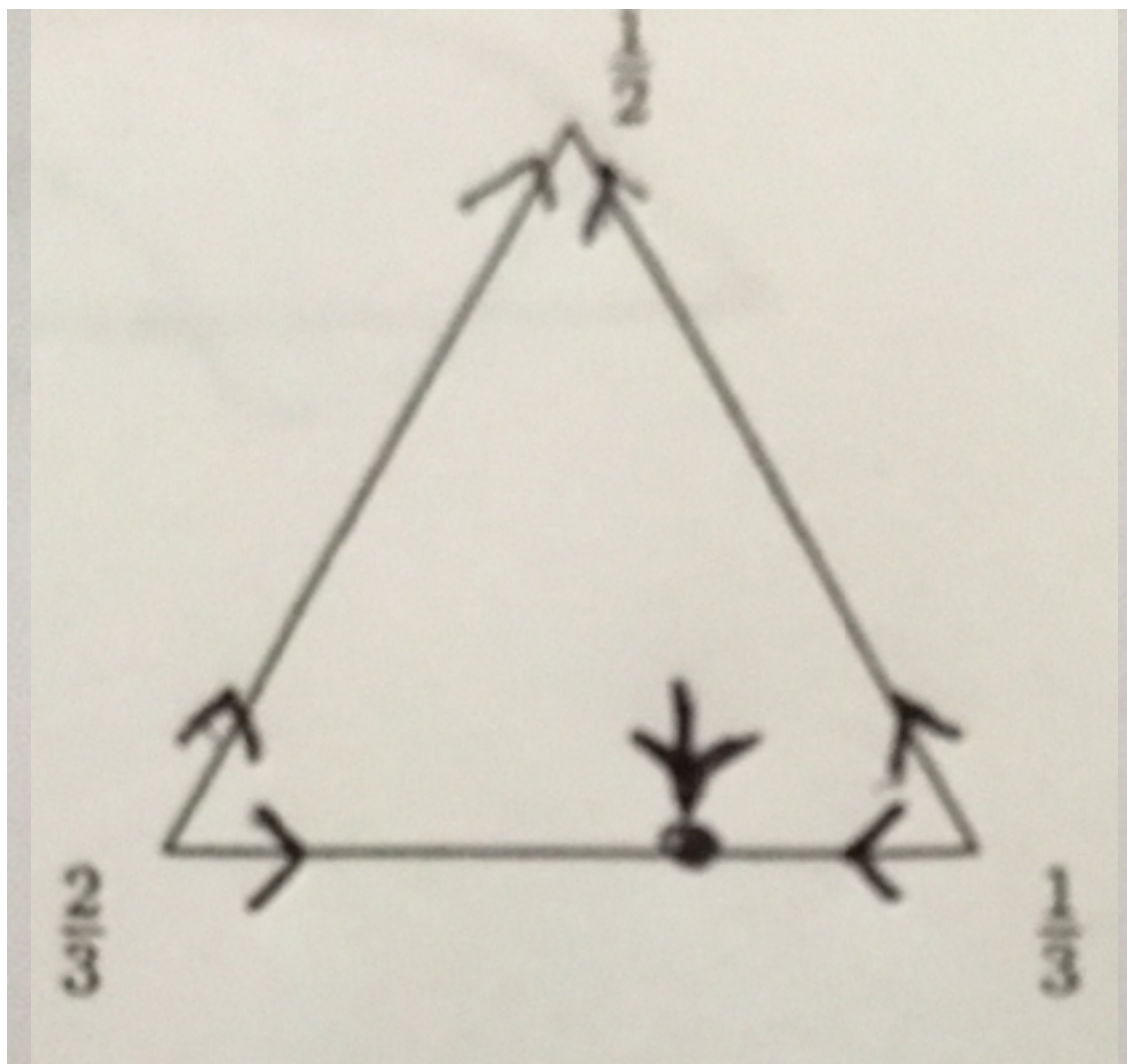
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What will happen?

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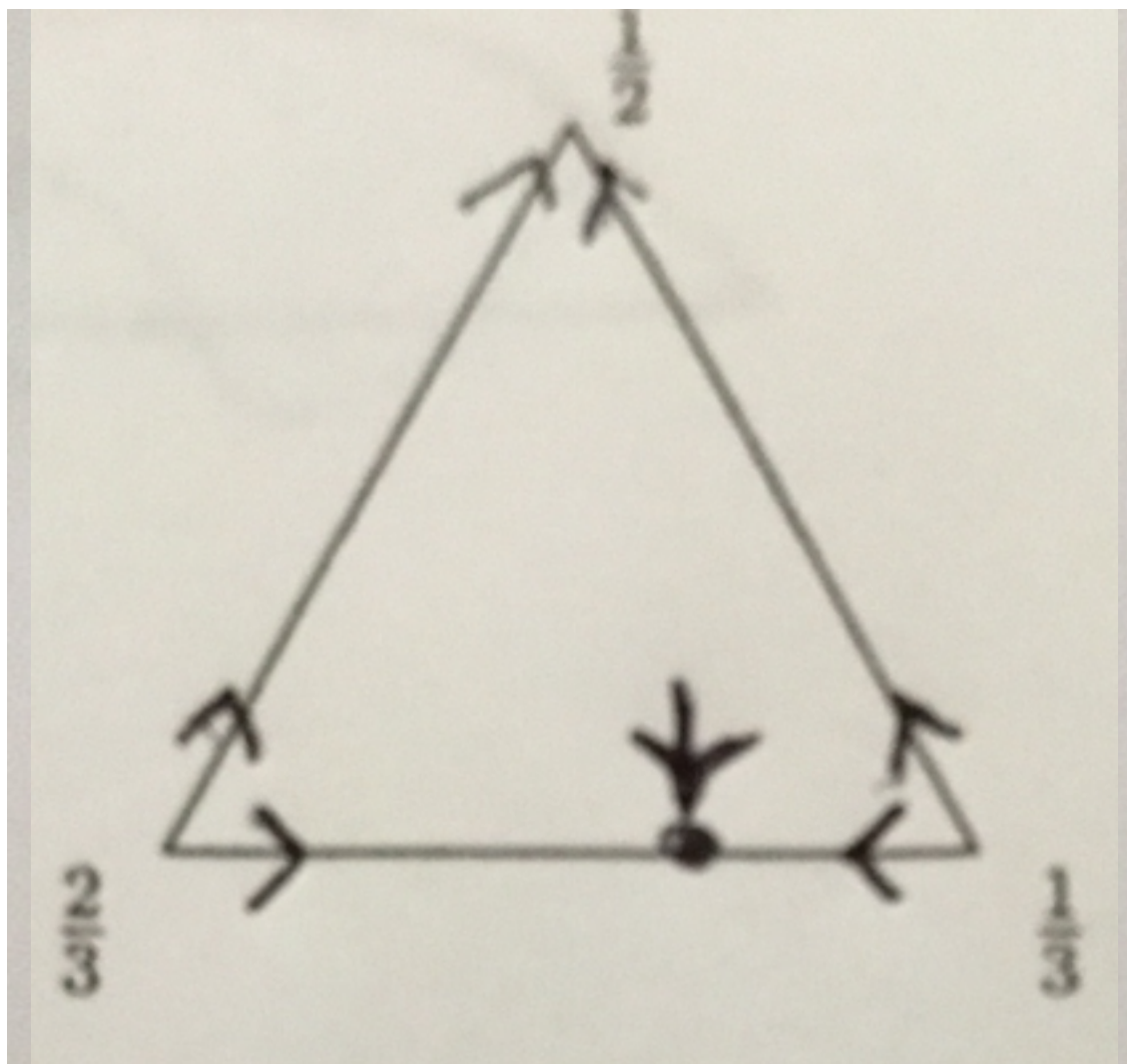
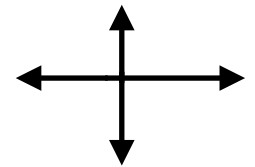
f is continuous, but not known

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What will happen?

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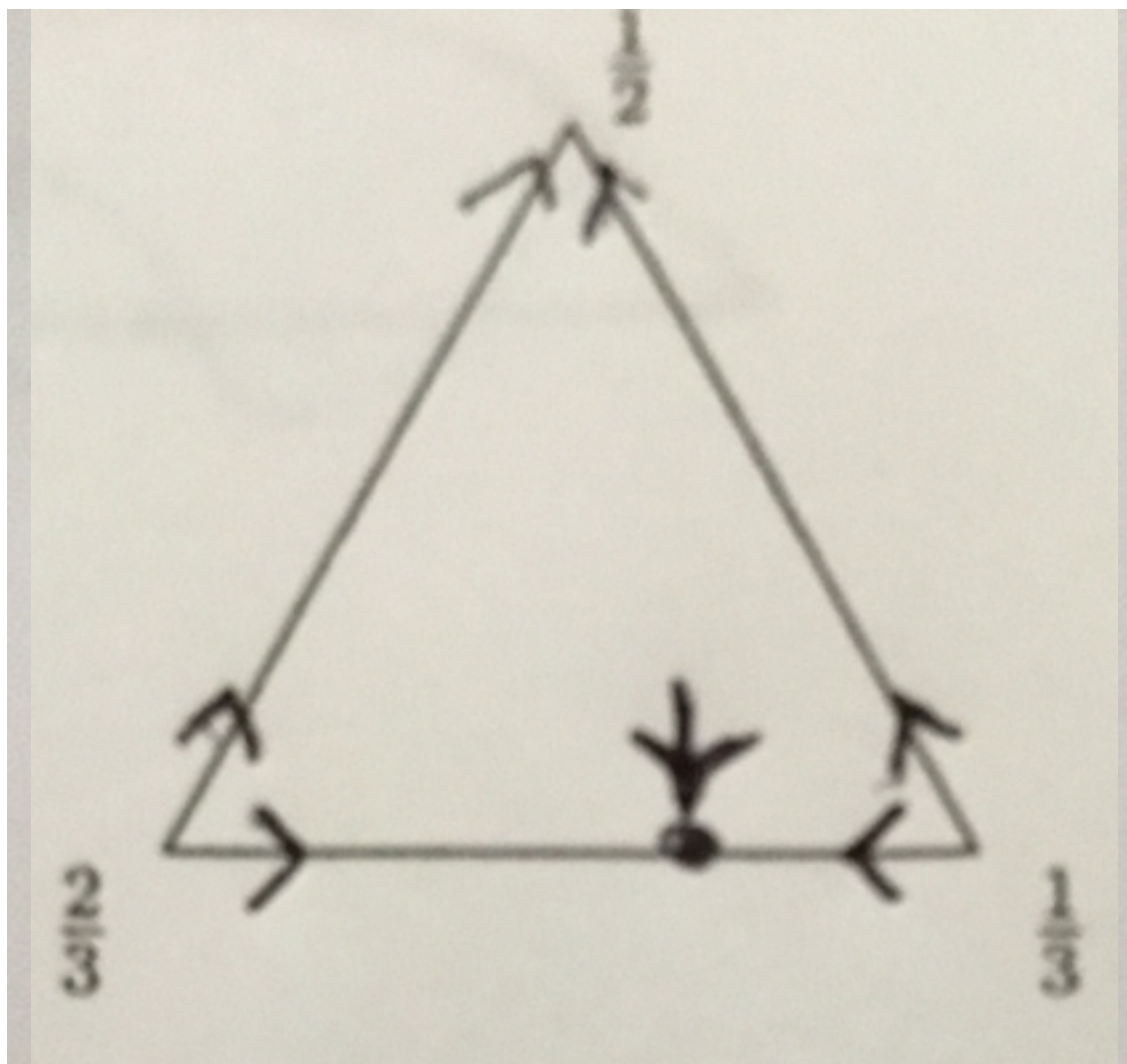
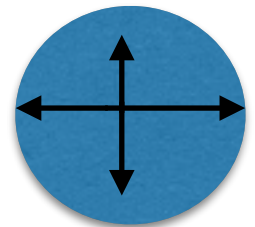
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Back to the Ultimatum game

