

Learning Dynamics of Costly Signals



Intuition:

Suppose...

- long tails hinder flight for all
- less so for healthy males.
- females mate with those with long tails
- -only healthy grow long tails

➔ noone can benefit by deviating

(will formalize soon...)

Zahavi

The Handicap Principle (1975)

“...a highly paradoxical theory... That theory is the Handicap Principle... I used to think it was nonsense, and I said so in my first book, The Selfish Gene. In the Second Edition I changed my mind...”

- Richard Dawkins



The Sveriges Riksbank Prize in Economic Sciences in Memory of Alfred
Nobel 2001

George A. Akerlof, A Michael Spence, Joseph E. Stiglitz









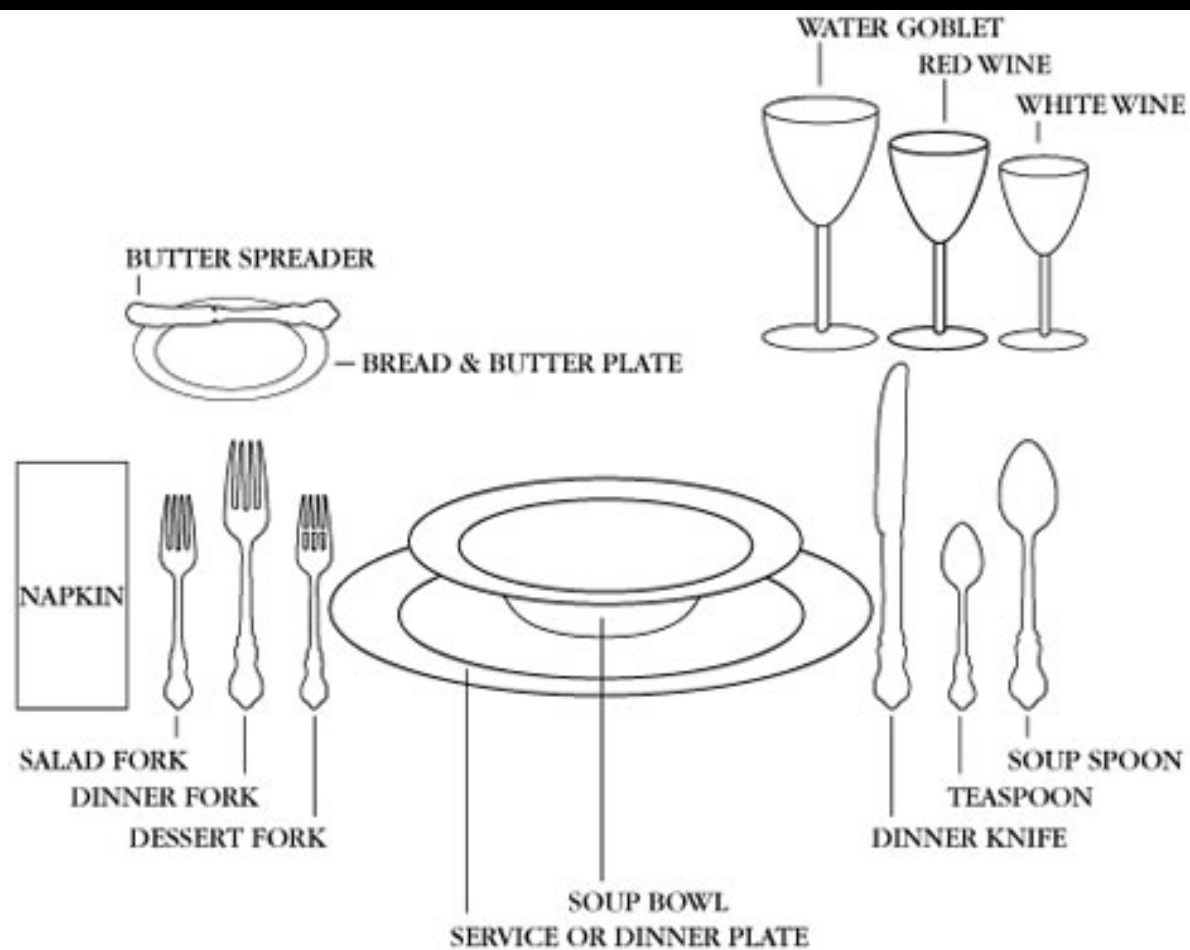




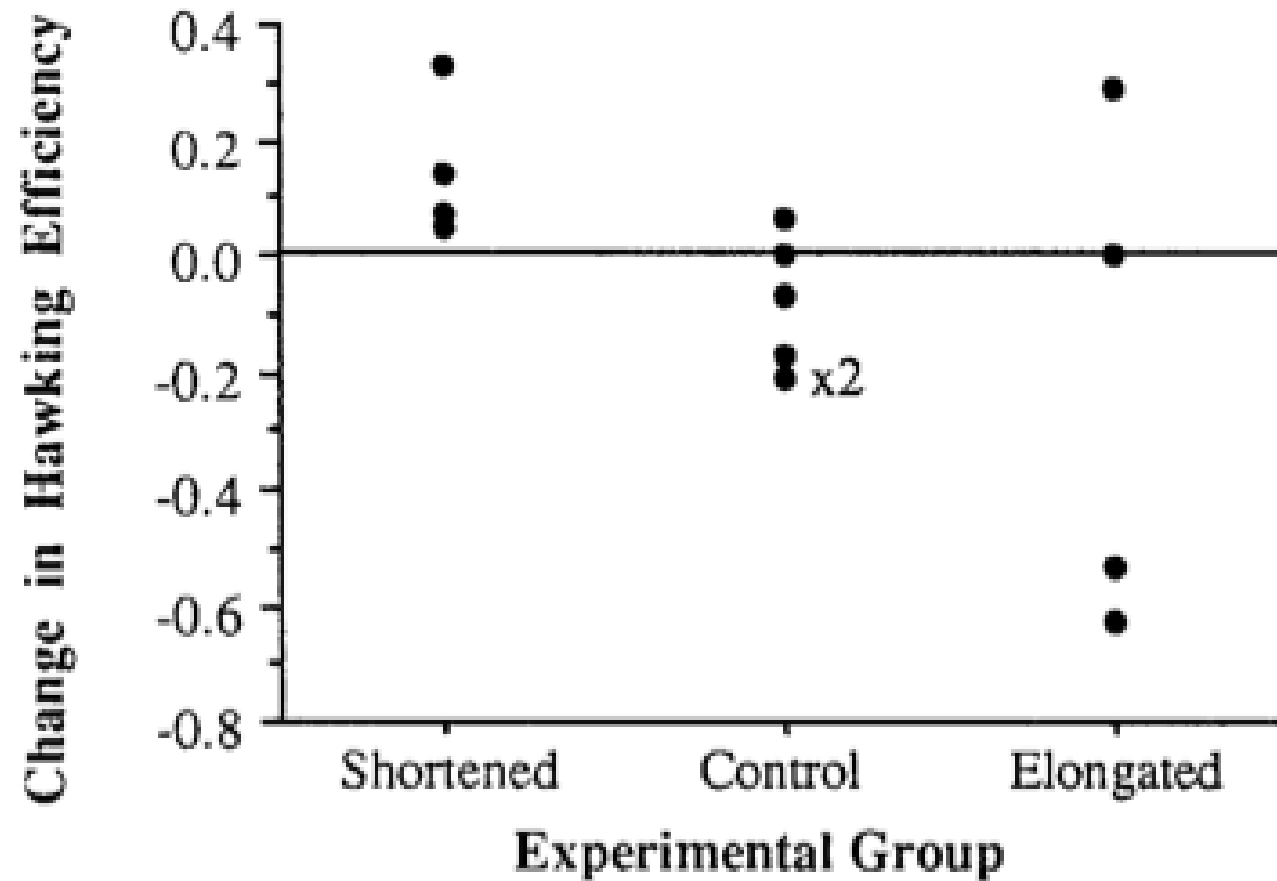




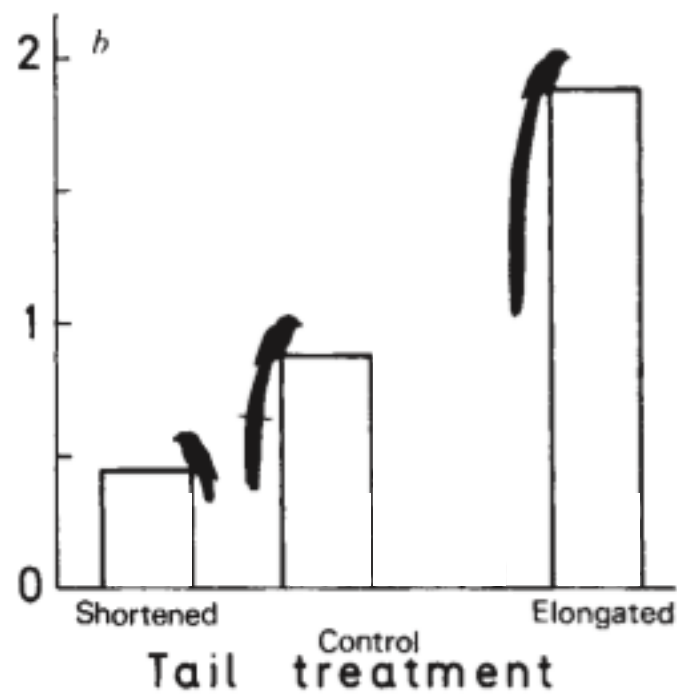




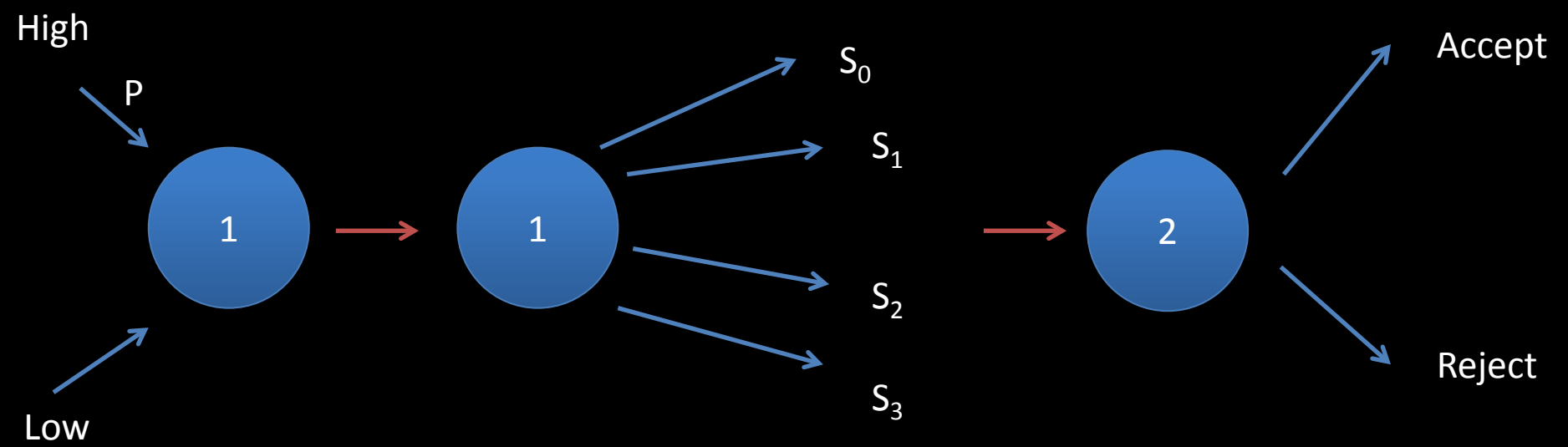
Shorter tails better at “hawking”



Mean no. of nests per male



Can costly signaling emerge from social learning?



