

### **Evolution of Economic Behavior**

TSE M1 – Semester 1 October 2019 Paul Seabright

Week 5: Game Theory in Biology and Economics.

Economics for the Common Good

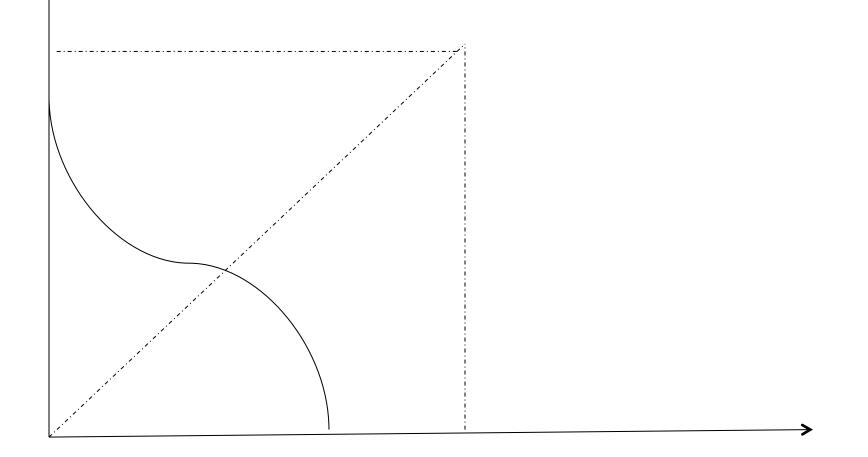
### Outline

- The problem of strategic behavior
- The economic model: Nash equilibrium and fixed point analysis
- The biological model: evolutionary stable strategies
- Mixed strategy equilibria
- Foresight and commitment
- An example: explaining social cooperation

### The problem of strategic behavior

- Strategic behavior involves rational decision makers anticipating the behavior of other rational decision makers.
- For a long time the problem of "infinite regress" seemed to block the way to an understanding of the principles of rational strategic behavior, though Cournot (1838) made a contribution whose importance was not fully appreciated till much later.
- Zero-sum games provided a partial way out (von Neumann-Morgenstern, 1944).
- John Nash (1951) provided the solution for all games with finite strategy spaces, in terms of a fixed point argument.

A fixed point argument: the Brouwer theorem (continuous function from a convex compact subset of Euclidean space to itself has a fixed point)



### An example: Cournot equilibrium

- N firms, *i* = 1,...,*n*
- Homogeneous product, constant marginal cost
- P = a bq is inverse demand
- Representative firm chooses output *q* to maximise:

$$\pi_i = \left[a - b\left(\sum_{j=1}^N q_j\right)\right]q_i - c.q_i$$

### Cournot and Bertrand equilibria

- N firms, *i* = 1,...,*n*
- Homogeneous product, constant marginal cost
- P = a bq is inverse demand
- *Taking others' output as given* (Cournot):

$$\pi_i = \left[a - b\left(\sum_{j=1}^N q_j\right)\right]q_i - c.q_i$$

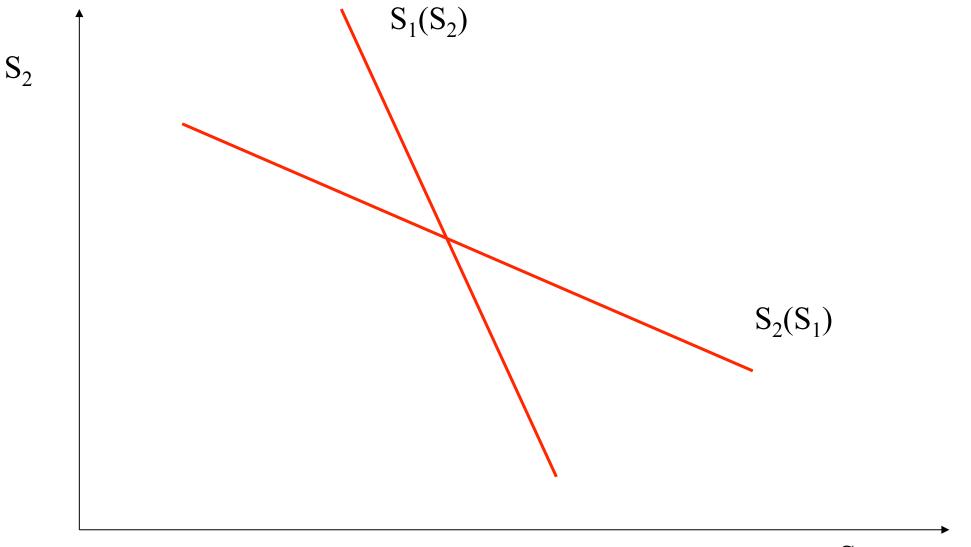
### First-order conditions:

$$0 = \frac{\partial \pi_i}{\partial q_i} = a - 2bqi - b\sum_{j \neq i} qj - c$$

Expressed as a best-response (or *reaction*) function:

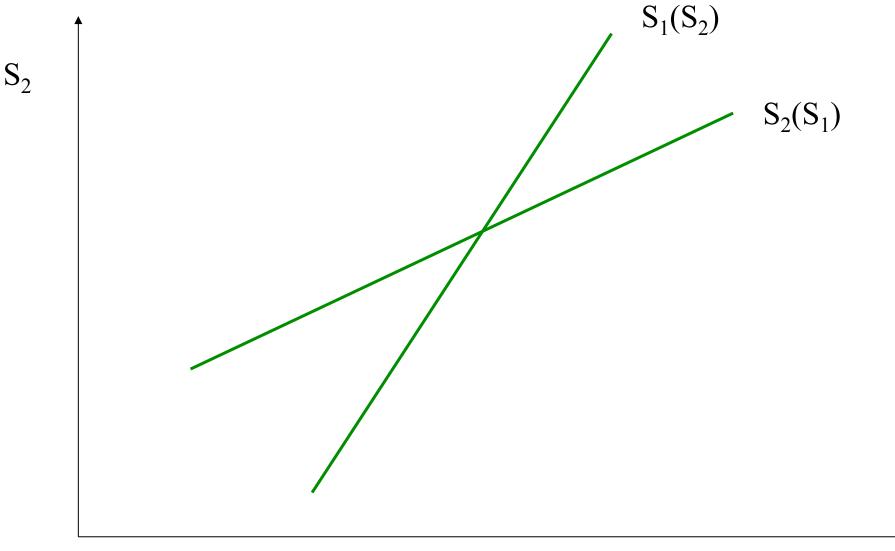
$$qi = \frac{a-c}{2b} - \frac{1}{2} \sum_{j \neq i} qj$$