$$x' = f(x)$$

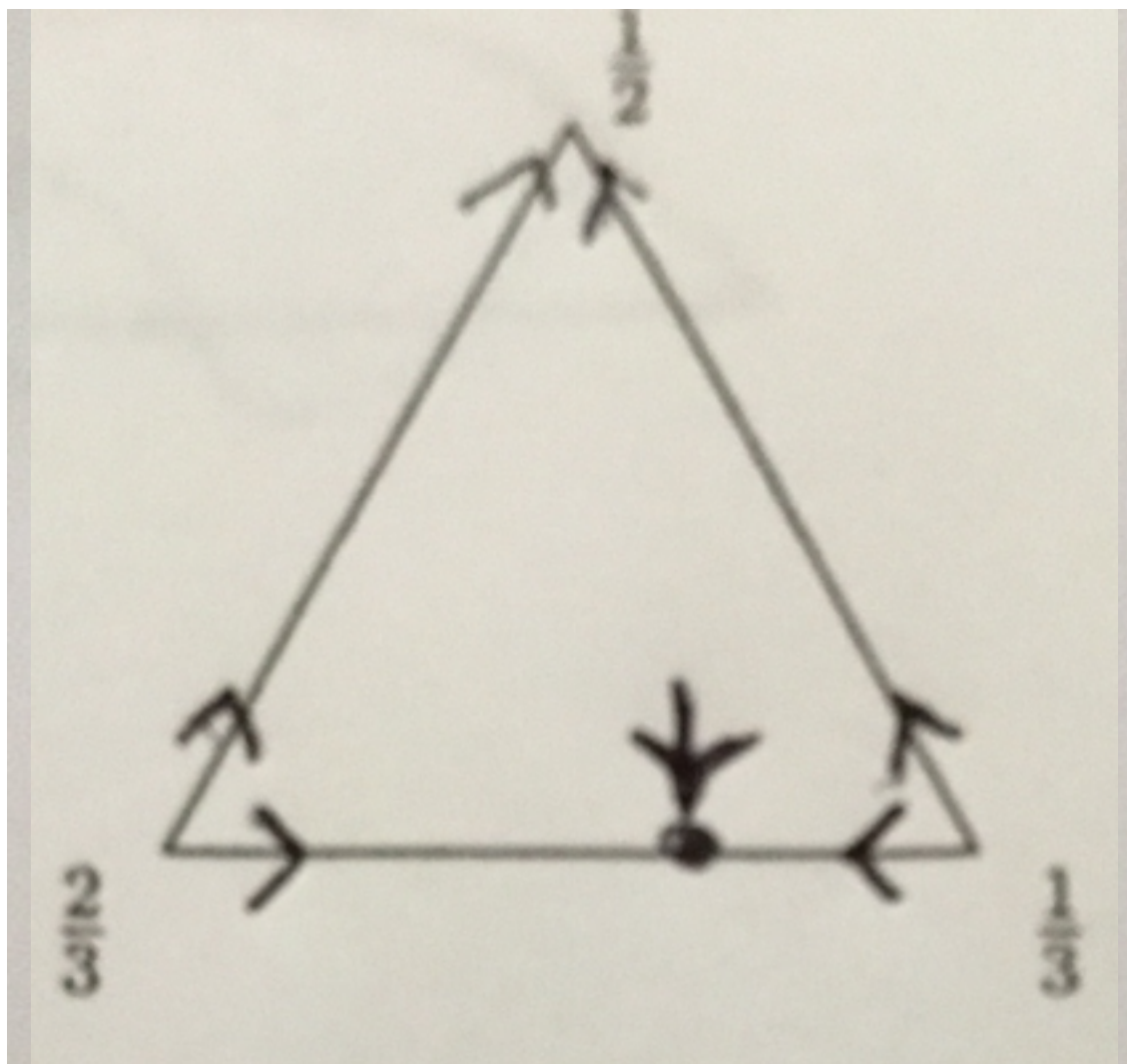
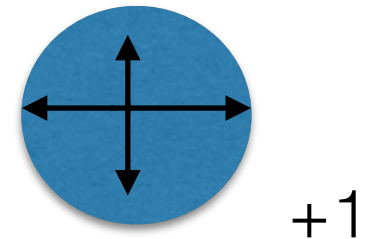
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Back to the Ultimatum game

$$\mathbf{x}' = \mathbf{f}(\mathbf{x})$$

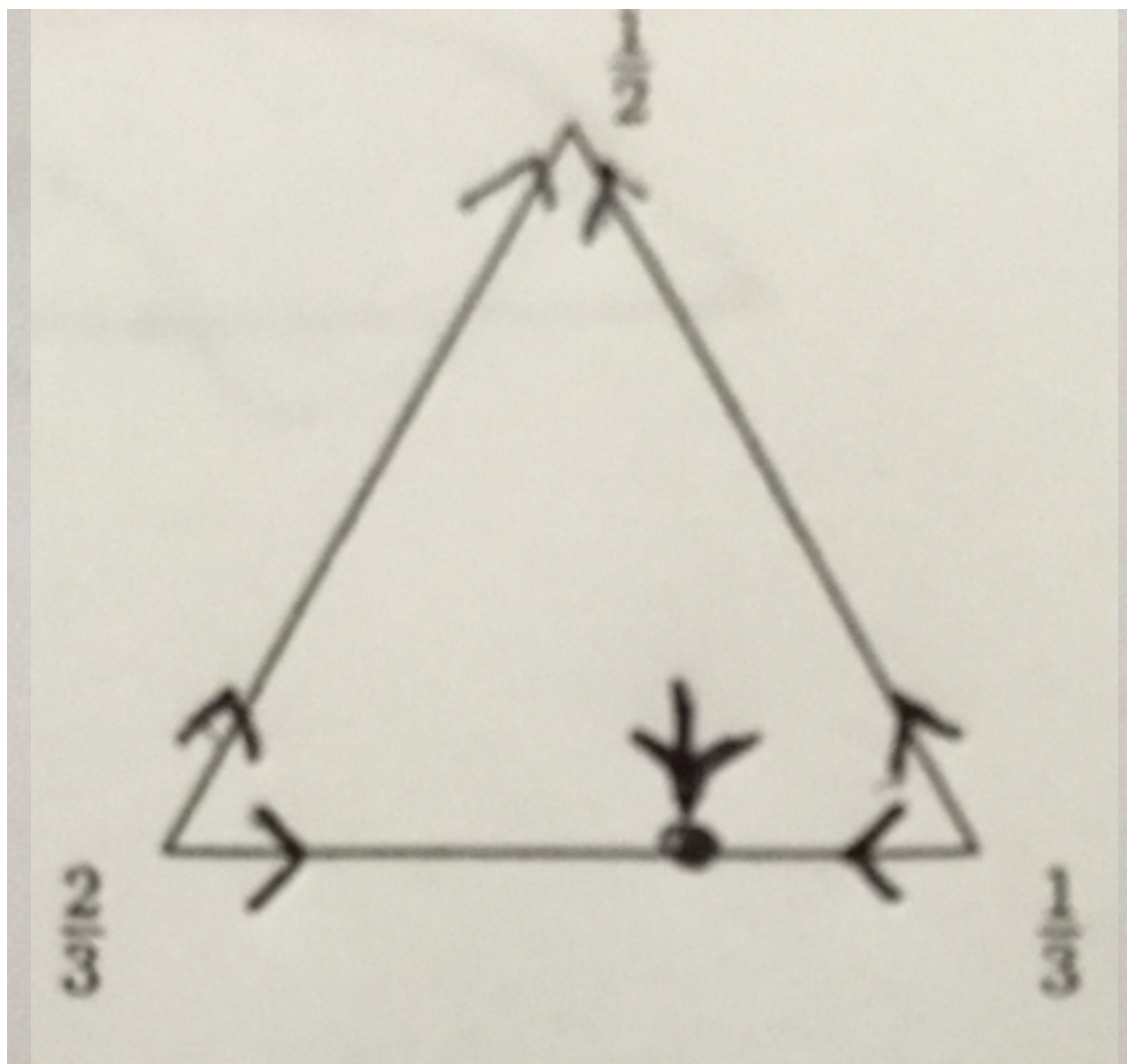
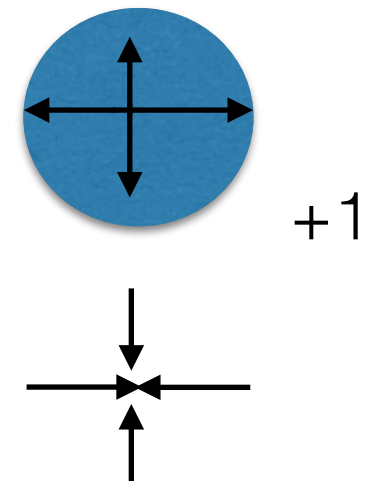
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Back to the Ultimatum game