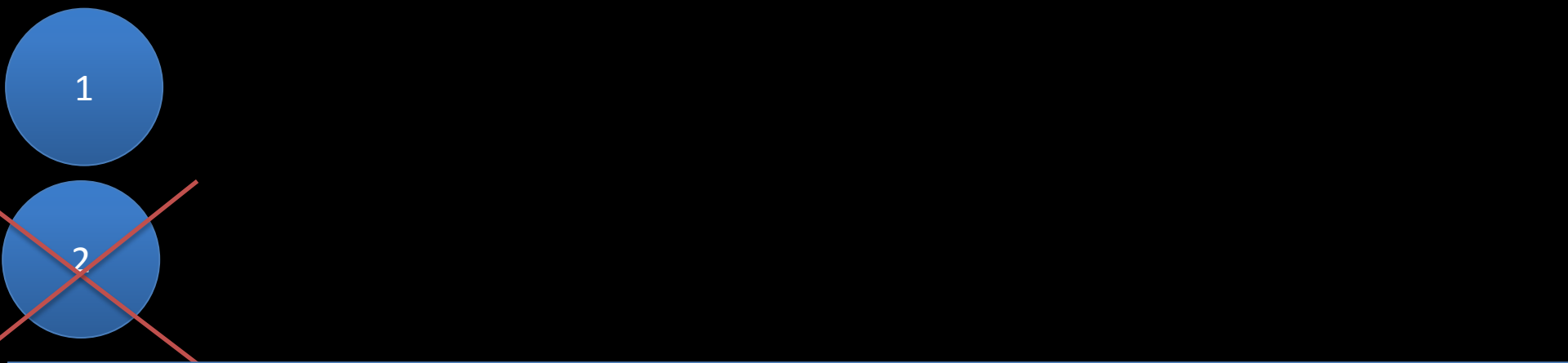
High

p

1

Low





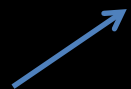
High



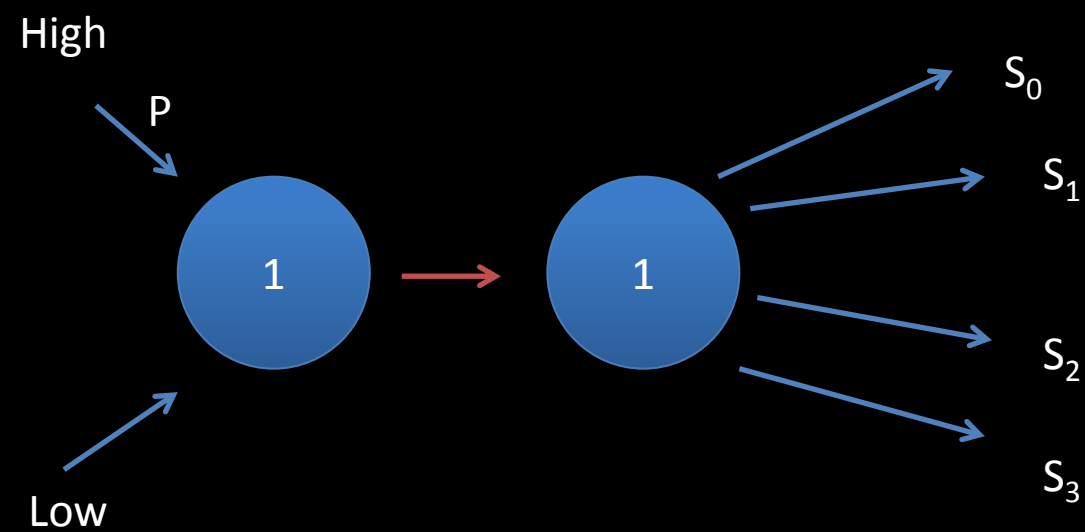
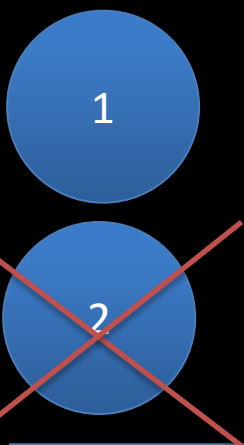
p



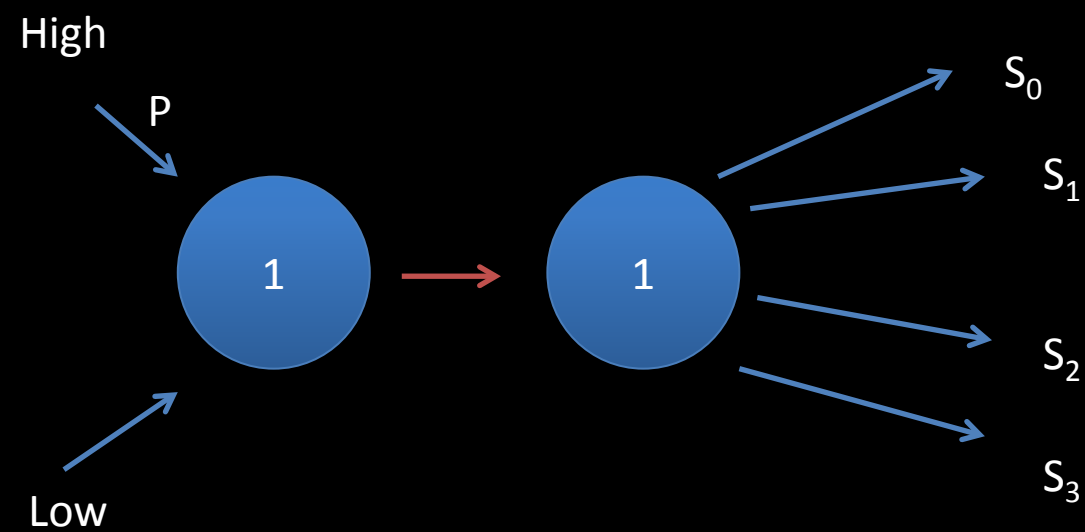
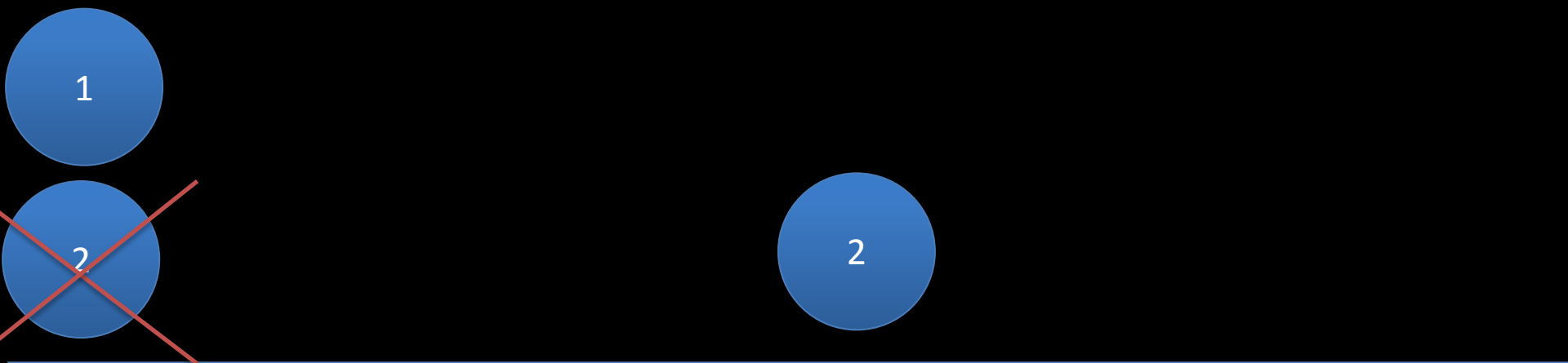
1



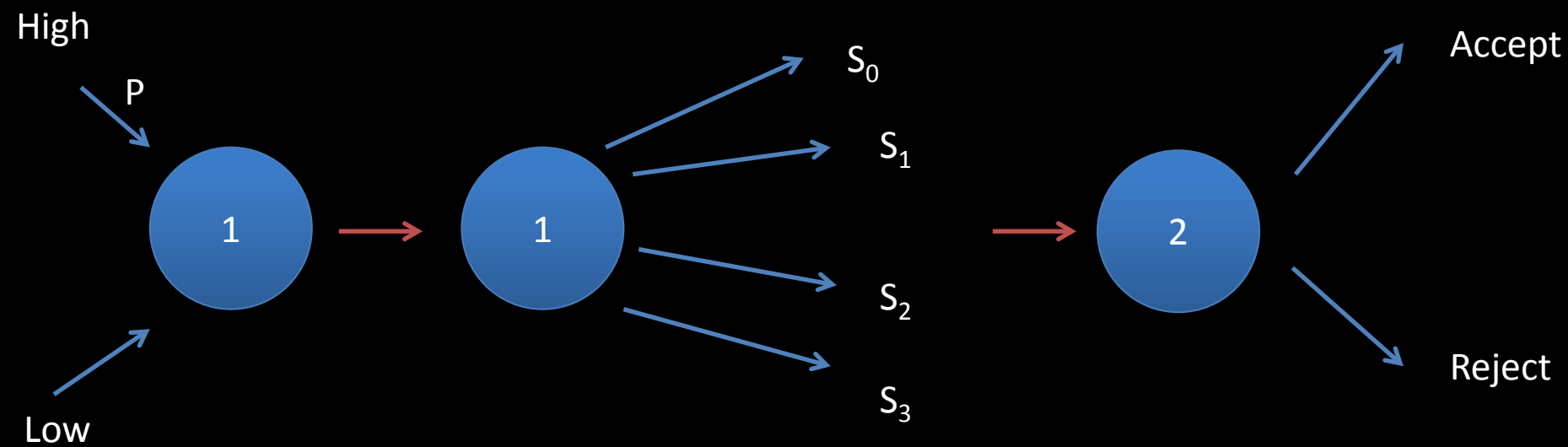
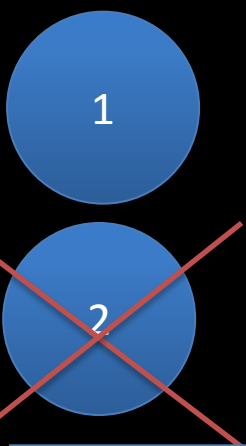
Low