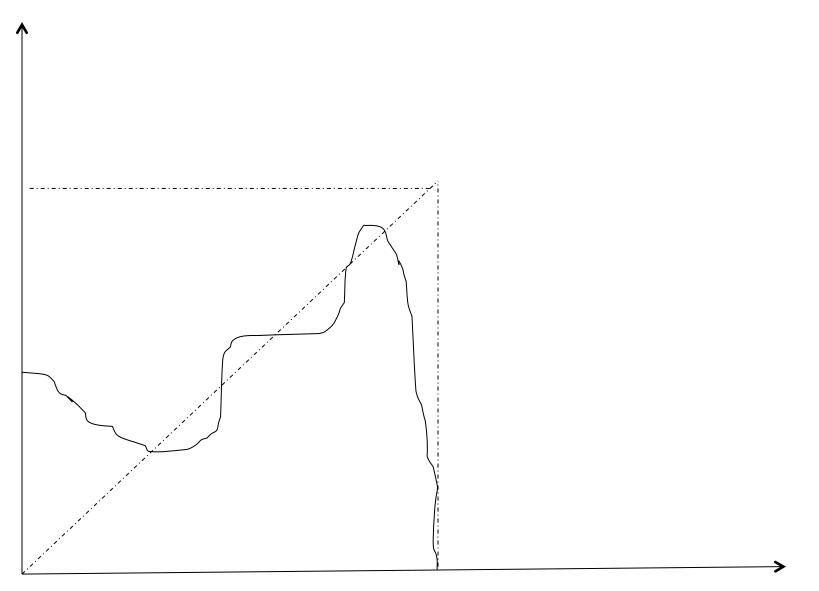
 $S_1$ 

# Other settings may involve strategic complements:

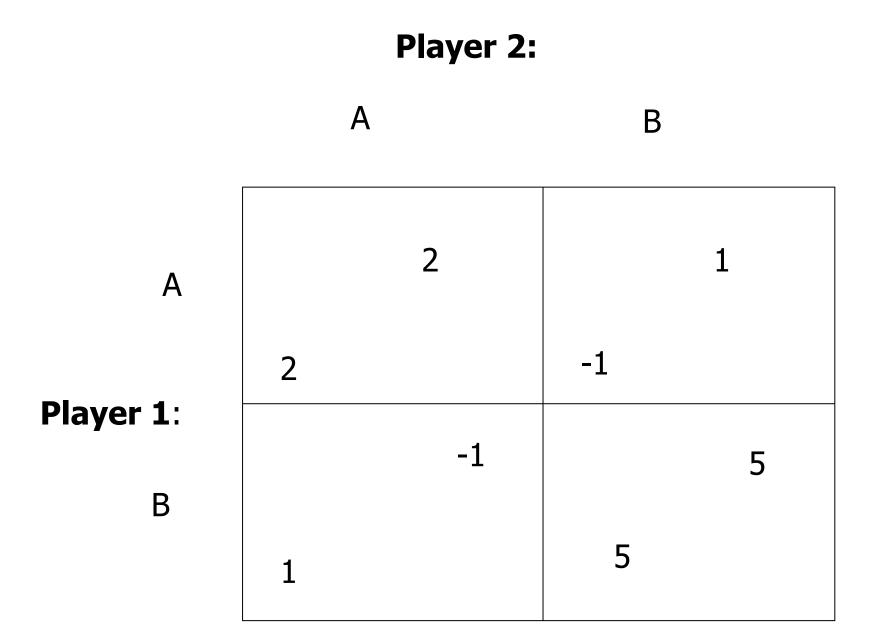


 $\mathbf{S}_1$ 

### Multiple fixed points



### A coordination game

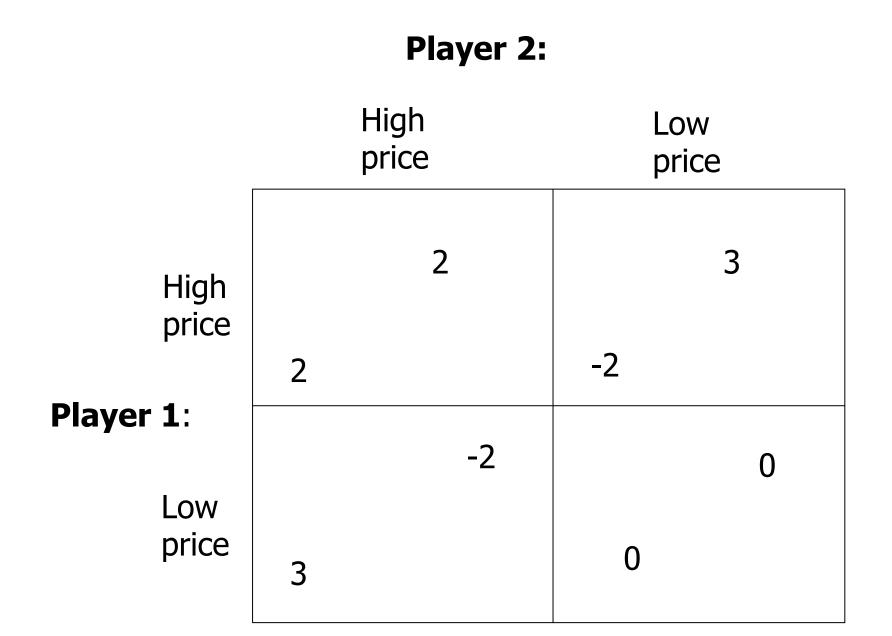


### Evolutionary Stable Strategies (ESS)

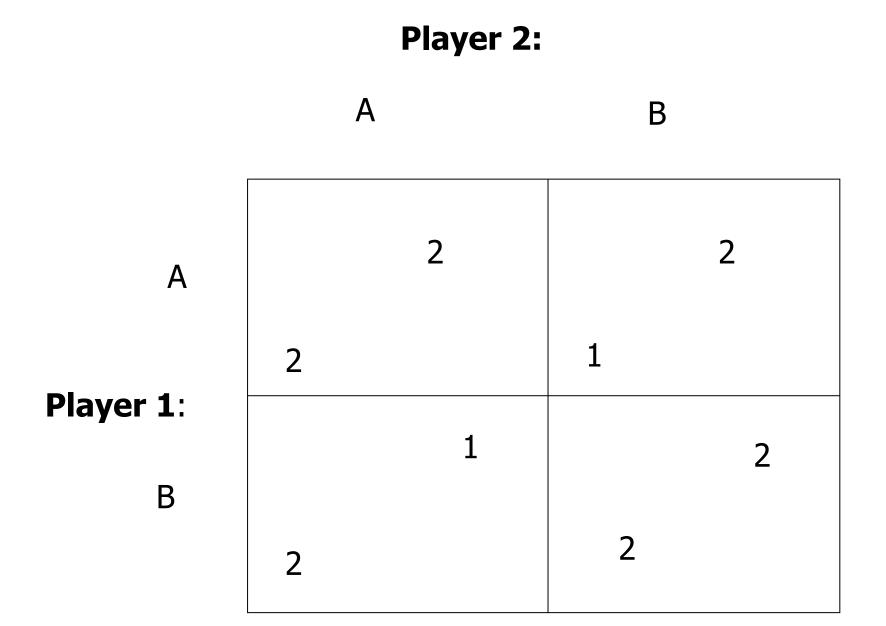
Developed by Maynard Smith and Price (1973, Nature)

- An ESS is a strategy that, if adopted by the whole population, cannot be invaded by any mutation that is initially rare
- Very similar to Nash equilibrium (but not identical)
- But an important qualification the strategies are behaviors defined in conditional-response terms, not instances of optimization
- Natural selection does the optimizing, not the individual

## A prisoners dilemma (a single Nash equilibrium that is also an ESS)



# Harm They Neighbor (two Nash equilibria but only one ESS)



### Mixed strategy equilibria

- Classic example: penalty kicks in football
- Hawk-dove game in biology vs chicken in economics
- Is this due to randomization between strategies or to strategy polymorphism?

### Hawk-Dove game (an anti-coordination game)

**Player 2:** Α В 0 1 Α -1 0 -1 -10 В

1

-10

Player 1:

### Foresight and commitment

- Natural selection has no foresight
- This is usually considered a disadvantage but it is not always so
- The foresight of cognitive processes weakens their commitment power – threats and promises may lack credibility
- Sometimes inflexible strategies are adaptive because they aid commitment

### An example – explaining social cooperation

- Selfish individuals face a constant temptation to behave noncooperatively
- The literature on repeated games has tried to explain why they might nevertheless behave "as if" they were intrinsically cooperative (self-interest with a long time horizon)
- A more recent literature (Bowles, Gintis and others) claims that individuals are not selfish but "pro-social"; there is much experimental evidence for this
- The challenge is then to explain how such pro-social behaviors could have evolved by natural selection

### Some highlights

- The theory of evolutionary « mistakes »
- Multi-level selection theory
- The ingredients: positive sorting and strong payoffs to group interactions
- An example: warfare makes altruism possible? (Bowles, Choi & Hopfensitz, JTB 2003)
- A further development: the coevolution of altruism, parochialism and war (Bowles & Choi, Science 2007).