$$\mathbf{x}' = \mathbf{f}(\mathbf{x})$$

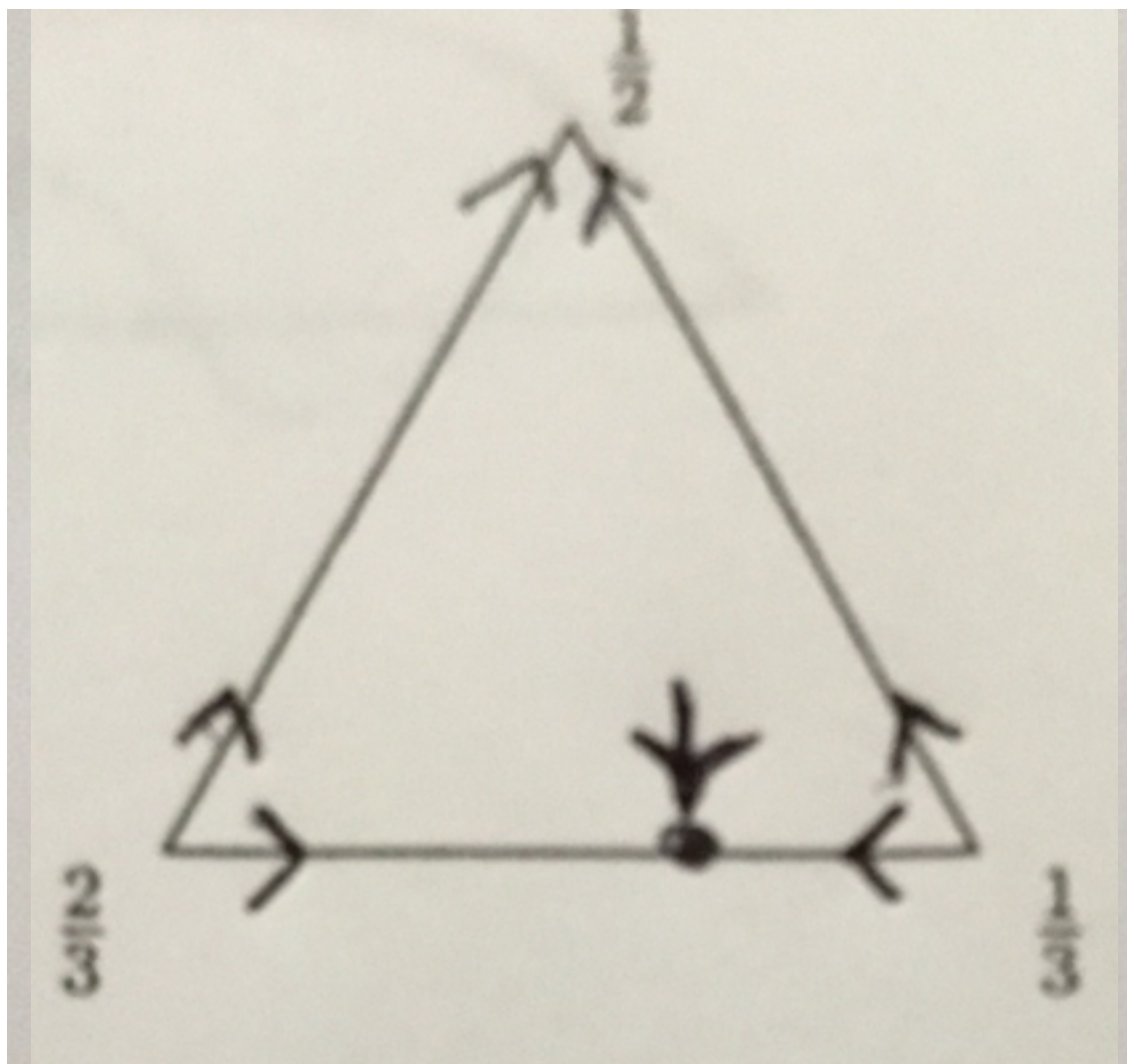
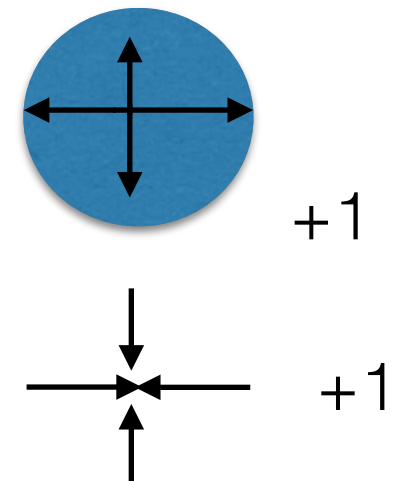
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What will happen?

Same simple graph approach does not work

$$\begin{aligned}\frac{dx_1}{dt} &= x_1 \left[\frac{1}{3}(1 - x_1 - 2x_1x_2) - \frac{1}{2}x_3(1 - x_2) \right] \\ \frac{dx_2}{dt} &= x_2 \left[\frac{1}{3}x_1(1 - 2x_2) - \frac{1}{2}x_3(1 - x_2) \right] \\ \frac{dx_3}{dt} &= x_3 \left[\frac{1}{3}(-x_1 - 2x_1x_2) + \frac{1}{2}(1 - x_3)(1 - x_2) \right]\end{aligned}$$



Back to the Ultimatum game

$$\mathbf{x}' = \mathbf{f}(\mathbf{x})$$

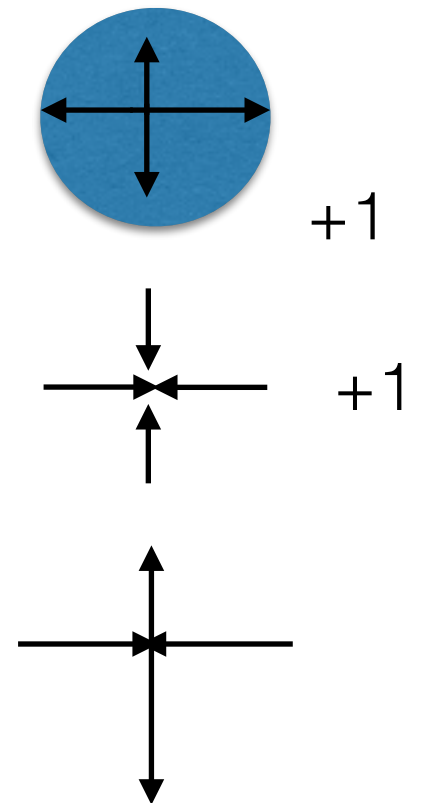
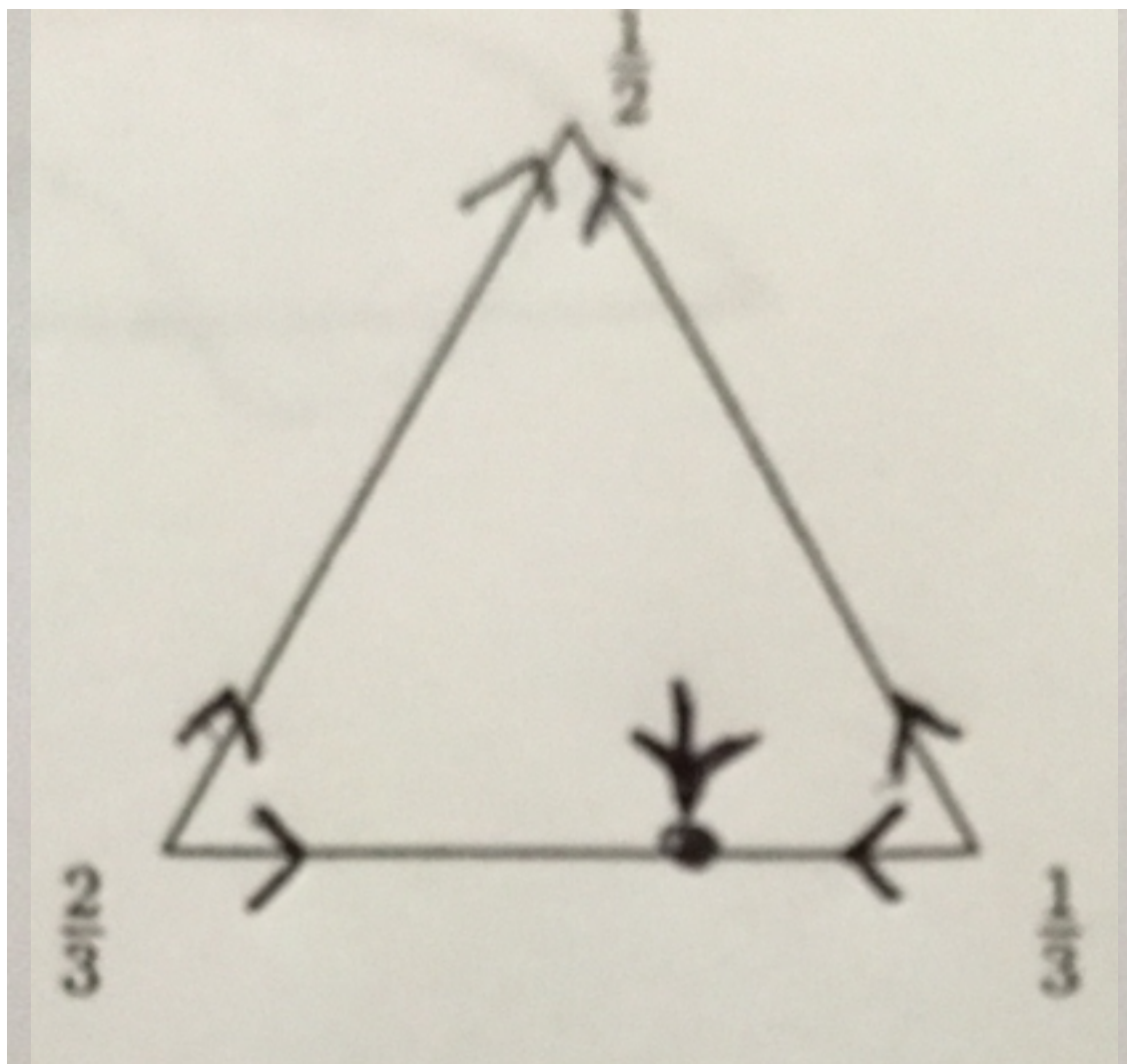
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Back to the Ultimatum game