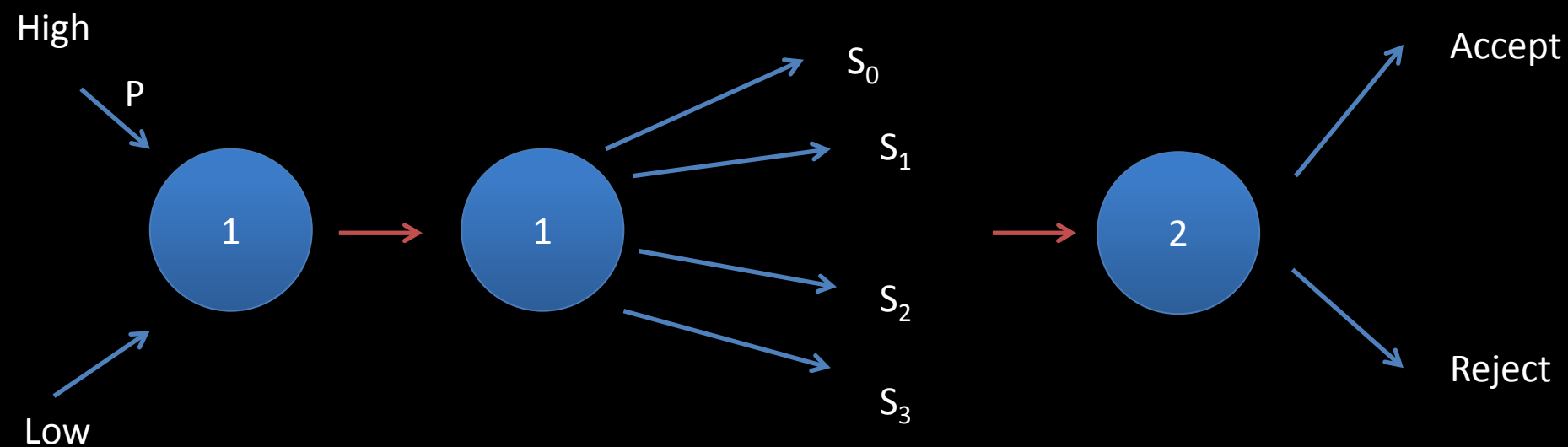
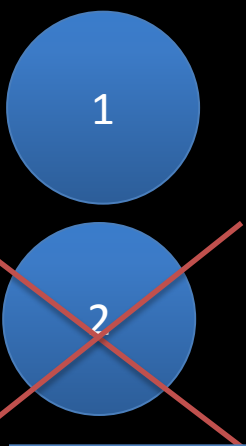
$$S_n < S_{n+1}$$
$$S_n \ll S_{n+1} \text{ if low}$$



$$S_n < S_{n+1}$$
$$S_n \ll S_{n+1} \text{ if low}$$



$$S_n < S_{n+1}$$
$$S_n \ll S_{n+1} \text{ if low}$$



$$S_n < S_{n+1}$$

$$S_n \ll S_{n+1} \text{ if low}$$

e.g. 0,3,6,9 and 0,1,2,3

e.g. 5,5,-5

e.g. $P=1/3$

$$\langle s_0, s_1, \{s_2, s_3\} \rangle$$

$$(0,0,0)$$

$$\langle s_3, s_1, \{s_3\} \rangle$$

$$(5,0,-10/3)$$

Nash Equilibrium = $\langle , , \rangle$ s.t. none benefit by unilaterally deviating

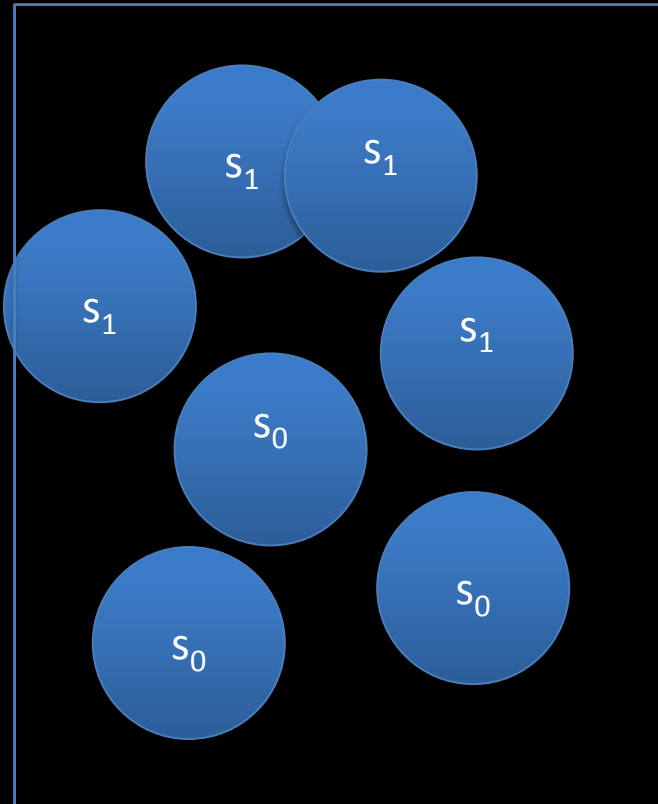
$$\langle s_0, s_2, \{s_2, s_3\} \rangle$$