Consider a model a population in which individuals may be either Altruistic or Not and either **Tolerant or aggressive** (Parochial) towards other groups (these are behaviors, not preferences)

	Parochial	Tolerant
Altruist	PA	TA
Not	NP	NT

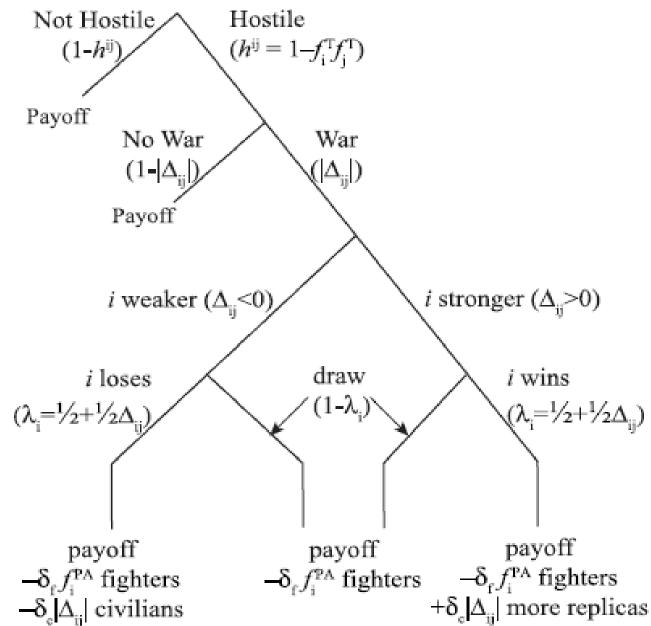
- A's contribute to the fitness of other group members at a cost to themselves
- Only the PA's fight wars.
- P's induce hostilities and forgo the benefits of peaceful interactions with other groups enjoyed by the T's

Within-group interactions: selection against A's and Ps

> Altruist Not Altruist

Parochials Tolerant bfi<sup>A</sup> -c bfi<sup>A</sup>  $bf_i^A - c + g n_j f_j^T$  $bf_i^A + g n_j f_j^T$ 

### Between-group interaction game tree: frequent interactions may favor APs





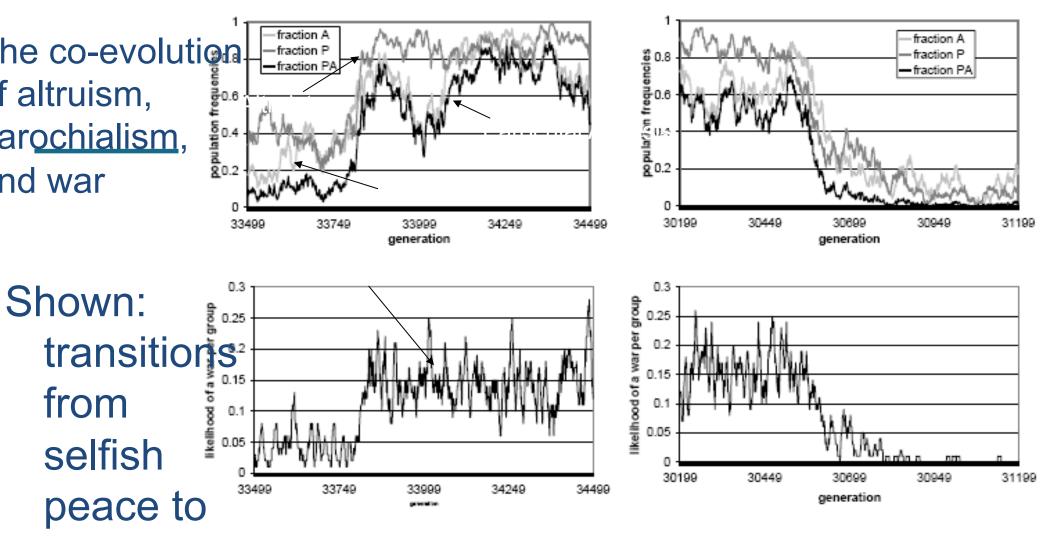
The model parameter values (per generation, where relevant)