$$x' = f(x)$$

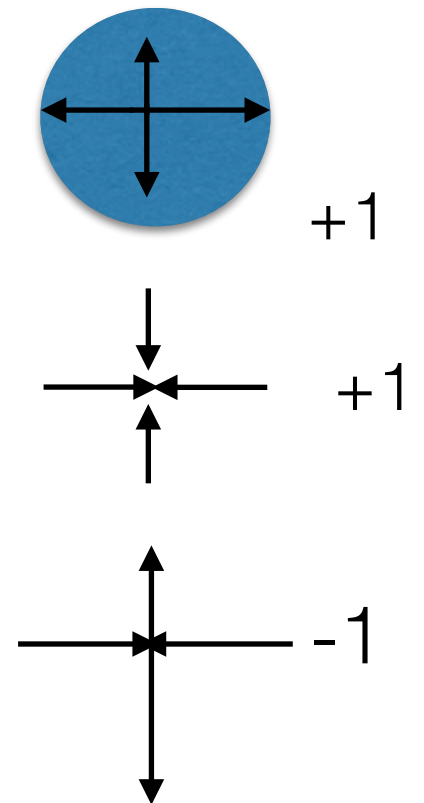
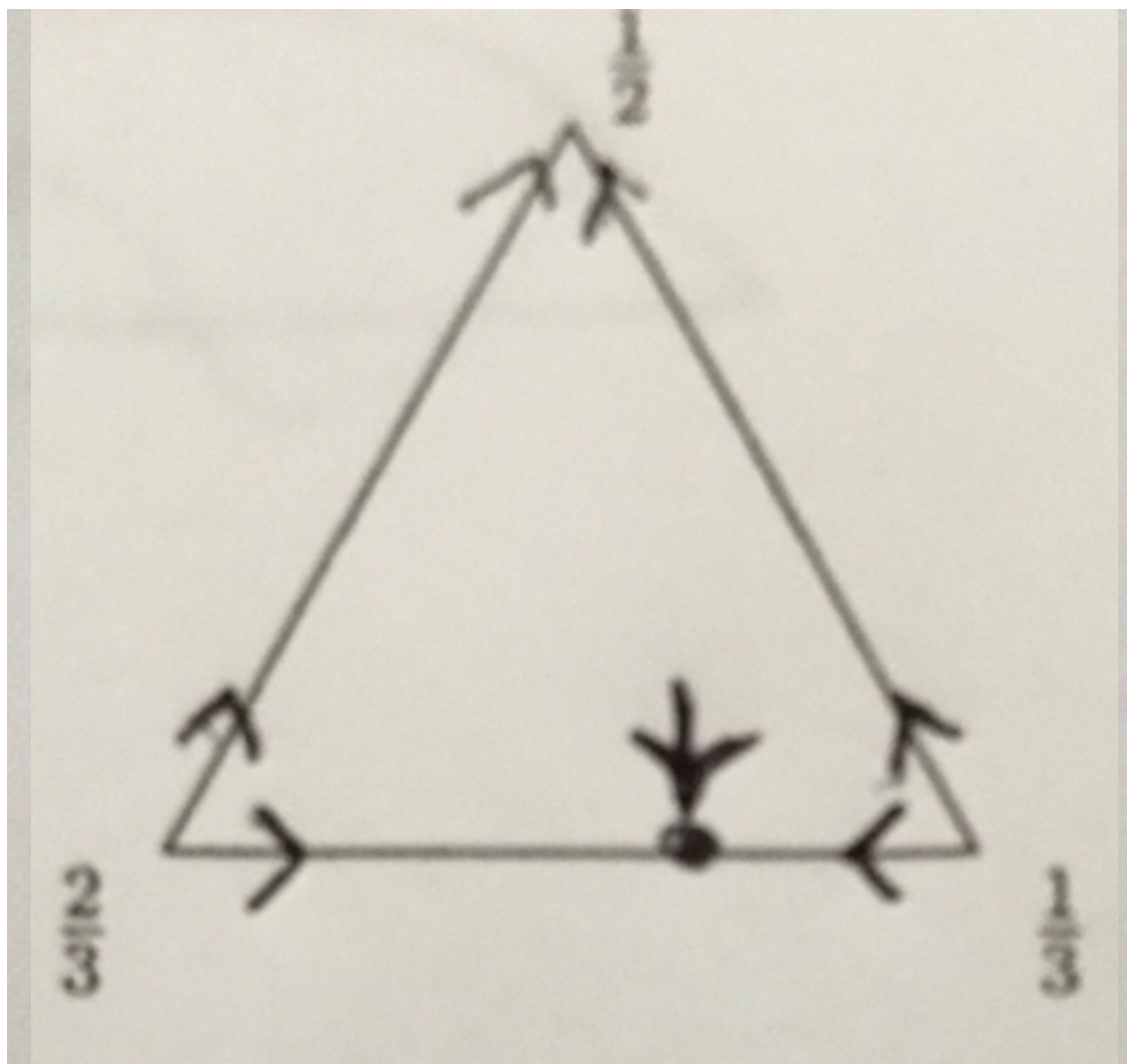
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$$\begin{aligned}\frac{dx_1}{dt} &= x_1 \left[\frac{1}{3}(1 - x_1 - 2x_1x_2) - \frac{1}{2}x_3(1 - x_2) \right] \\ \frac{dx_2}{dt} &= x_2 \left[\frac{1}{3}x_1(1 - 2x_2) - \frac{1}{2}x_3(1 - x_2) \right] \\ \frac{dx_3}{dt} &= x_3 \left[\frac{1}{3}(-x_1 - 2x_1x_2) + \frac{1}{2}(1 - x_3)(1 - x_2) \right]\end{aligned}$$



Back to the Ultimatum game

$$x' = f(x)$$

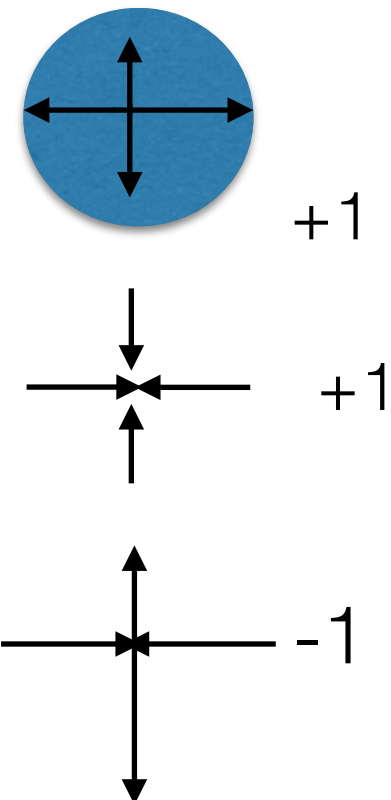
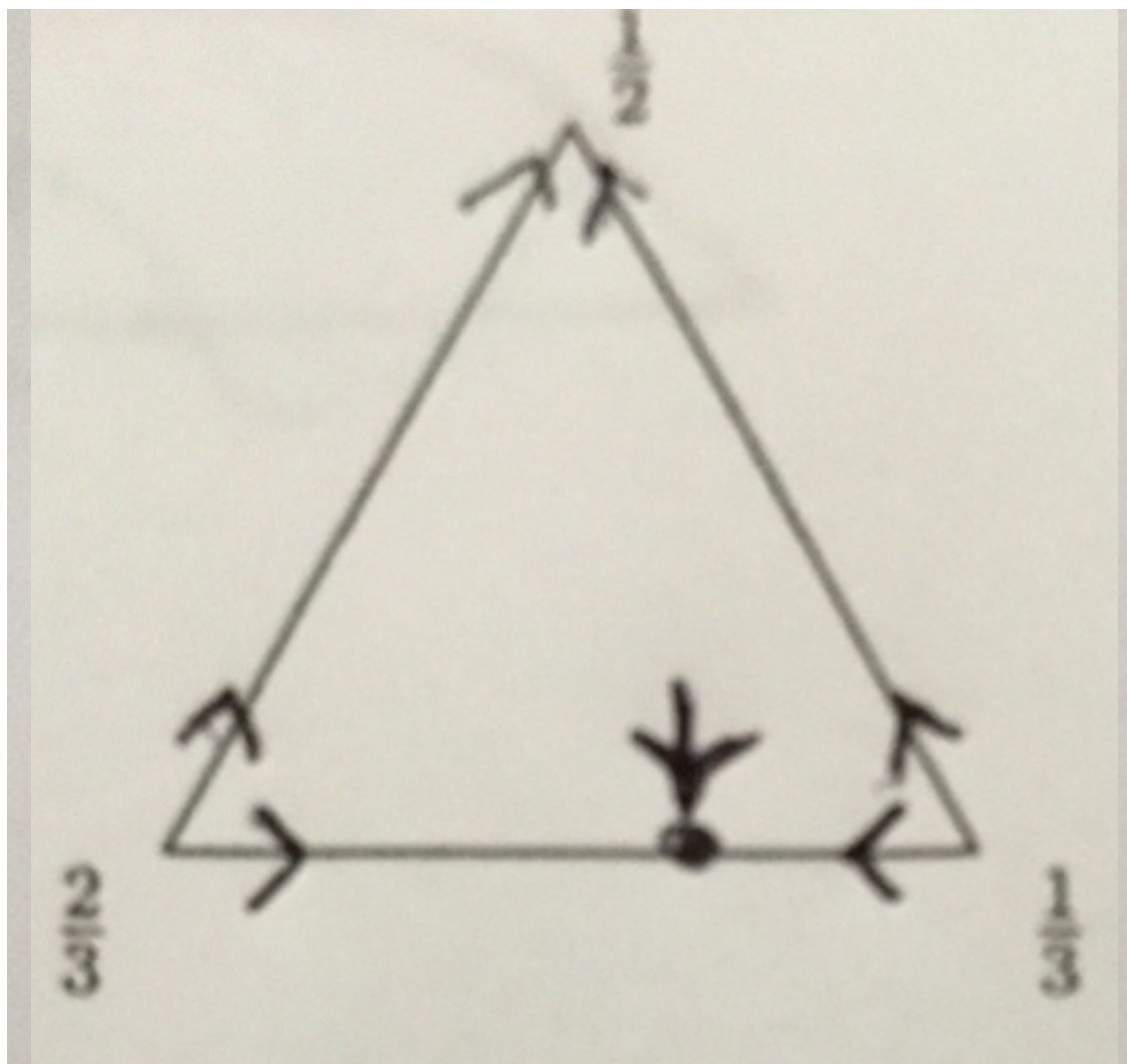
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What will happen?

Same simple graph approach does not work

$$\begin{aligned}\frac{dx_1}{dt} &= x_1 \left[\frac{1}{3}(1 - x_1 - 2x_1x_2) - \frac{1}{2}x_3(1 - x_2) \right] \\ \frac{dx_2}{dt} &= x_2 \left[\frac{1}{3}x_1(1 - 2x_2) - \frac{1}{2}x_3(1 - x_2) \right] \\ \frac{dx_3}{dt} &= x_3 \left[\frac{1}{3}(-x_1 - 2x_1x_2) + \frac{1}{2}(1 - x_3)(1 - x_2) \right]\end{aligned}$$