$$\langle s_0, s_3, \{s_3\} \rangle$$

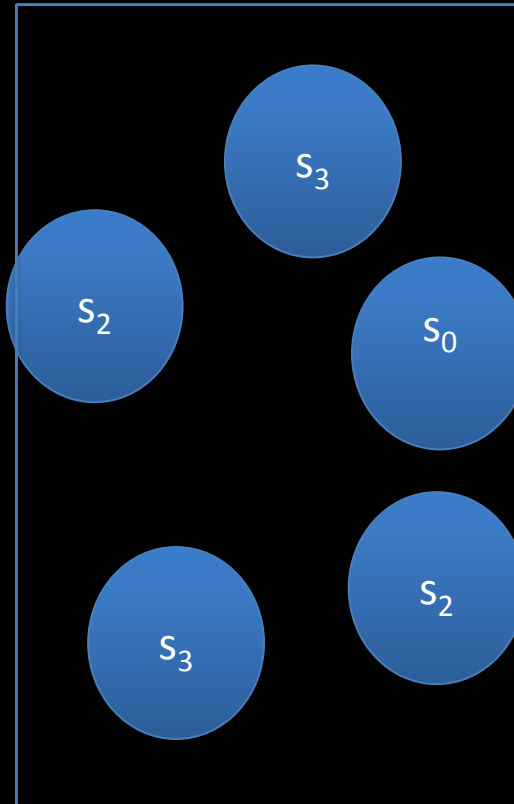
$$\langle s_0, s_0, \{\} \rangle$$

~~$$\langle s_0, s_1, \{s_1, s_2, s_3\} \rangle$$~~

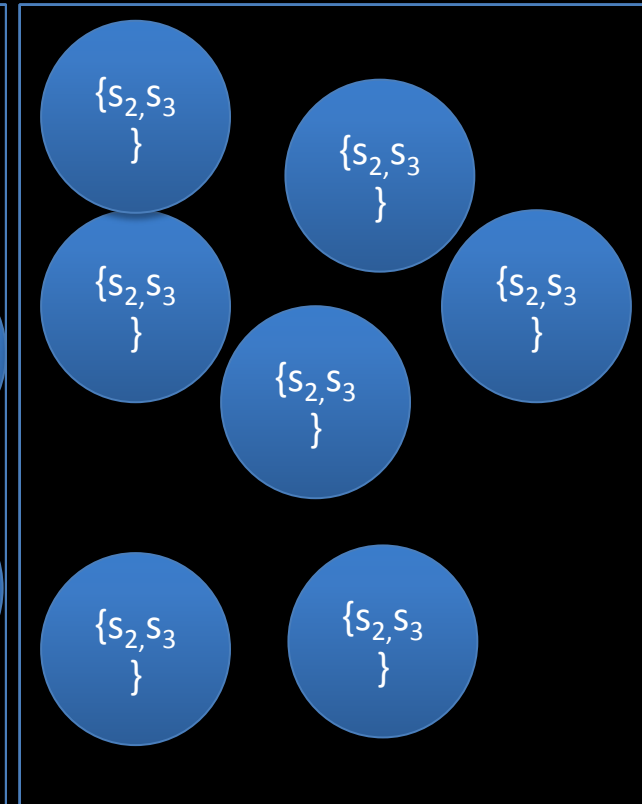
Low 1's



High 1's

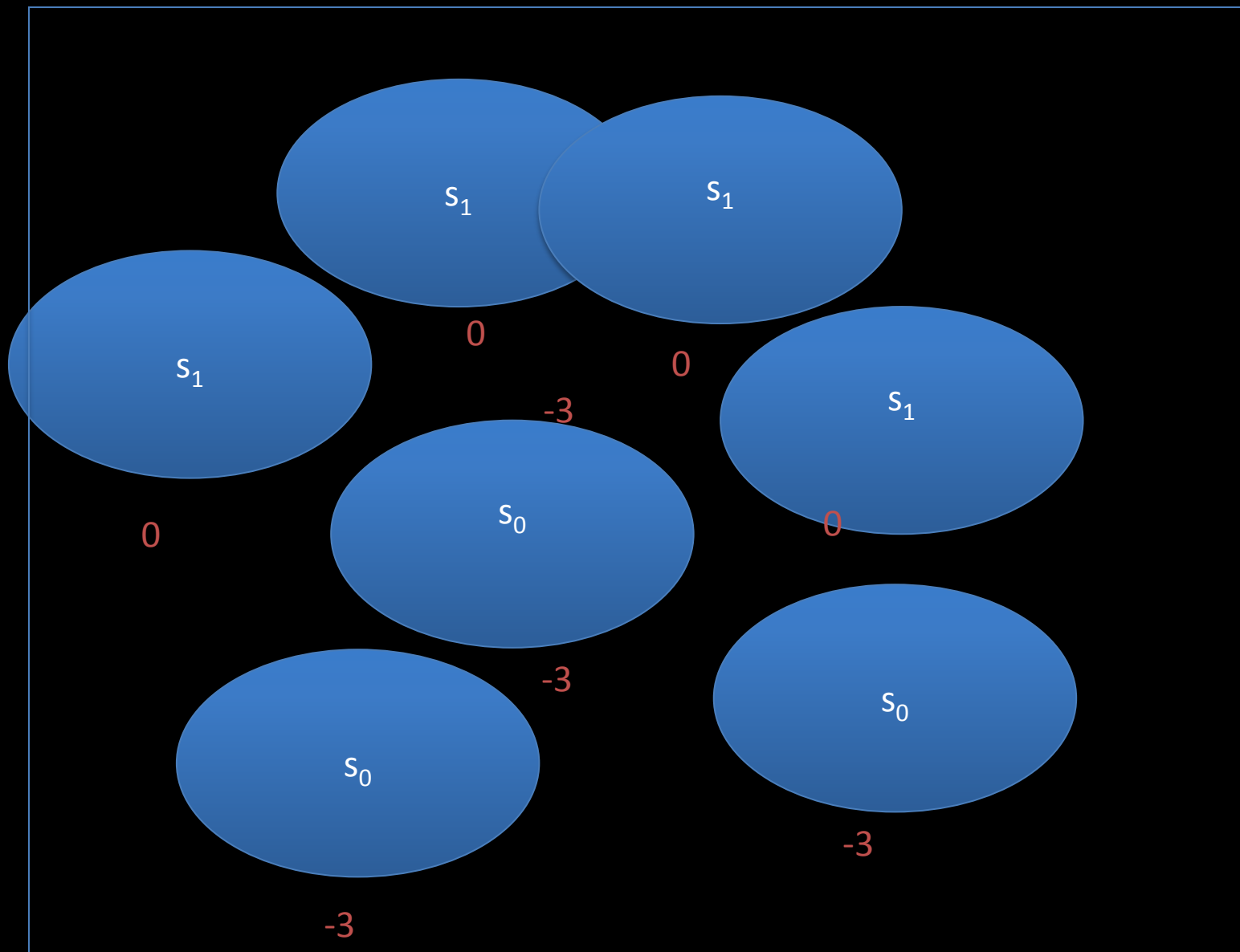


2's

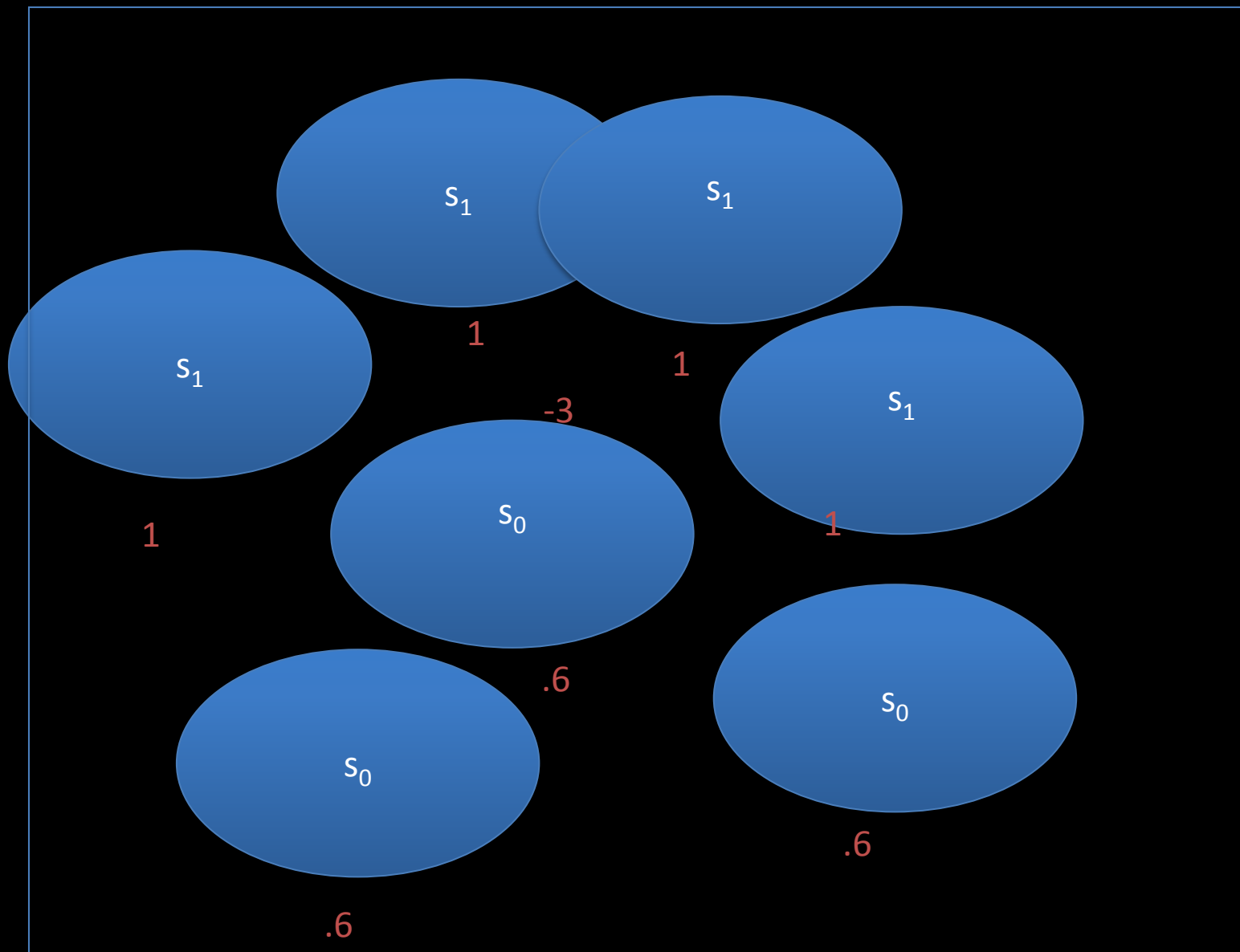


e.g. $N_L=100$ $N_H=100$ $N_2=150$