- # of groups = 20
- Group effective size =26 (i.e. census size 70)
- Mutation =0.005



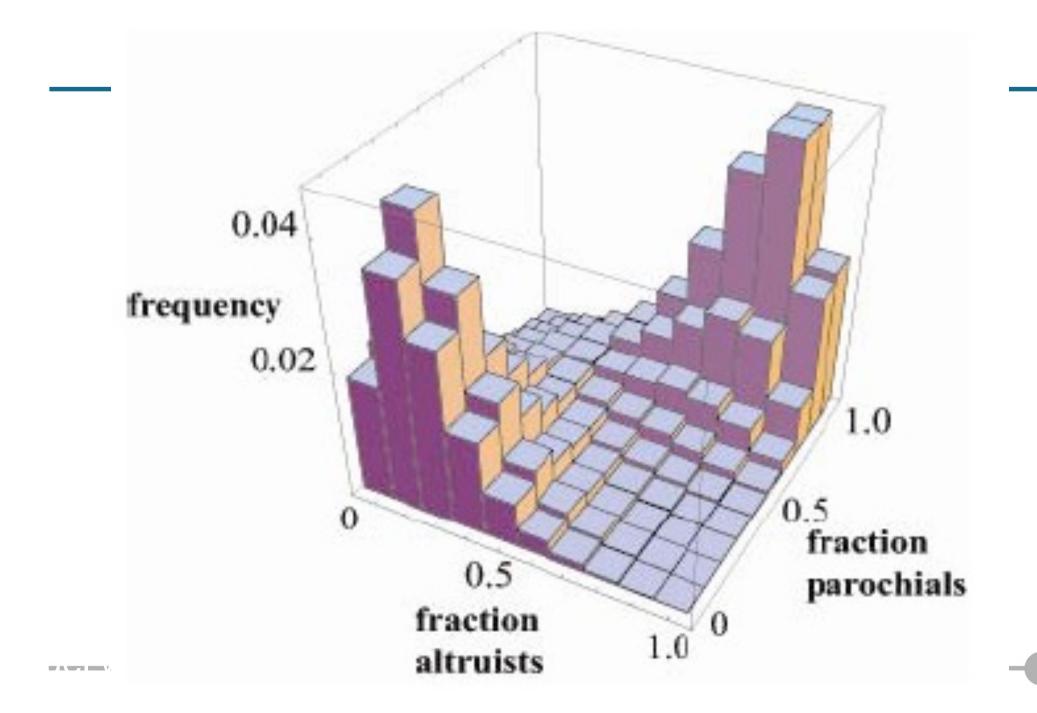
- Two loci, two alleles at each locus, full recombination
- Between group island (random) migration =0.25
- Benefits and costs: b=0.02, c=0.01, baseline fitness=1
- Benefit from peaceful interaction: g=0.001
- Between group interactions per generation: k=1
- Fighters' mortality in warfare = 0.14

The co-evolution of altruism, parochialism, and war



selfish peace to altruistic war (and back)

#### An empirically estimated stationary (ergodic) distribution



### Key features

- Behavior that has commitment value has a certain inflexibility
- Purely calculative Bayesian cognitive mechanisms have difficulty explaining such behavior
- Biological mechanisms can help there are metabolic and developmental constraints that provide the necessary inflexibility
- Adaptive behavior is the right mix of commitment and flexibility, and natural selection has repeatedly found solutions of this kind



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