Local indices add up to four

Back to the Ultimatum game

$$x' = f(x)$$

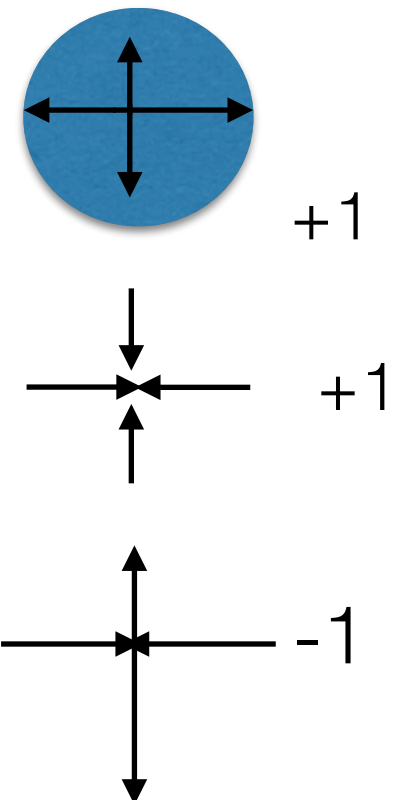
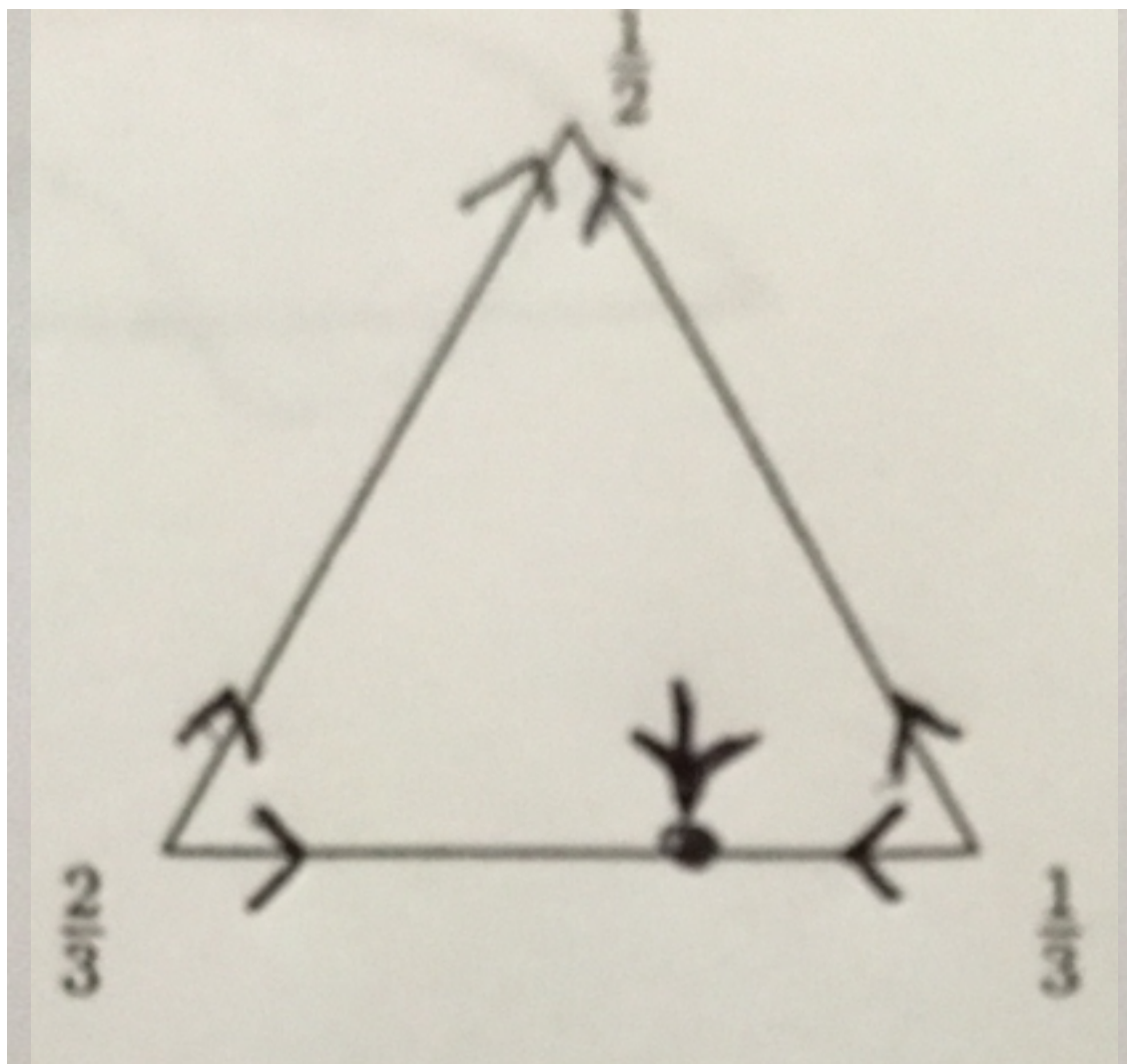
f is continuous, but not known

Three types: $2/3$, $1/3$ plus $1/2$

What will happen?

Same simple graph approach does not work

$$\begin{aligned}\frac{dx_1}{dt} &= x_1 \left[\frac{1}{3}(1 - x_1 - 2x_1x_2) - \frac{1}{2}x_3(1 - x_2) \right] \\ \frac{dx_2}{dt} &= x_2 \left[\frac{1}{3}x_1(1 - 2x_2) - \frac{1}{2}x_3(1 - x_2) \right] \\ \frac{dx_3}{dt} &= x_3 \left[\frac{1}{3}(-x_1 - 2x_1x_2) + \frac{1}{2}(1 - x_3)(1 - x_2) \right]\end{aligned}$$



Local indices add up to four
Sum of local indices equals global index

Back to the Ultimatum game

$$x' = f(x)$$

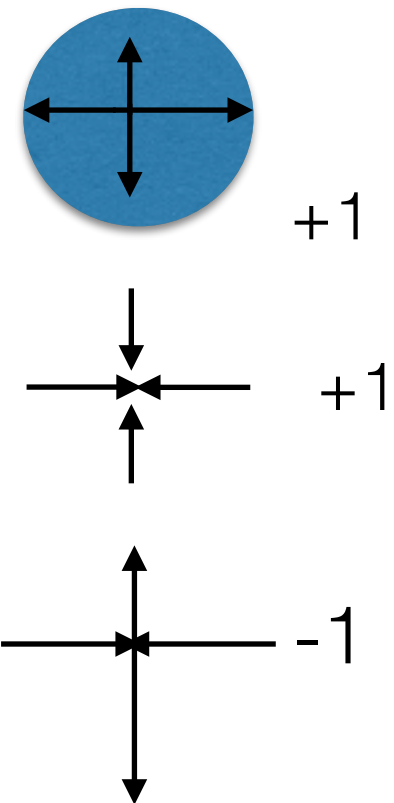
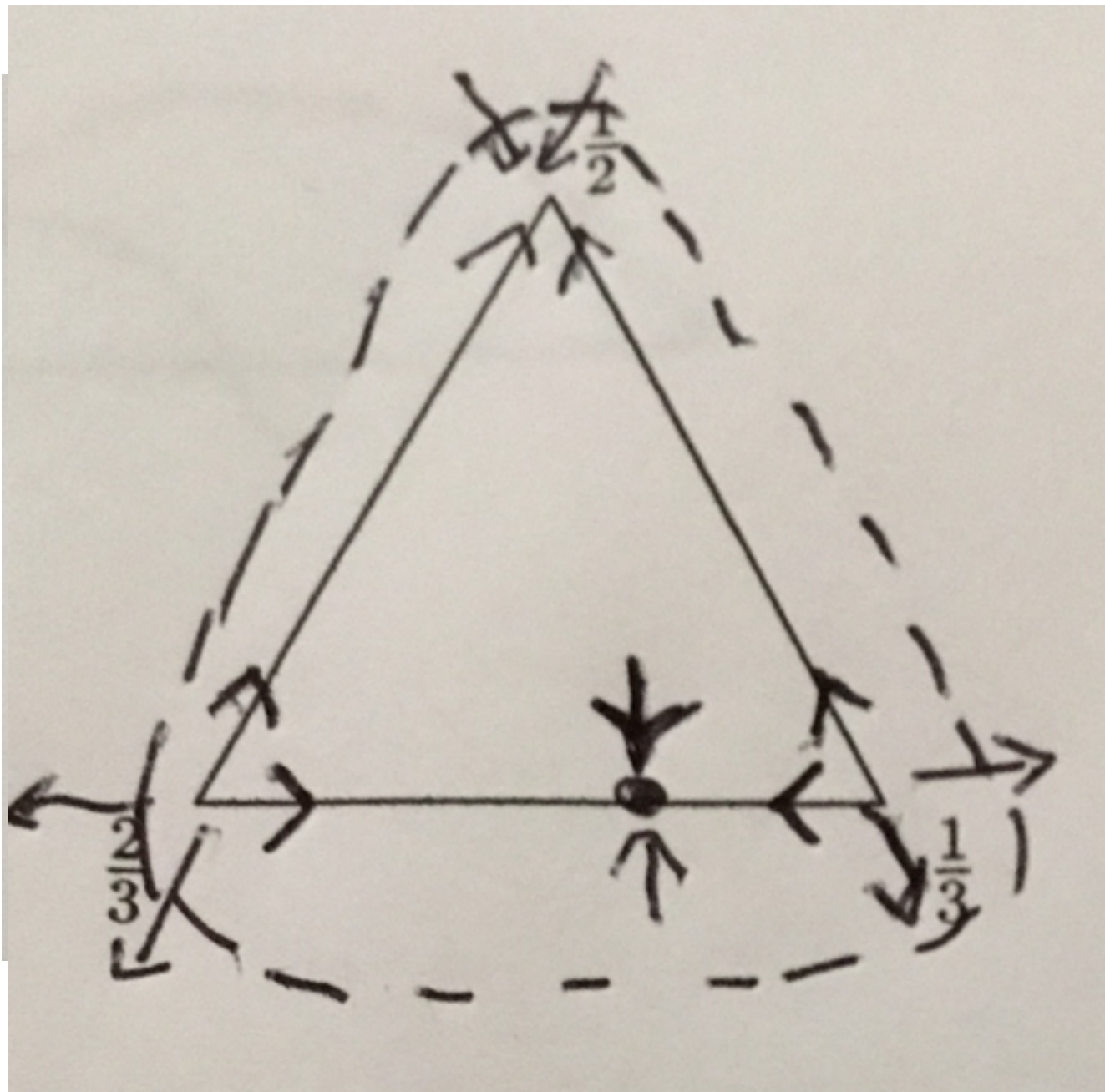
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Local indices add up to four