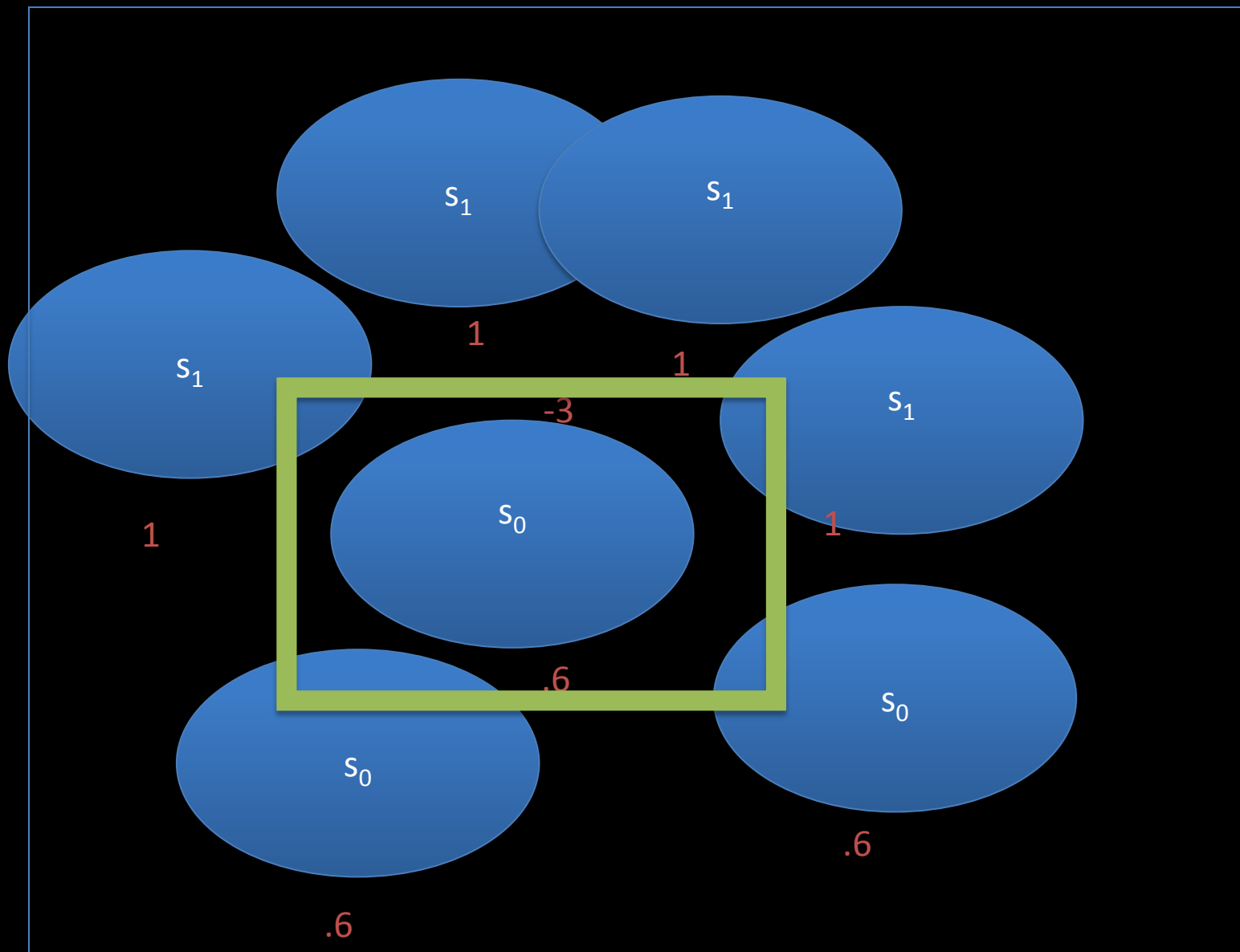
Low 1's

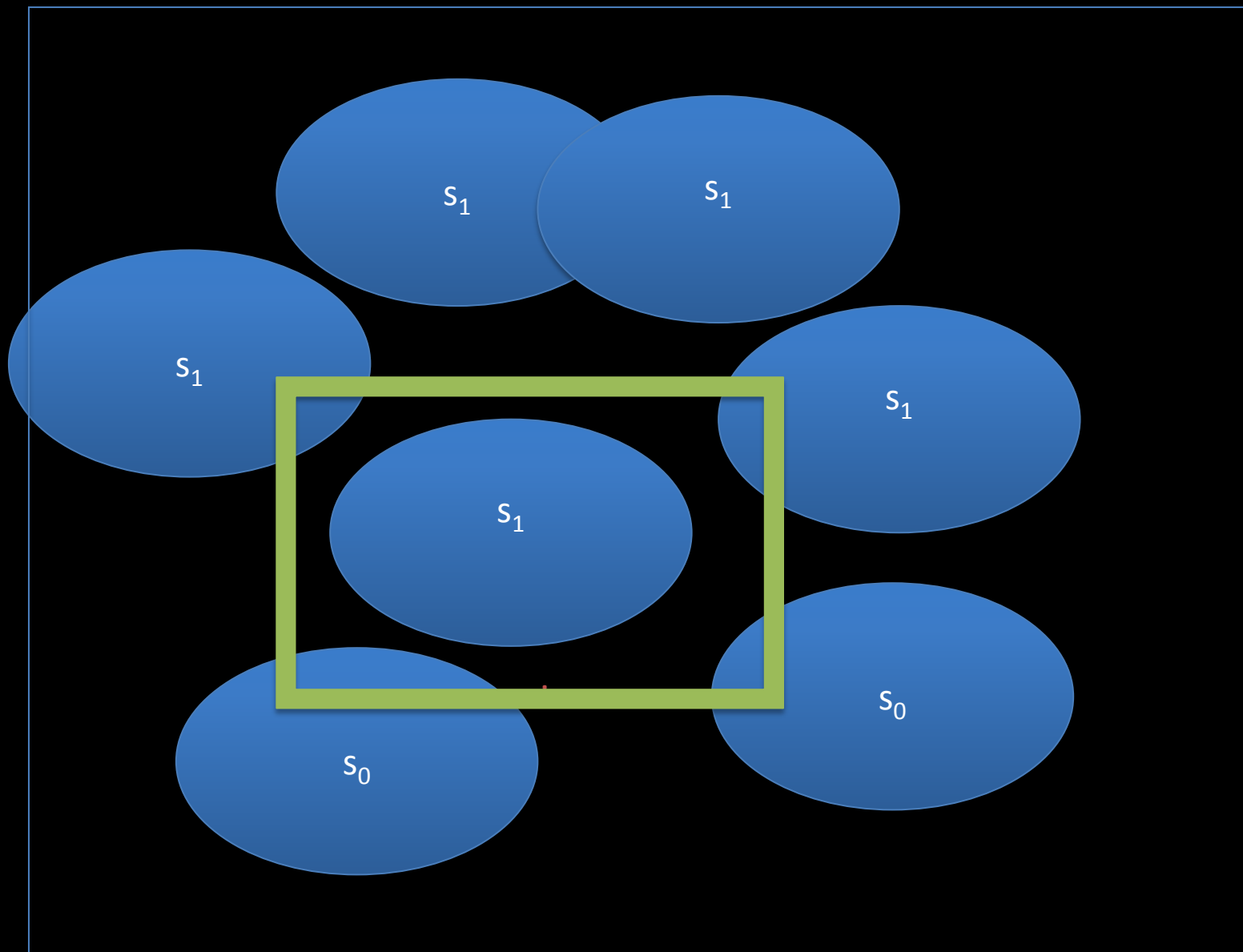


$1-w+w(\text{payoffs})$ e.g. $w=.1$

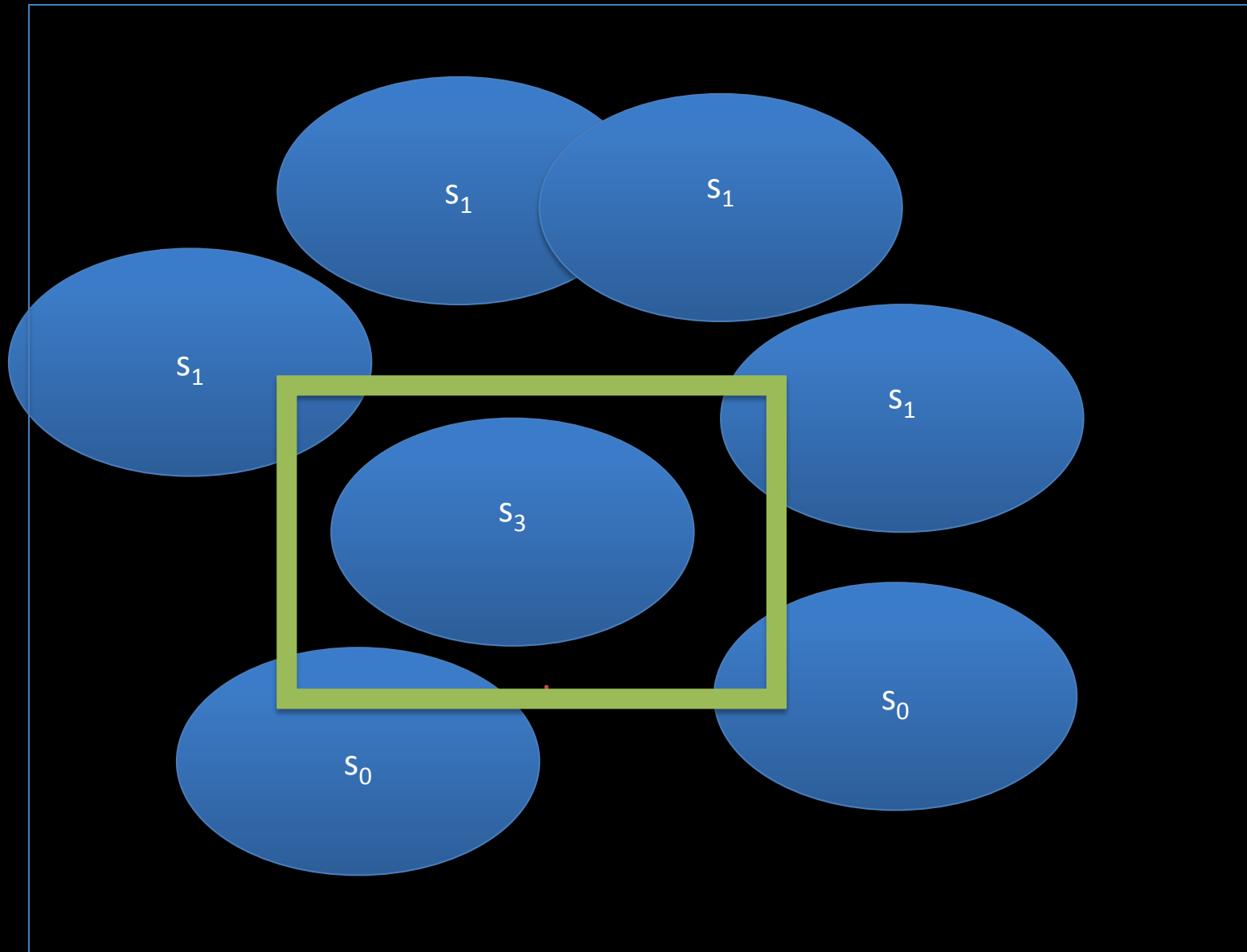


$1-w+w(\text{payoffs})$ e.g. $w=.1$

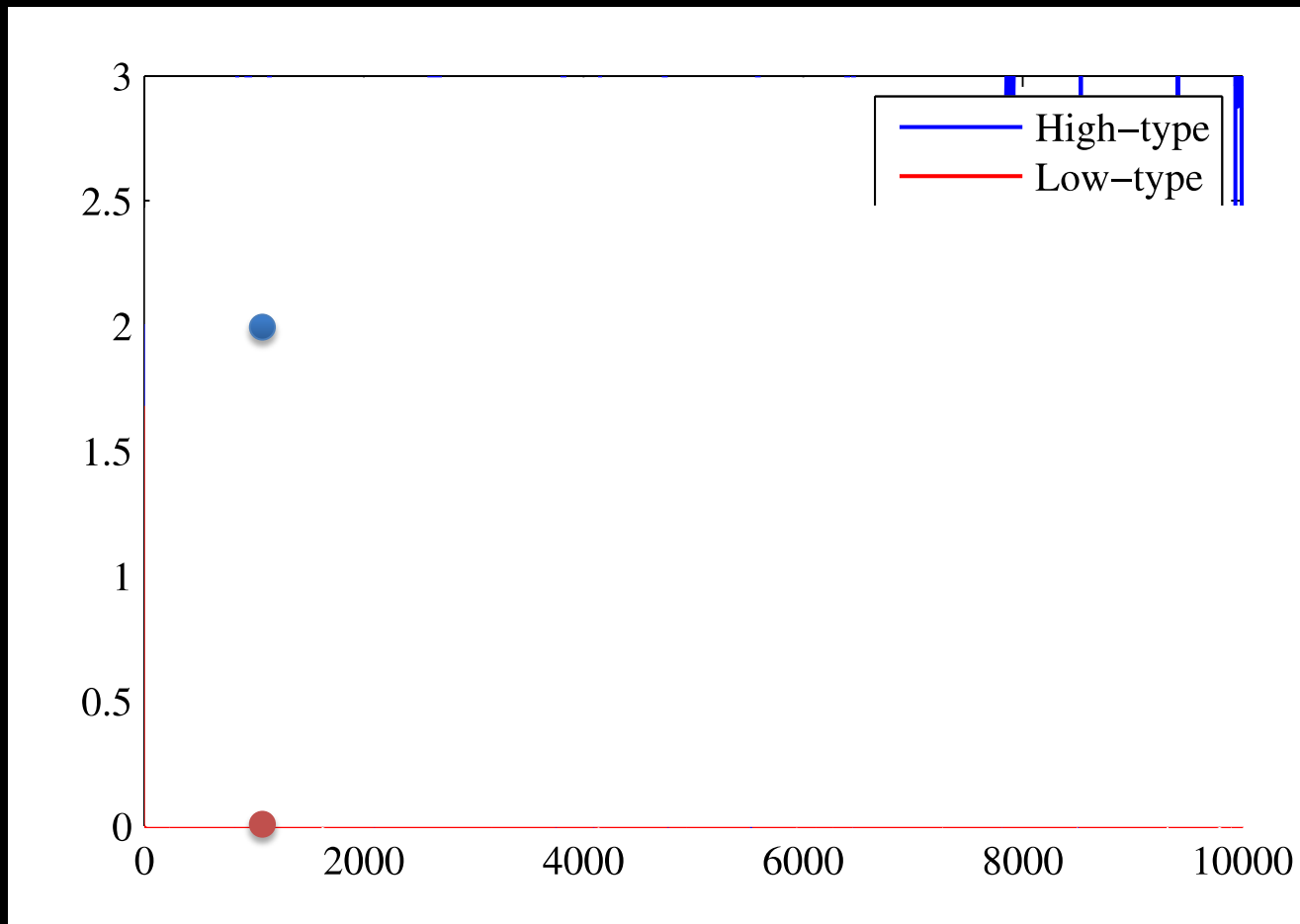




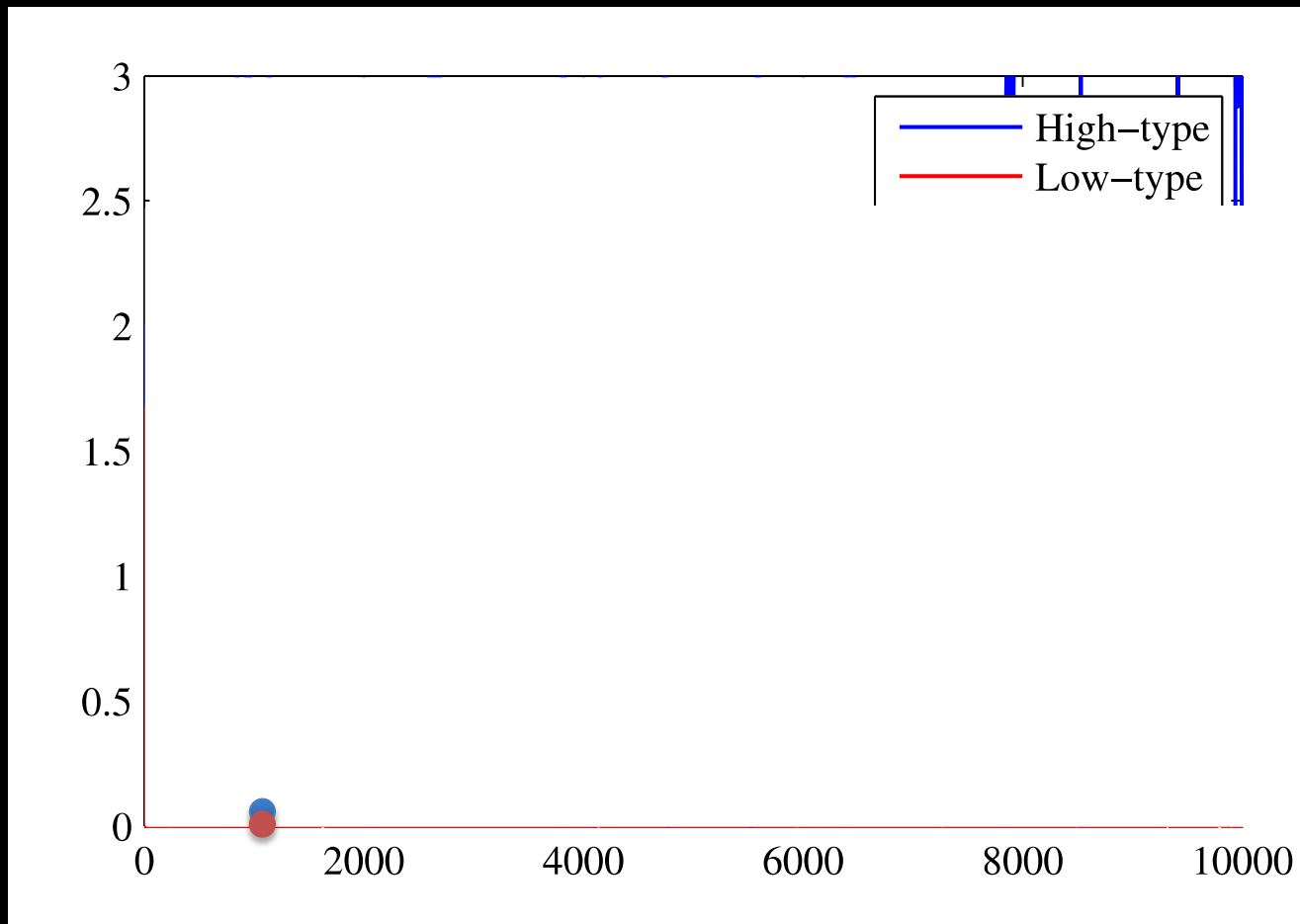
With probability μ choose random strategy



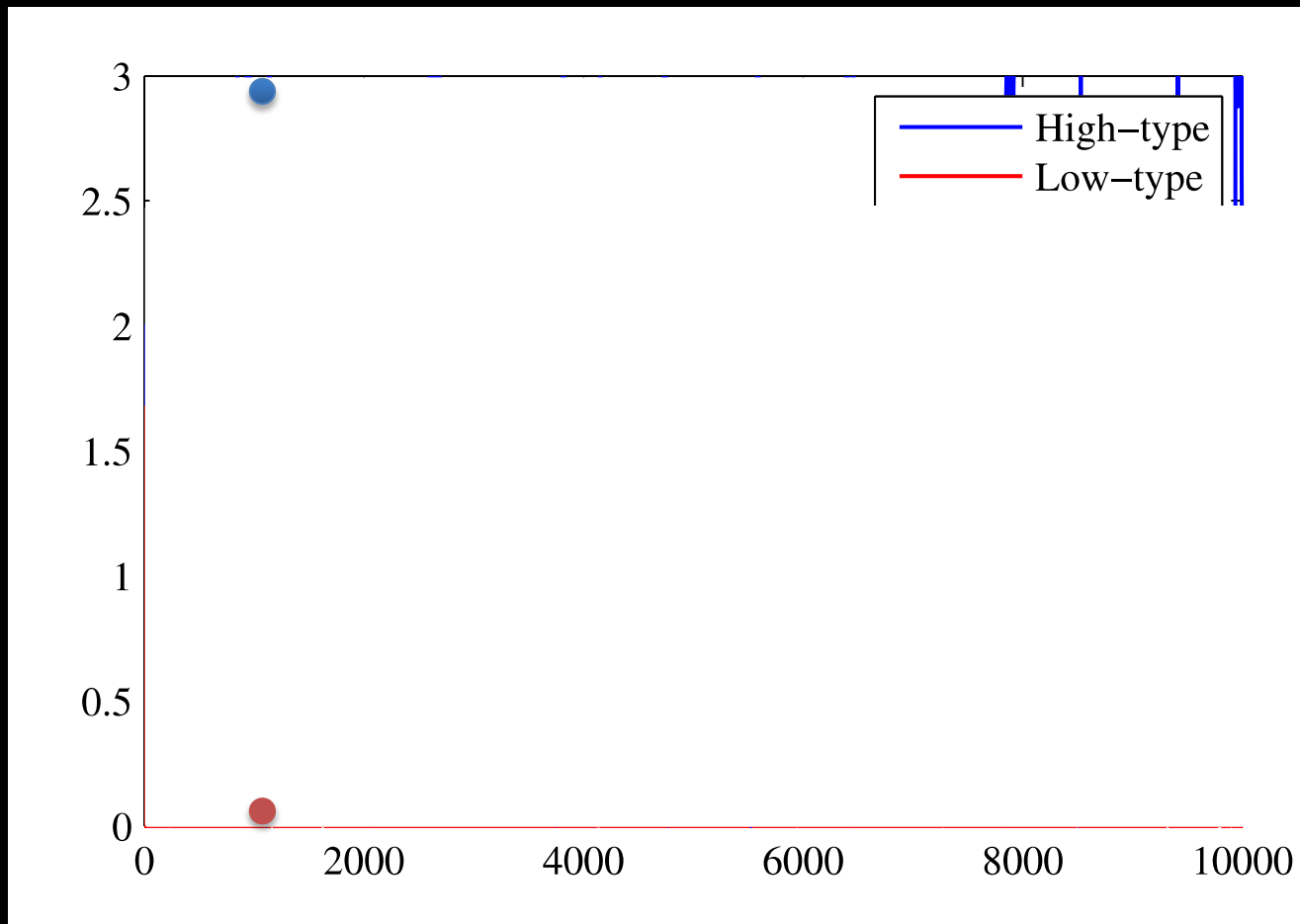
$$\langle s_0, s_2, \{s_2, s_3\} \rangle$$