Sum of local indices equals global index

Back to the Ultimatum game

$$x' = f(x)$$

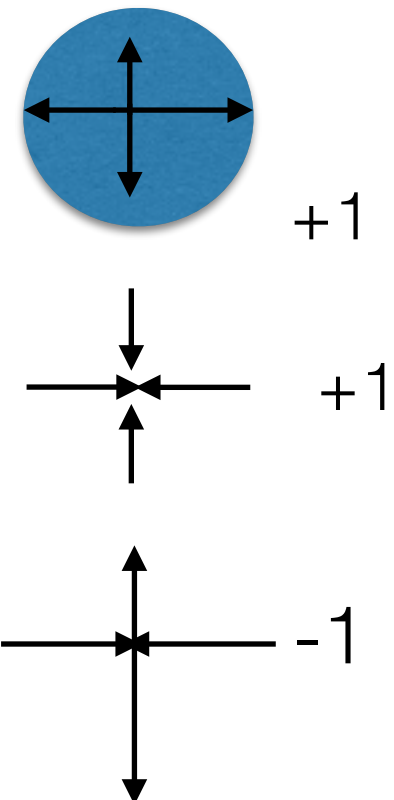
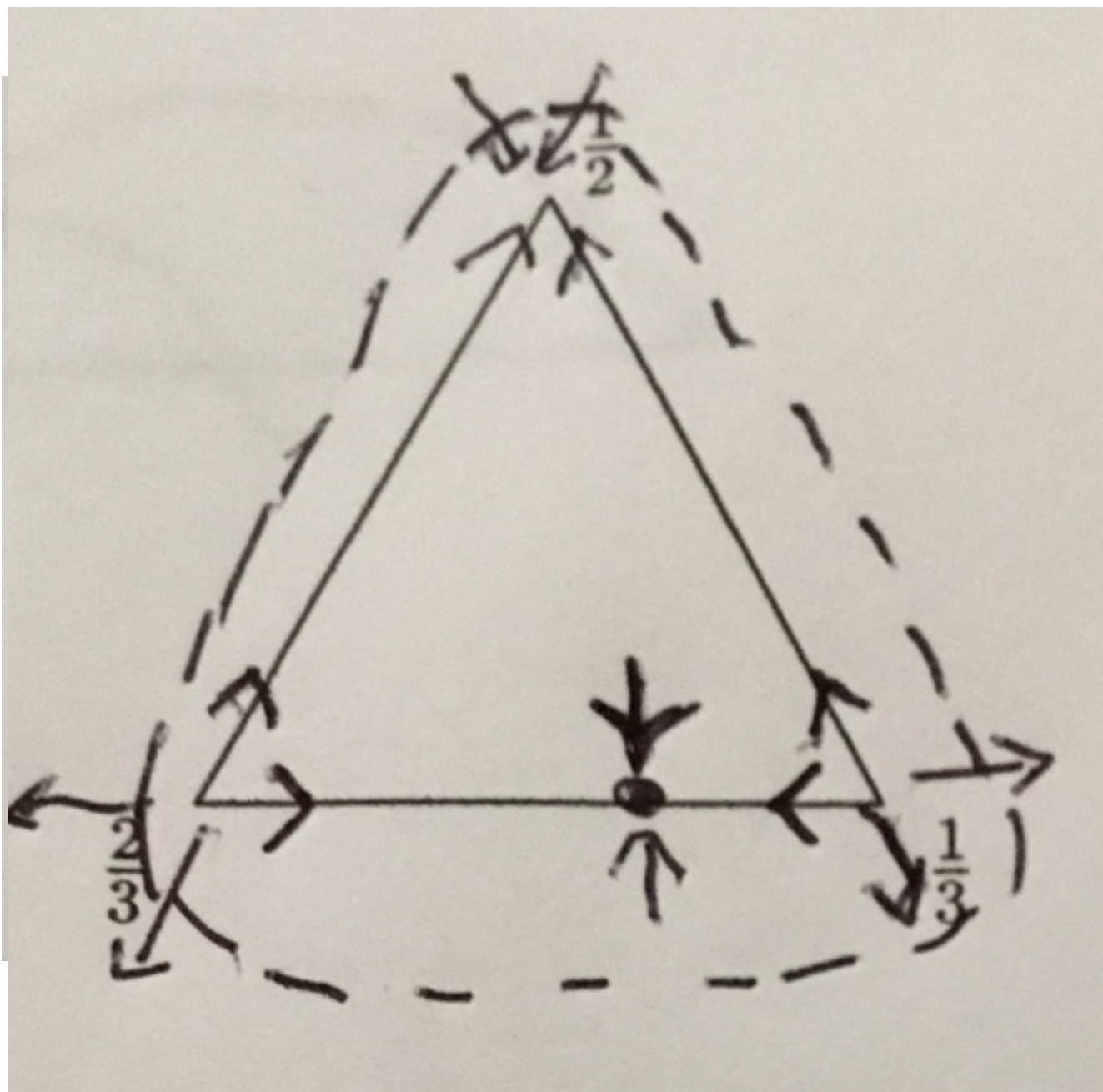
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Three types: $2/3$, $1/3$ plus $1/2$

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One more equilibrium of index