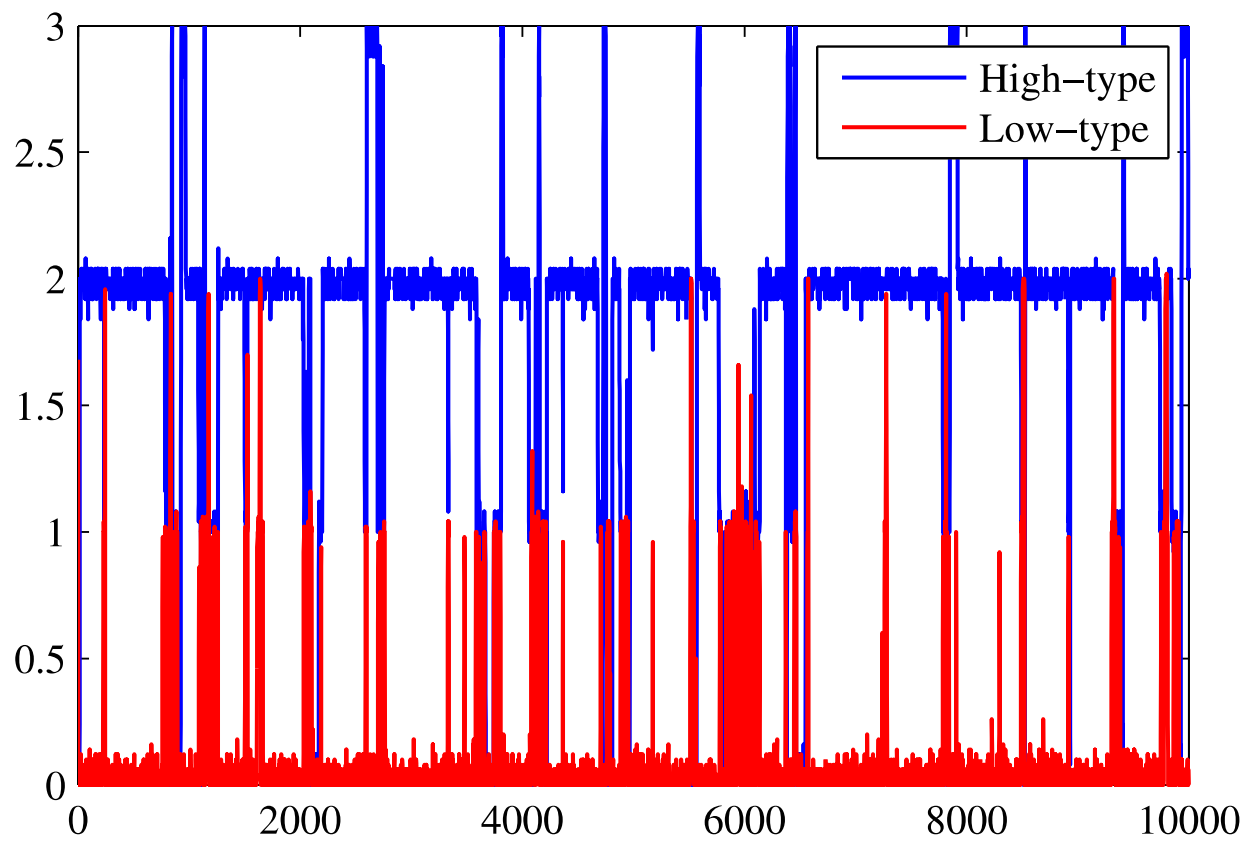


$$\langle S_0, S_0, \{\} \rangle$$

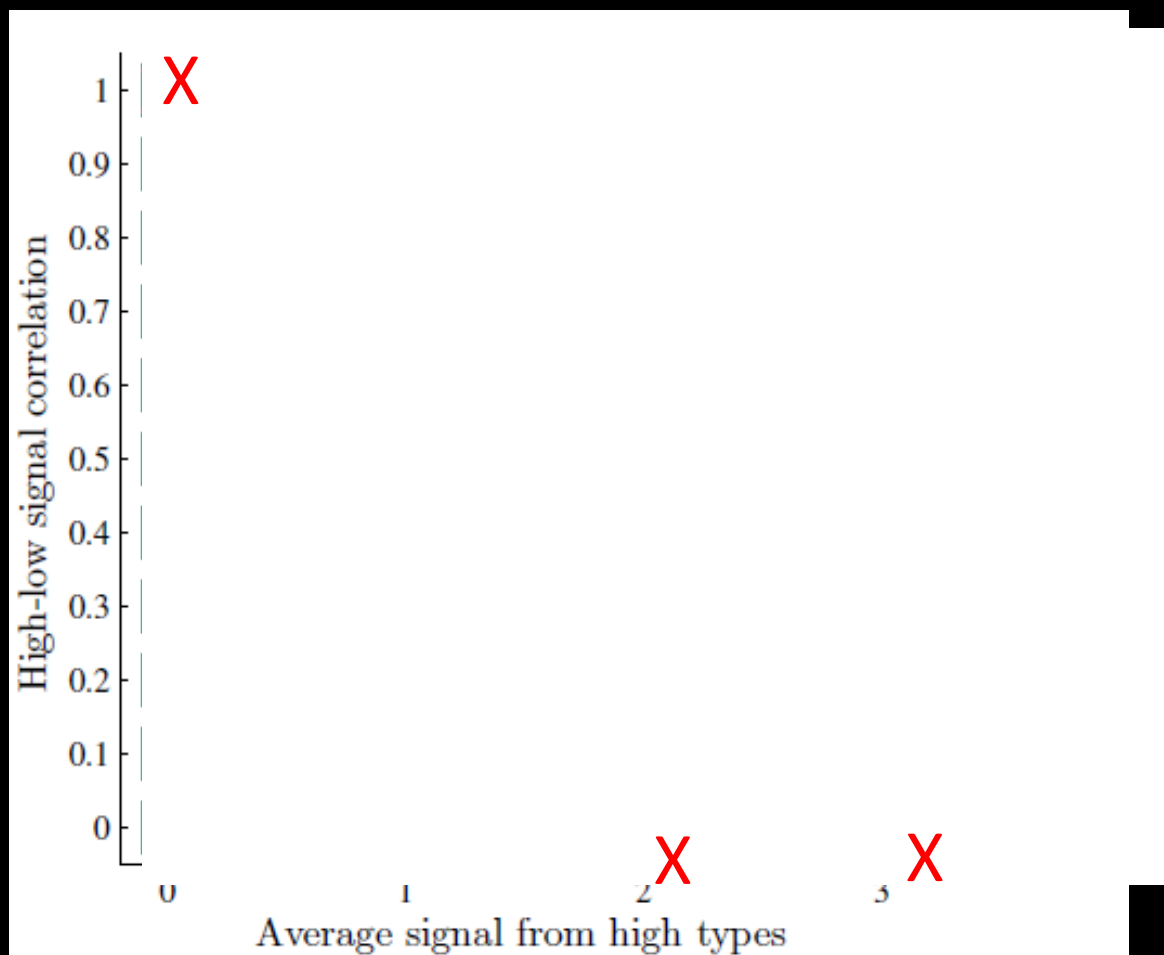


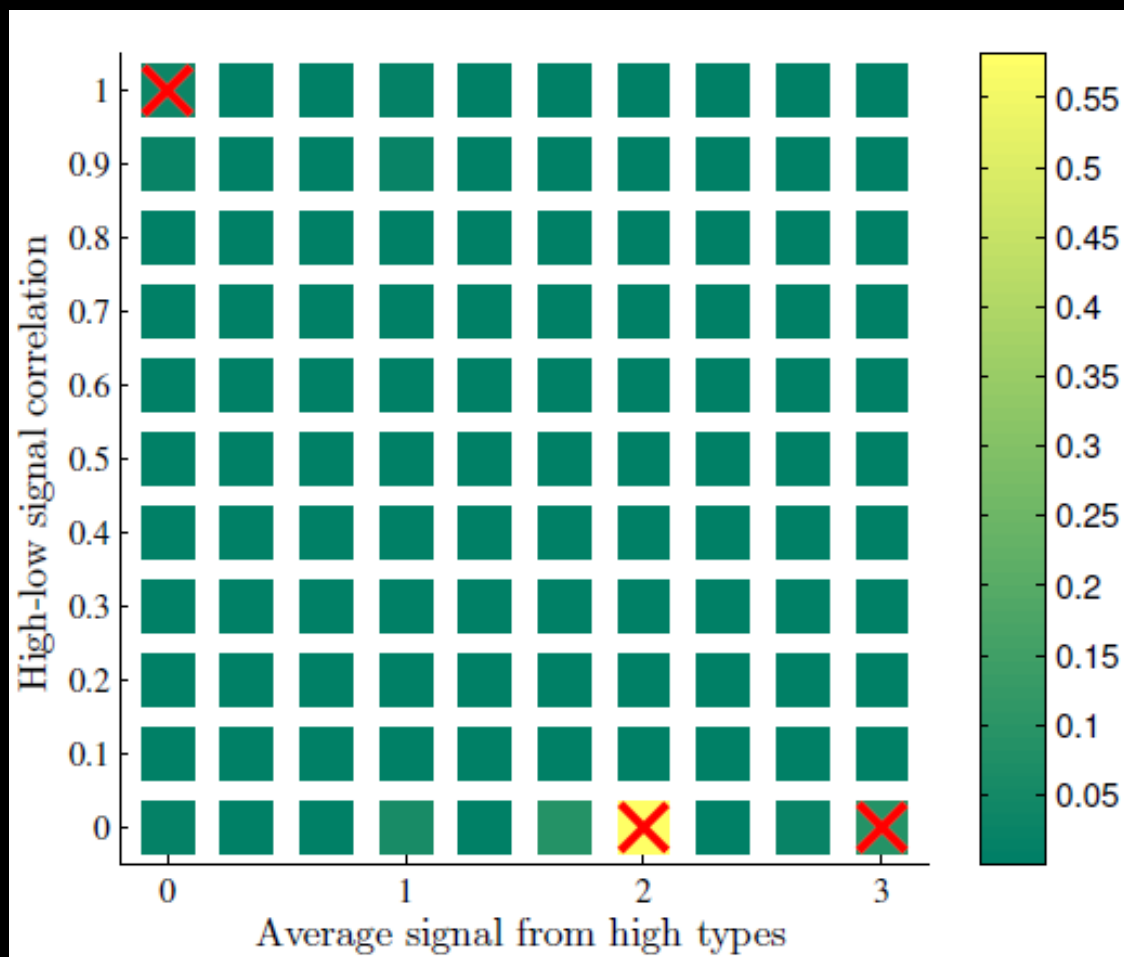
$$\langle s_0, s_3, \{s_3\} \rangle$$





Efficient Separating!





Suppose all $\langle s_0, s_0, \{\} \rangle$

Then any female who experiments with $\{s_2\}$ does equally as well. So may spread by chance.

Then High can experimentally send s_2 does well, so will be imitated!

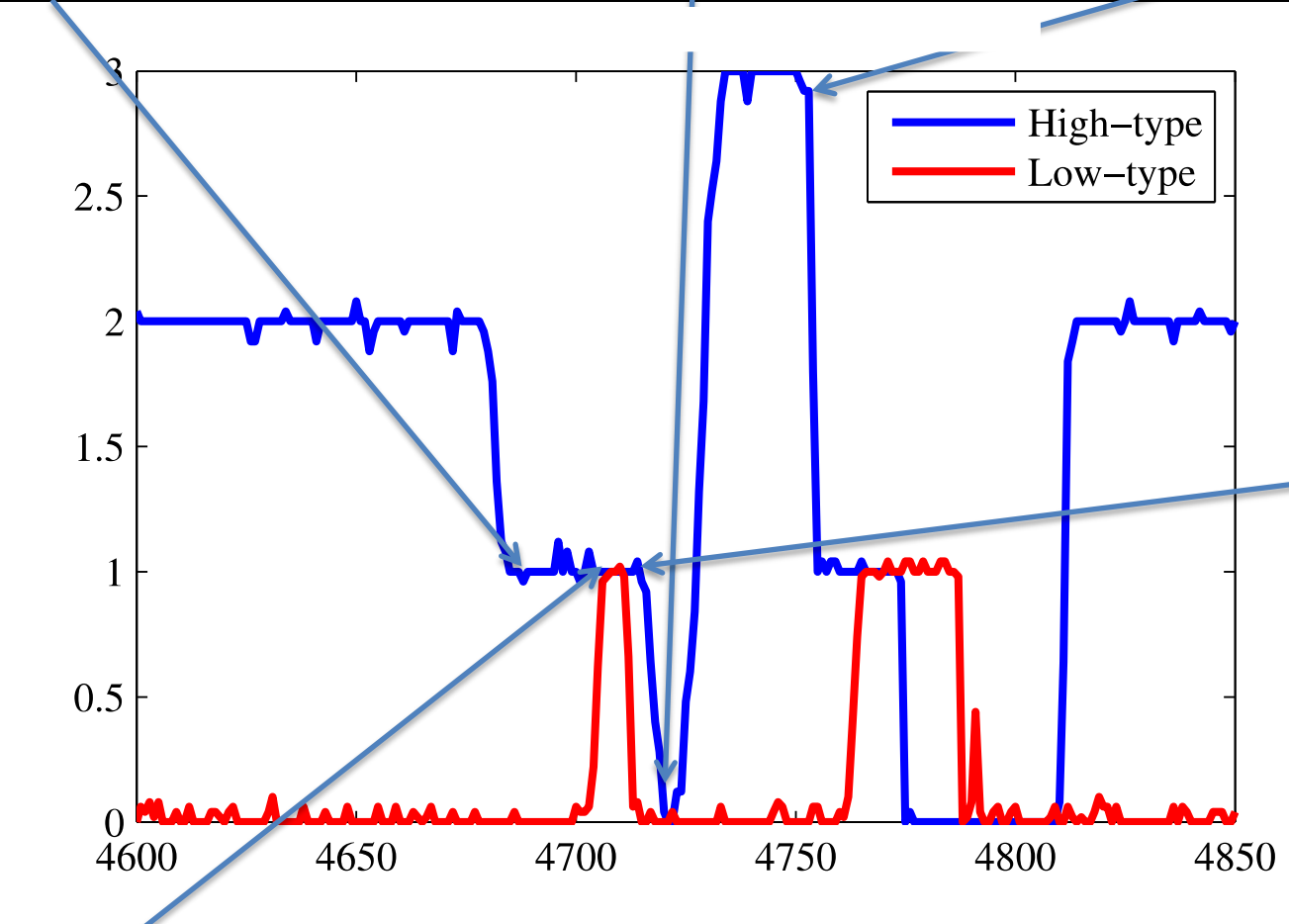
Likewise, for $\langle s_0, s_3, \{s_3\} \rangle$

But if $\langle s_0, s_2, \{s_2, s_3\} \rangle$, then REALLY complicated to leave...

Enough receivers must have “neutrally drifted”
to accept 1 so worth for good but not bad types

As soon as receiver drifts to accepting 2 or 3

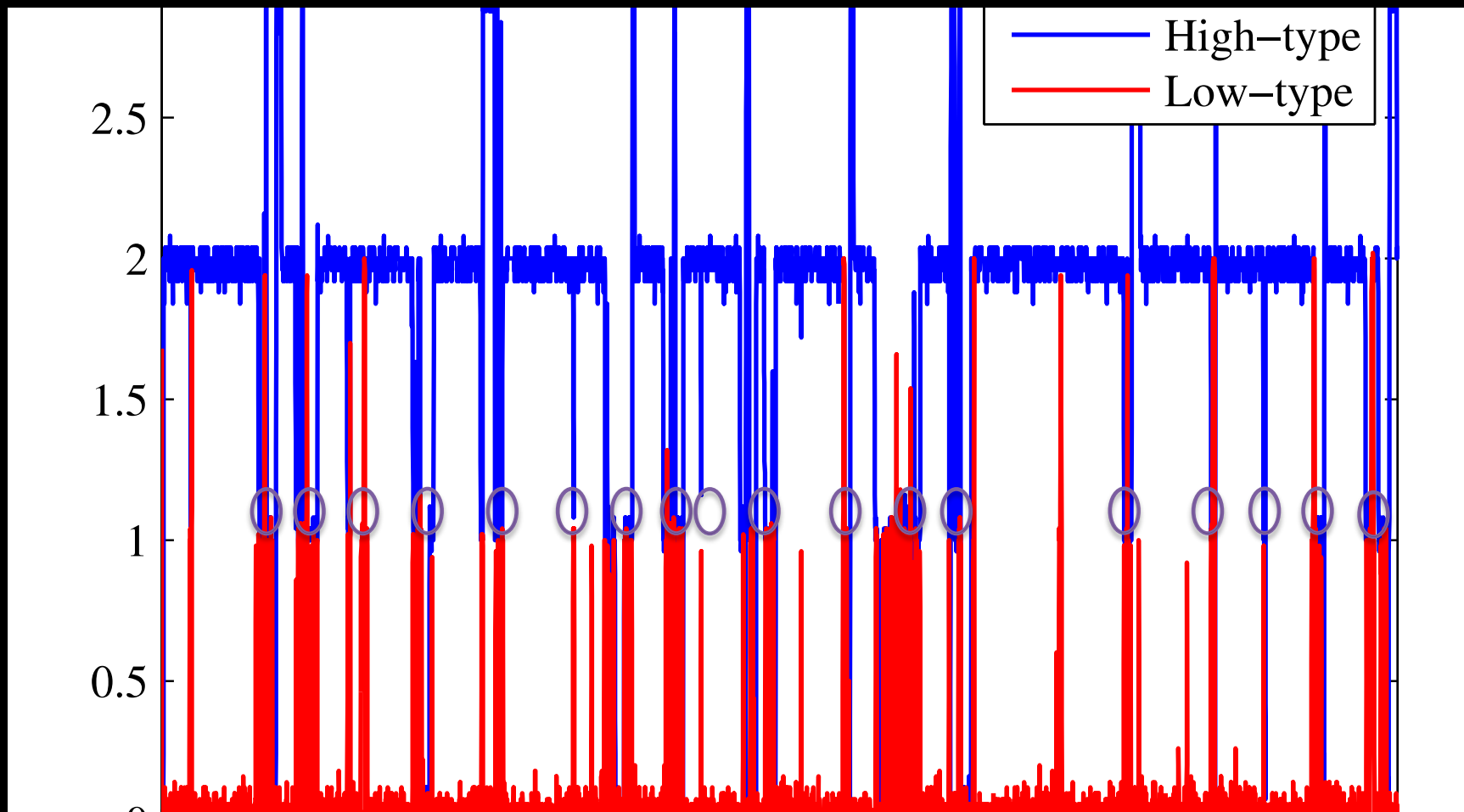
As soon as receiver drifts to
accepting 1 or 2



Very quickly
After bad start
Sending 1,
receivers stop
Accepting 1

If in meantime
Receivers stop
Accepting 2
(by drift), then
Both good and
Bad better
Sending 0

Since good but not bad sending 1, receivers start accepting 1, to point where bad start sending