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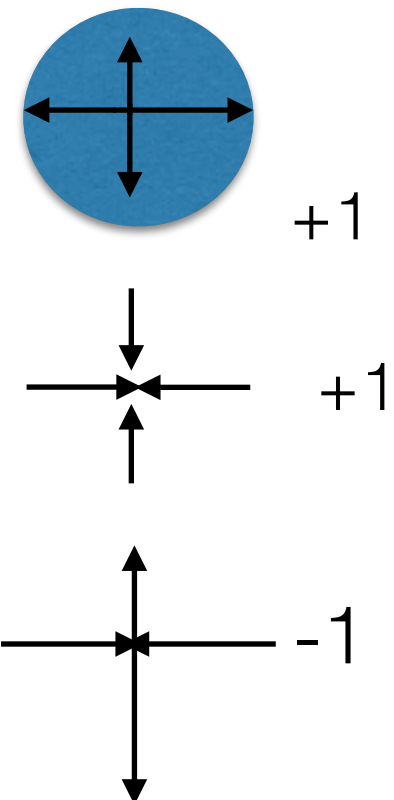
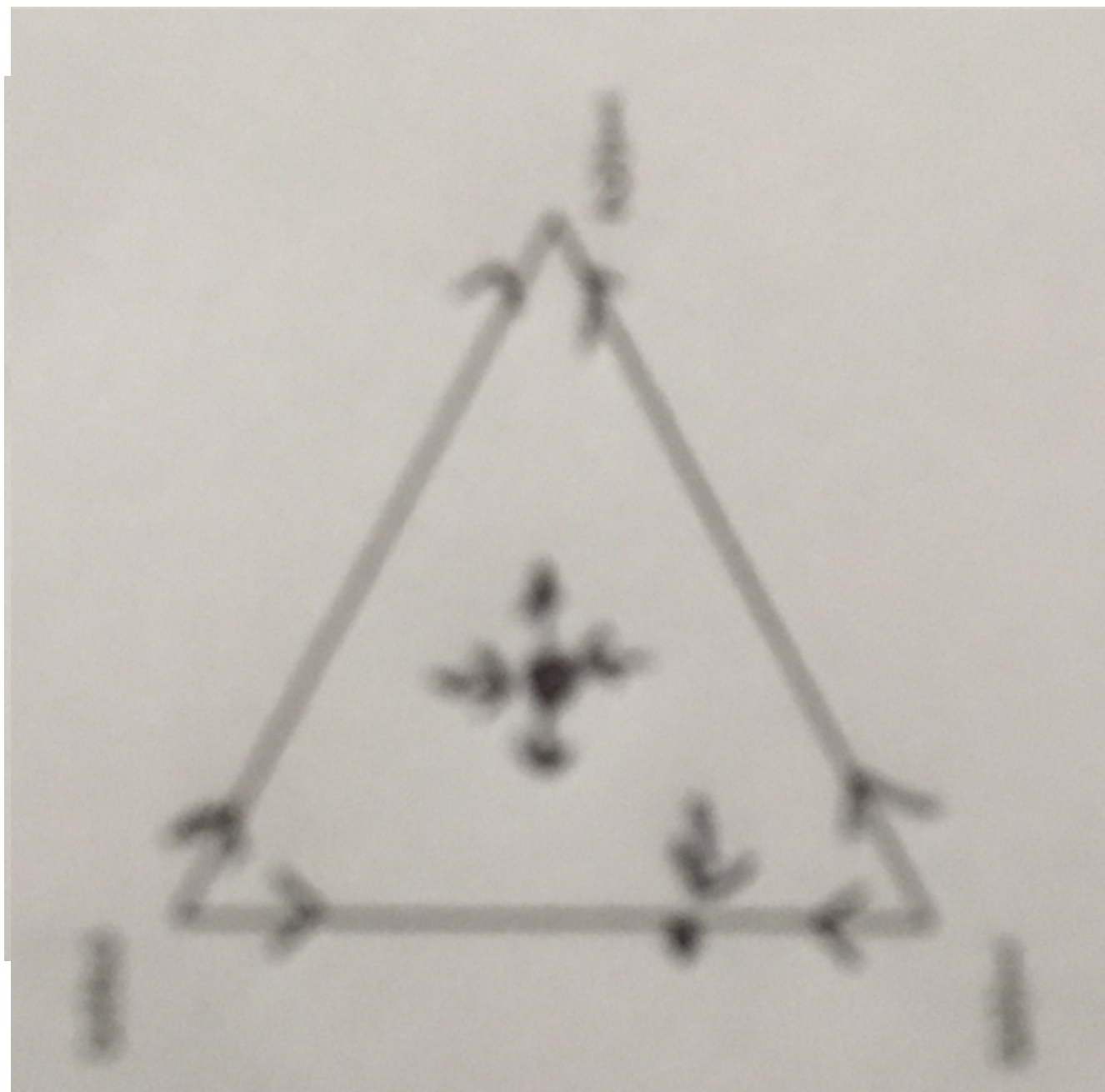
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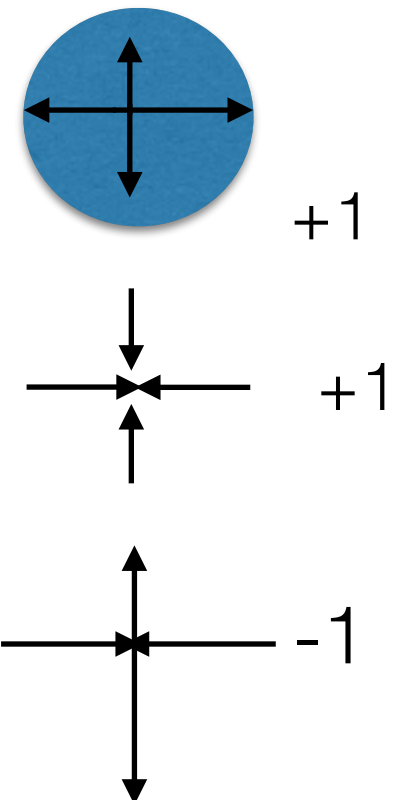
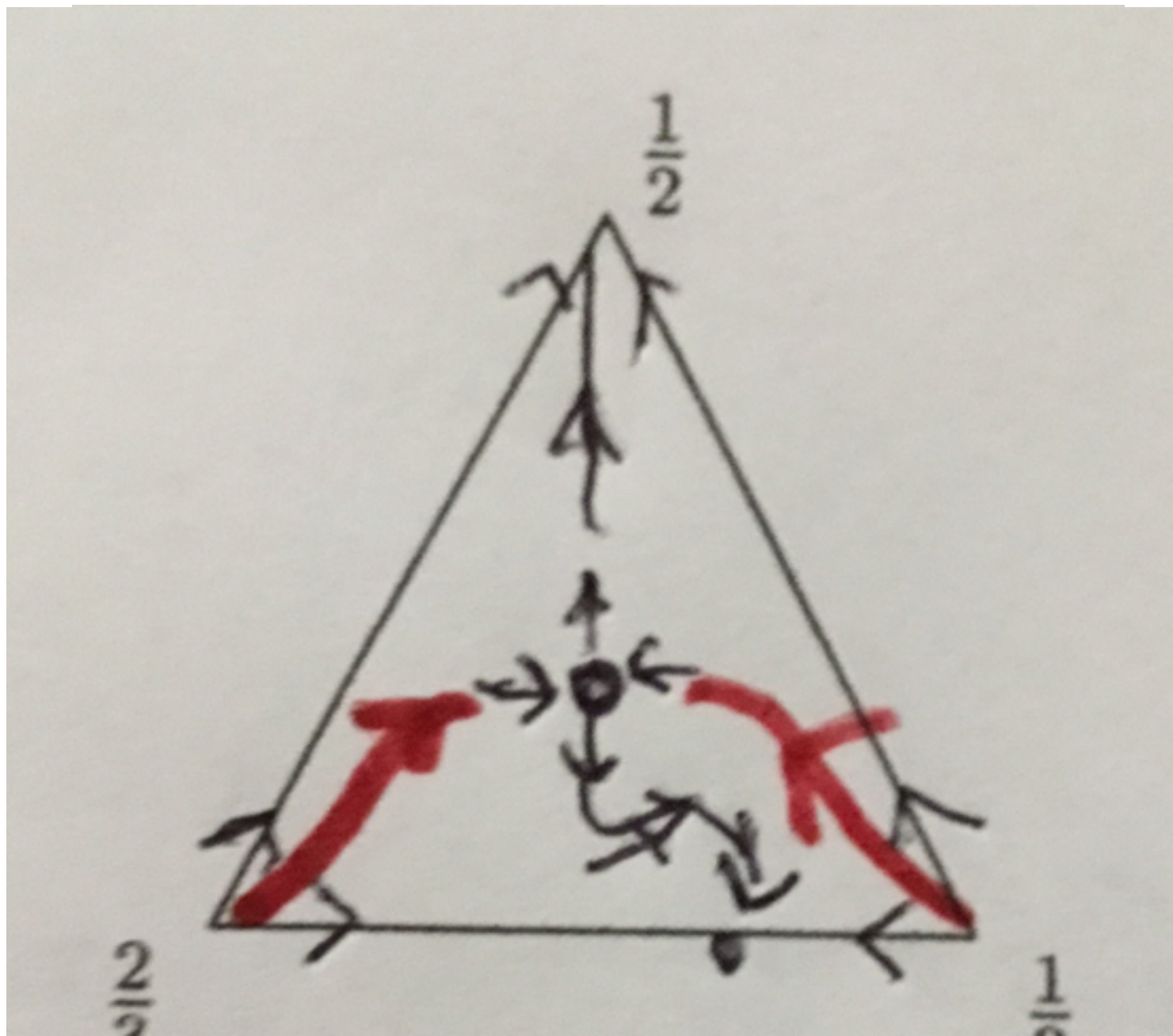
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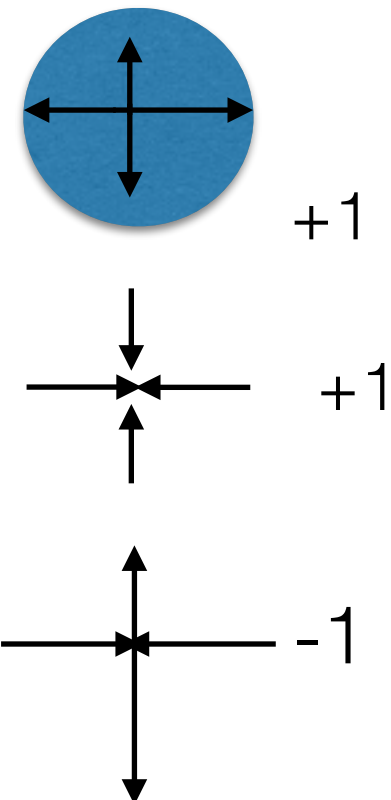
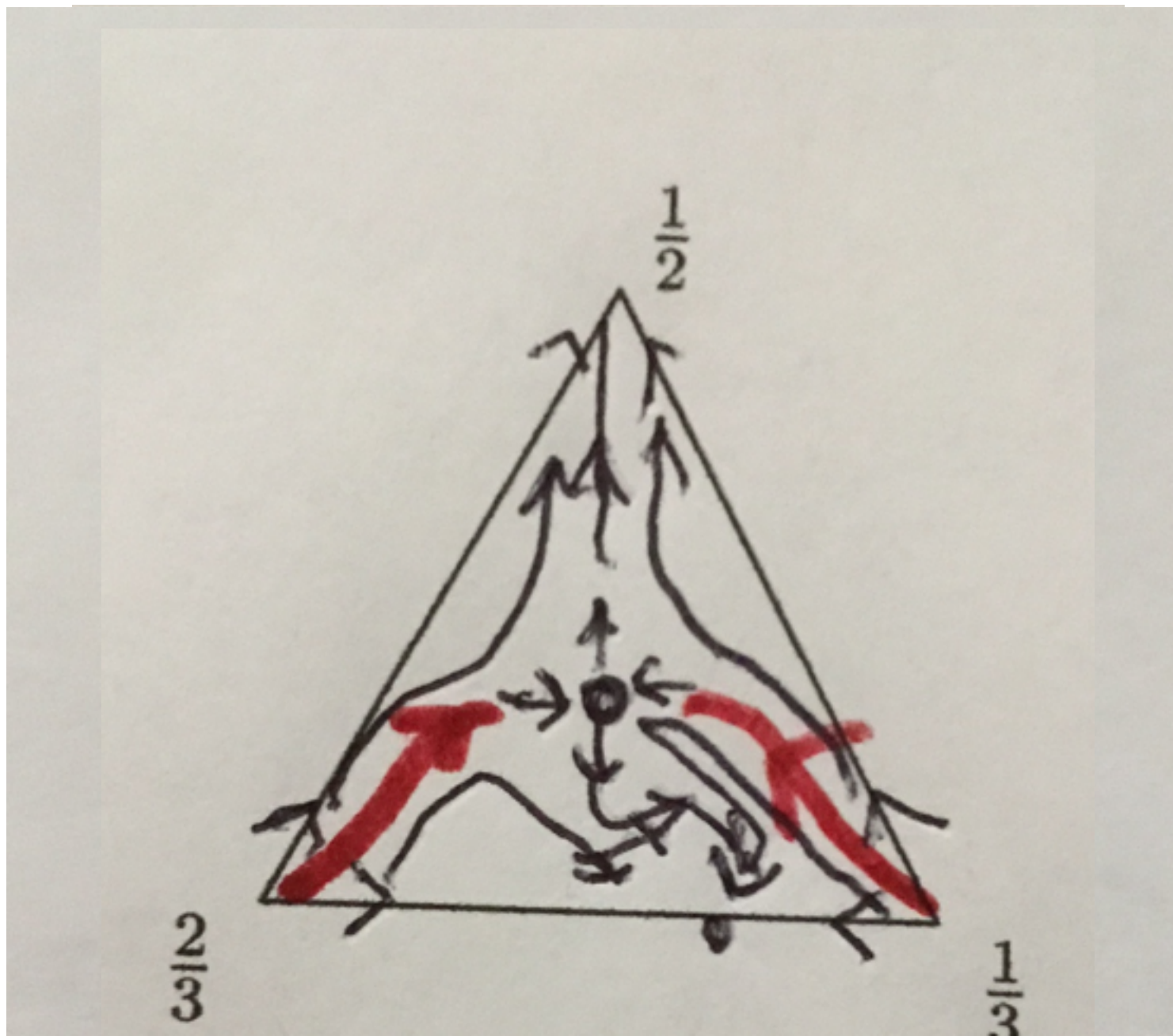
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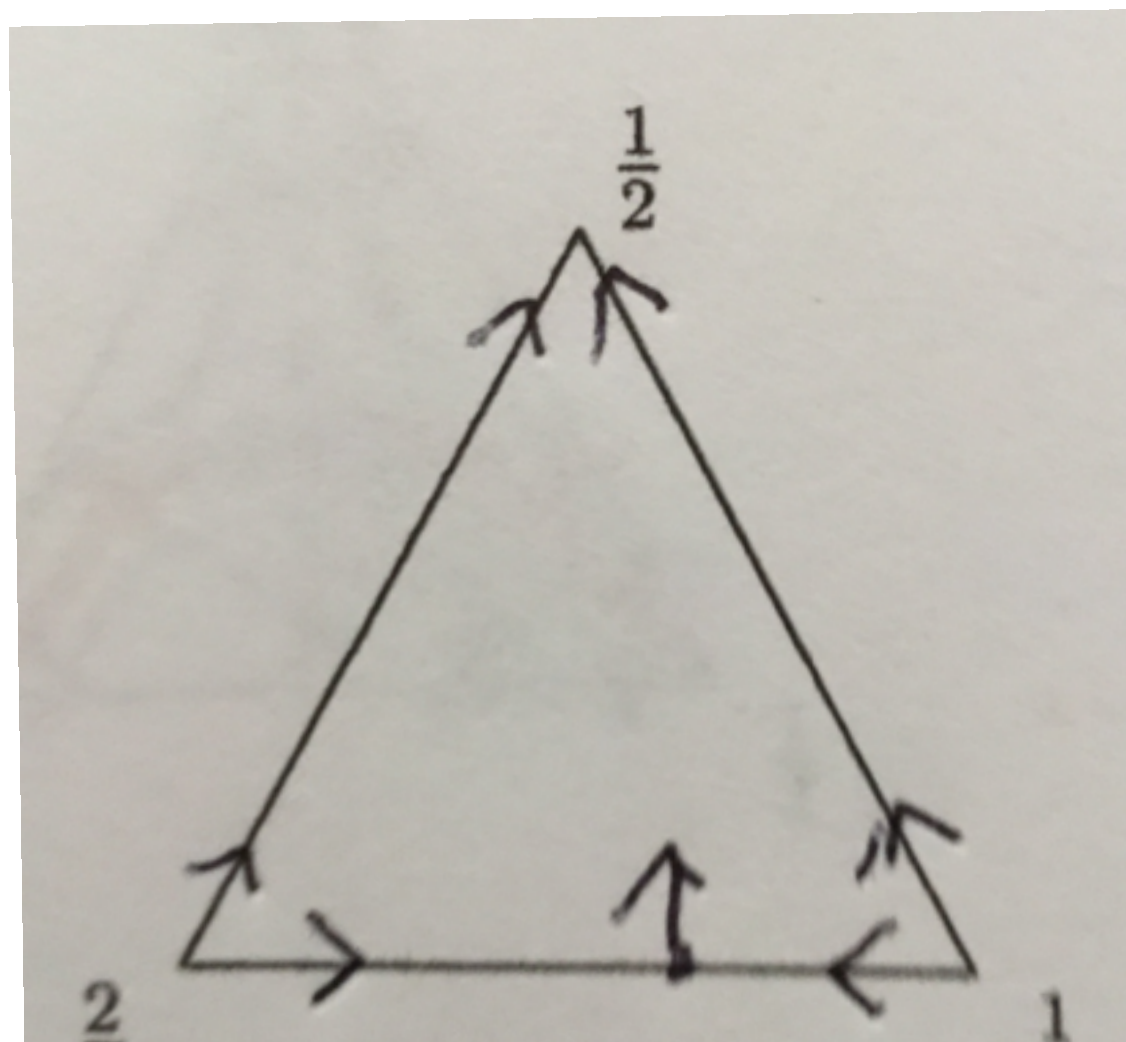
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One more equilibrium of index

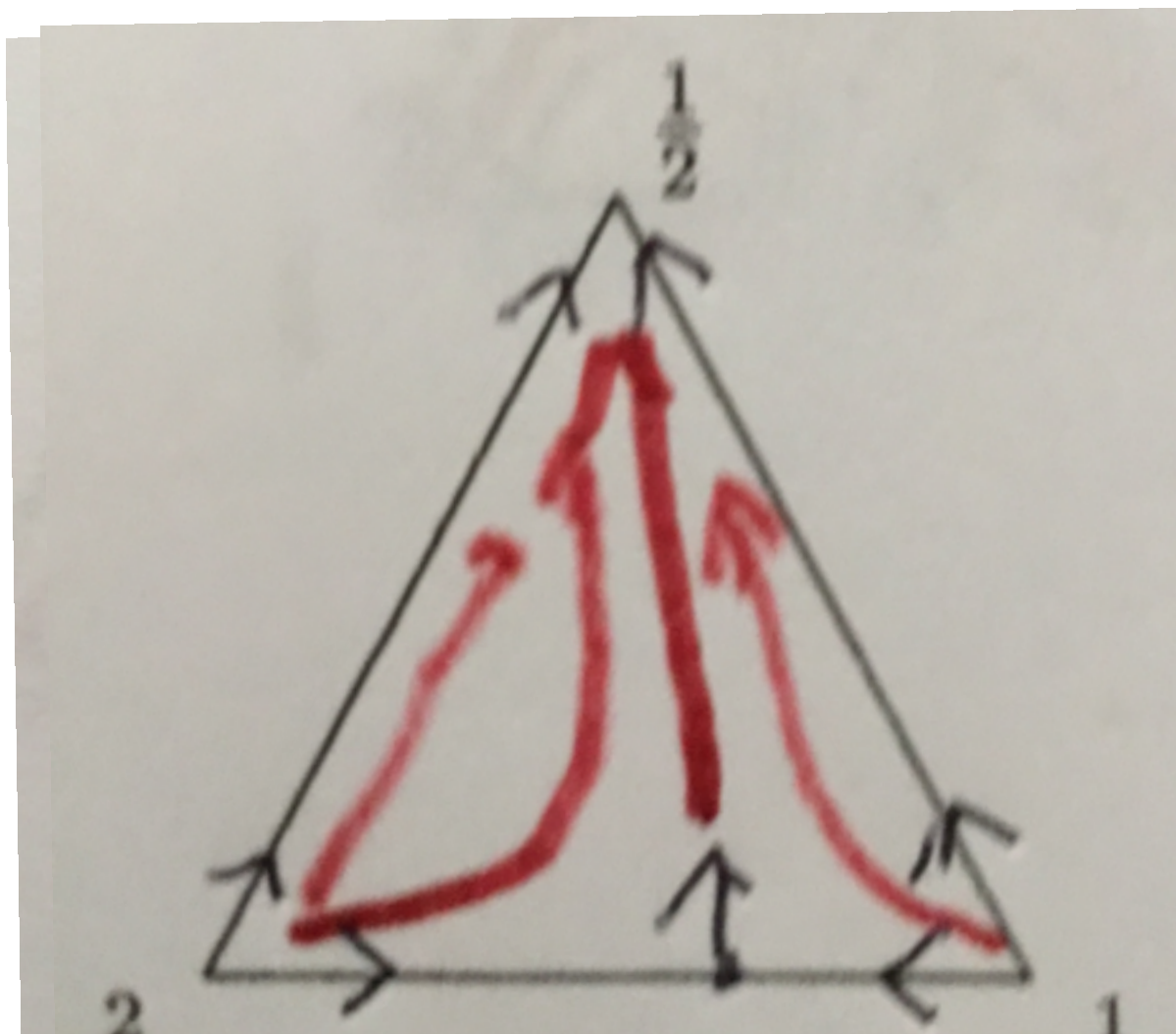
-1

What if the middle equilibrium differed?

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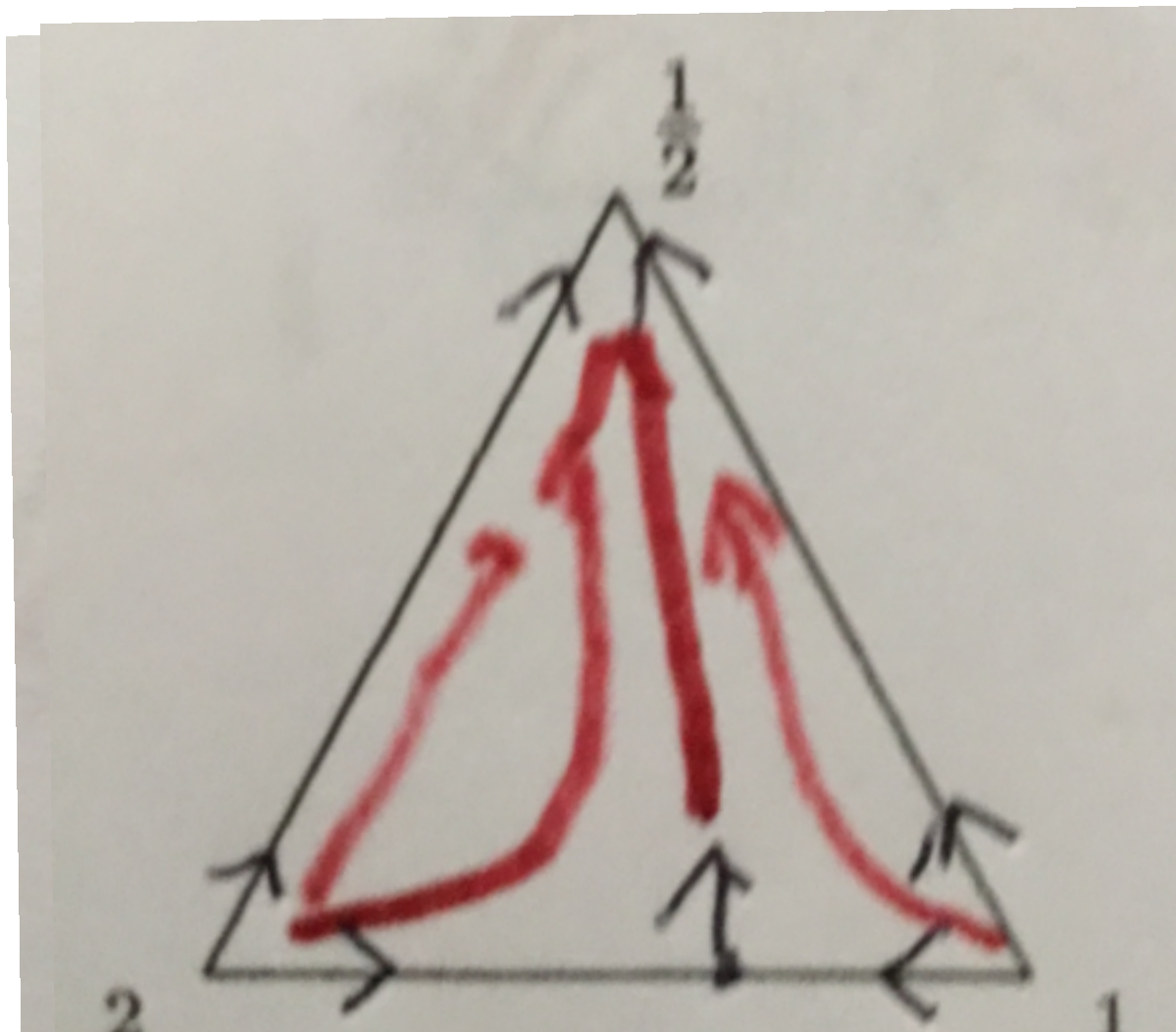


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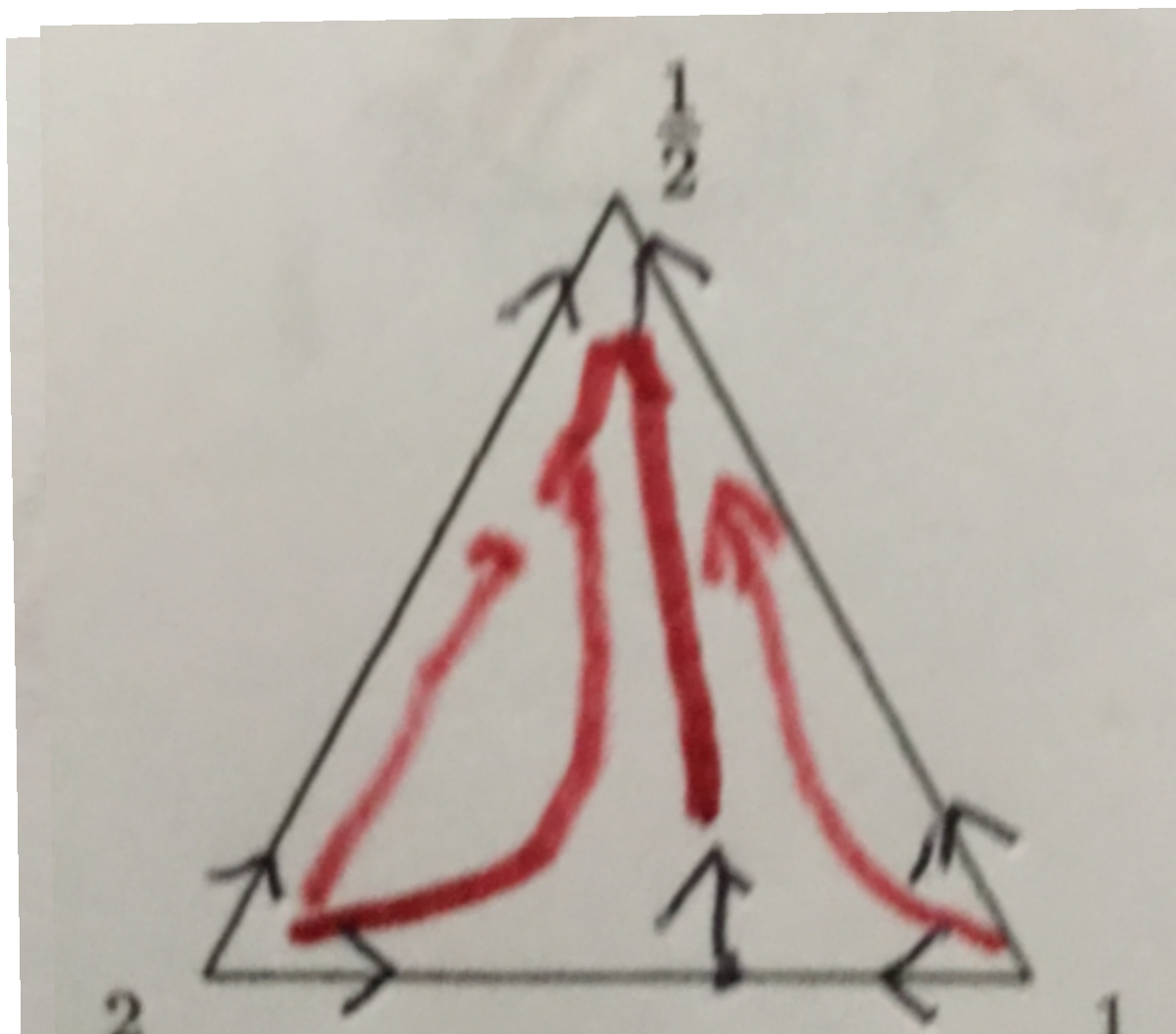
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One approach, but provides new insights and conclusions



What if the middle equilibrium differed?

Key is wedding between local information, basic assumption of change ($x' = f(x)$) and data, data, data leading to predictions

One approach, but provides new insights and conclusions offers way to narrow down on choice of $f(x)$