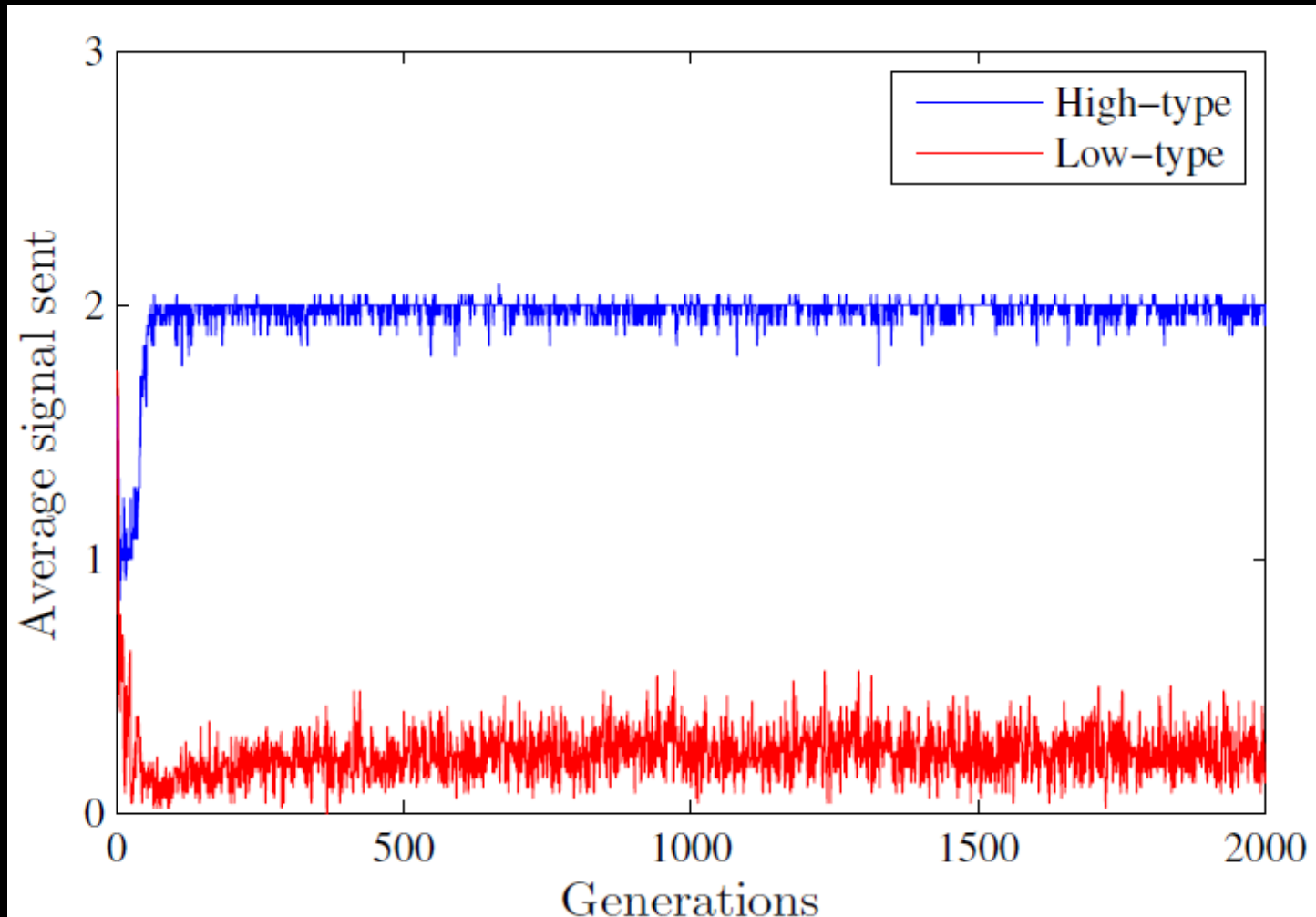




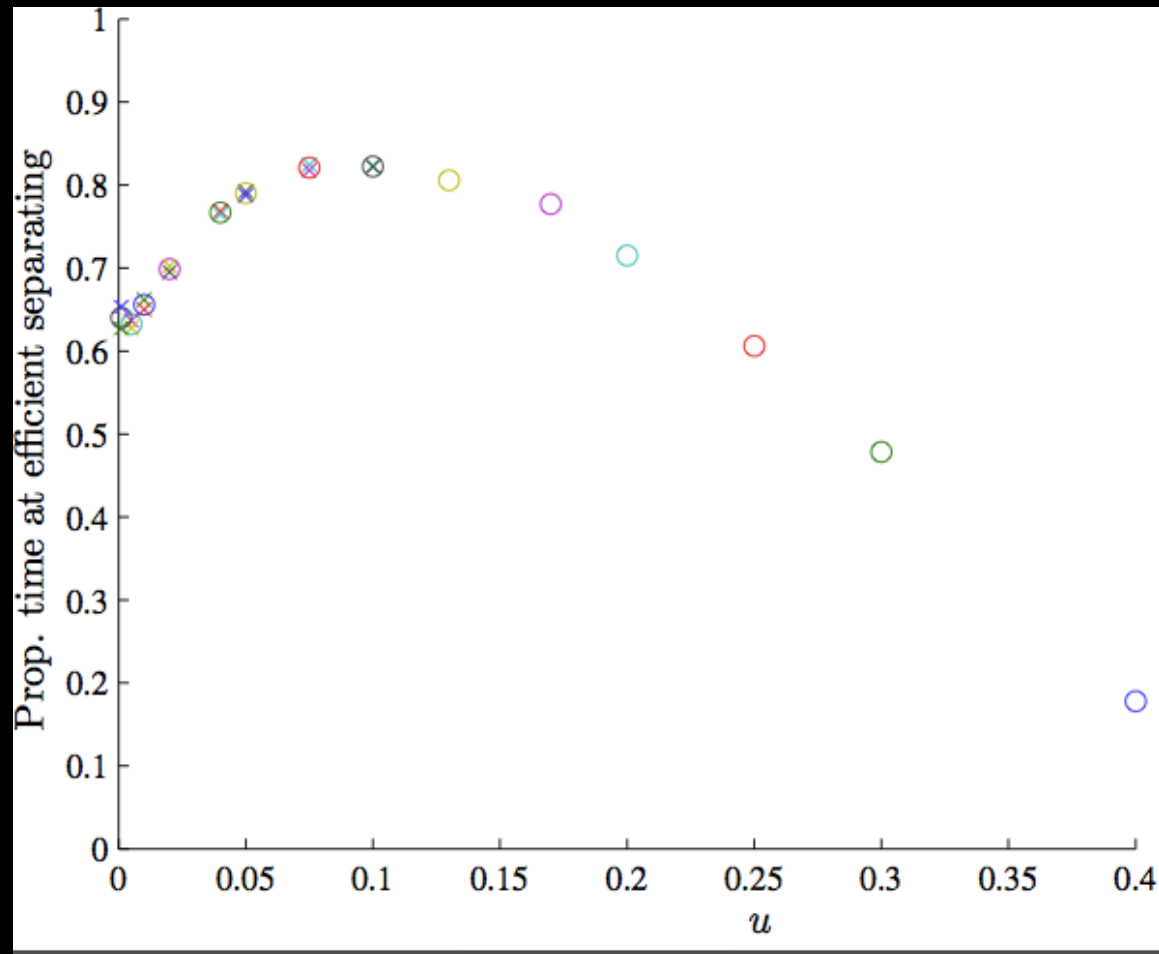
Robust?

- 1) payoffs
- 2) Noise
- 3) Experimentation rate
- 4) reinforcement learning

Reinforcement Learning



Even works for super high experimentation rates!



Does depend on interesting new condition:

Do females prefer to pair with random male?

$$P=1/2$$

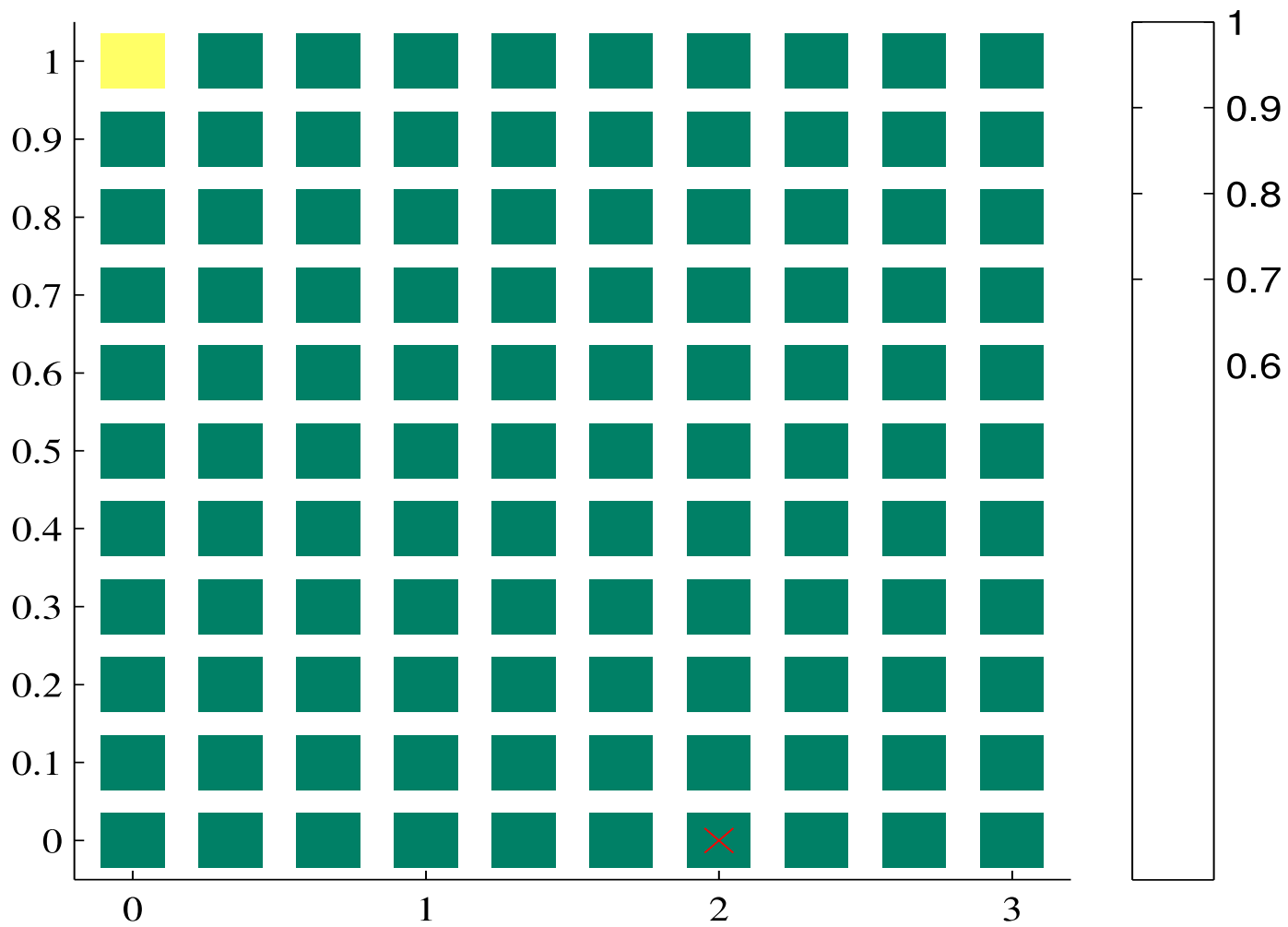
$\langle s_0, s_0, \{\} \rangle$

~~$\langle s_0, s_0, \{s_0\} \rangle$~~

$\langle s_0, s_2, \{s_2, s_3\} \rangle$

$\langle s_0, s_3, \{s_3\} \rangle$

No longer easy to leave pooling!



- Can explain puzzling behaviors!
- Efficient Separating!
- When no acceptance at pooling!

Hoffman.moshe@gmail.com

Evidence?

Who cares?