

**TRUST, EVOLUTION,  
AND COMPUTATIONAL  
THINKING**

This slide and materials are available at  
<https://github.com/RickWeber/NYSEA2023>

# **PART I: RELEVANCE FOR**

## ***YOU AND ME***

# WHAT DO YOU REMEMBER FROM YOUR UNDERGRAD EXPERIENCE?

- facts
- skills
- beliefs
- modes of thinking

# WHAT ARE WE REALLY PROVIDING OUR STUDENTS?

- A mix of skills, beliefs, and ways of thinking are the lasting contribution of our schooling.
  - They can look up the facts as they need them.
- Hopefully we're helping them learn to think more clearly about complex systems.

*Economics is a method rather than a doctrine, an apparatus of the mind, a technique of thinking which helps its possessor to draw correct conclusions.*

*The master-economist must possess a rare combination of gifts .... He must be mathematician, historian, statesman, philosopher... [computer scientist, statistician, etc.]*

# WAYS OF THINKING

- The Economic way of thinking is incredibly powerful.
- There are lots of ways of thinking, and they're often complementary. (Mathematical thinking, statistical thinking, design thinking, etc.)
- Pluralism is good. And **we can replicate it our own heads.**



# COMPUTATIONAL THINKING

(Many) computer scientists are basically economists asking questions about how to manage a scarcity of:

- data availability and quality
- storage size
- storage reliability
- computational capacity
- network capacity

# EVOLUTIONARY THINKING

- Markets are evolutionary processes
  - but students often have a limited handle on the concept of evolution beyond the over-simplified "survival of the fittest".
- Computational models often lend themselves to the use of the Genetic Algorithm.
  - Simulator's prerogative: stop/start/inspect the model
  - See the evolutionary process unfold in real time

# COVERING NEOCLASSICAL BLINDSPOTS

- A common trope among scholars of Emergence<sup>1</sup> is how **ants** are individually stupid but collectively brilliant.
- Neoclassical economics runs into the opposite problem: individually brilliant individuals who get trapped in Prisoners' Dilemmas

1. Not all of them know it, but they're implicitly thinking computationally already

# ECON STUDENTS NEED COMPUTER SCIENCE

EVEN IF WE HAVE TO DITCH THE COMPUTER

- Computational thinking is more about thinking than computing
- Students should learn computer skills, but the bigger value is how it lets you see the underlying logic of a situation
- All of the coding skills I've learned and forgot are still useful because they've expanded my thinking tool kit.

# HOW CAN WE GET SOME OF THAT PEANUT BUTTER ON OUR STUDENTS' CHOCOLATE?

- One place to start is playing around with computational versions of a model we already know and love.
- Bonus: the descriptive stories we tell about (e.g.) shortages are really computational stories.
  - People get signals about the state of the world, adjust their behavior, and change the state of the world through their actions.
  - (I'm guessing Clair Smith will tell us this story in session D1.)

# OKAY, SO WHAT ARE WE DOING?

- 2.5-minute crash course in computational thinking.
- See a small sample of economic issues that Computer Science sheds light on.
- Then we'll look at a computational model of trust.

# **PART II: CRASH COURSE IN COMPUTATION**

# WHAT IS COMPUTATION?

From *The Art of Computer Programming's* index:

Computational method, 5, 7–8.

Compute: To process data.

Computer: A data processor.

Computer language, *see* Assembly language,  
Machine language, Programming  
language.



# COMPUTATION IS JUST DATA-IN-DATA-OUT

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For our purposes:

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For our purposes:

- take some input,
- process it according to some rules, and
- ultimately<sup>1</sup> generate output (e.g. some change within the computer or the world it occupies).

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# COMPUTATIONAL EQUIVALENCE

Even incredibly simple systems like Cellular Automata can be used for sophisticated calculations like **computing prime numbers**.

Any system that is "Turing complete"<sup>1</sup> is **Turing equivalent** to any other Turing complete system: given enough time, any Turing complete system is capable of simulating any other.

1. which turns out to be a **surprisingly low bar**.

# COMPUTATIONAL IRREDUCEABILITY

One of the early findings of Computer Science is that we can't count on finding a shortcut for any but the simplest programs. **We just have to run through "the program"** to see what happens.

# CAVEAT

When we create a computational model, we're inventing a little world and hoping it corresponds to the real world, just like when we're using equation-based models. As always, buyer beware!

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- [We probably are.](#)
- Even so, we can get started and hold constant the ineffable while we continue learning how the human mind works.
- "any system whatsoever--can be viewed as performing a computation that determines what its future behavior will be." ([Wolfram](#))

# COMPUTATIONAL BIOLOGY

*Earth was a giant supercomputer designed to find the Ultimate Question of Life, the Universe and Everything. Designed by Deep Thought and built by the Magratheans, it was commonly mistaken for a planet, especially by the ape descendants who lived on it. It was situated far out in the uncharted backwaters of the unfashionable end of the Western Spiral Arm of the Galaxy).*

# The Hitchhiker's Guide to the Galaxy

**QUESTION: COULD A POWERFUL ENOUGH COMPUTER  
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# QUESTION: COULD A POWERFUL ENOUGH COMPUTER REALIZE LAPLACE'S VISION?

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- It's like Borges' cartographers but worse! (but it might be a smaller problem than those of [Borges' library](#))
- **Moral of the story:** no matter how much we learn, there's always room for mystery.

# **PART III: PARALLELS IN ECON**

# EXAMPLES

- The Socialist Calculation Debate
  - Markets are "computationally irreducible"
  - You have no way to compute equilibrium faster or more effectively than the market itself (a distributed parallel computer that calculates the relative scarcity of exchangeable goods).
  - Econ's parallel to Turing's Halting Problem and Godel's Undecidability Proof.

# EXAMPLES

- Markets as a discovery procedure (entrepreneurship as “search” in a many-dimensional space)
- Bounded rationality (e.g. modeling heuristics-based behavior rather than optimization)
  - (Seeing a simple case of machine learning with a simple agent is a valuable inoculant for AI snake oil sales pitches)

# EXAMPLES

- Strategic interactions (e.g. Industrial Organization)
- **Finance** with heterogeneous agents (answering question: why do people keep doing technical investing instead of fundamental analysis?)
- Evolution of cooperation (i.e. computational political economy)

# **PART IV: EVOLUTION OF COOPERATION**

# PRISONERS' DILEMMA

- The Prisoners' Dilemma (PD) is as concise a formulation of civilization as I could hope for:
  - variable-sum game that requires two people to choose between cooperation and conflict.



**ONE-SHOT SOLUTION**

**DEFECT, DEFECT**

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**DEFECT, DEFECT**

- But life isn't one-shot, it's iterated!

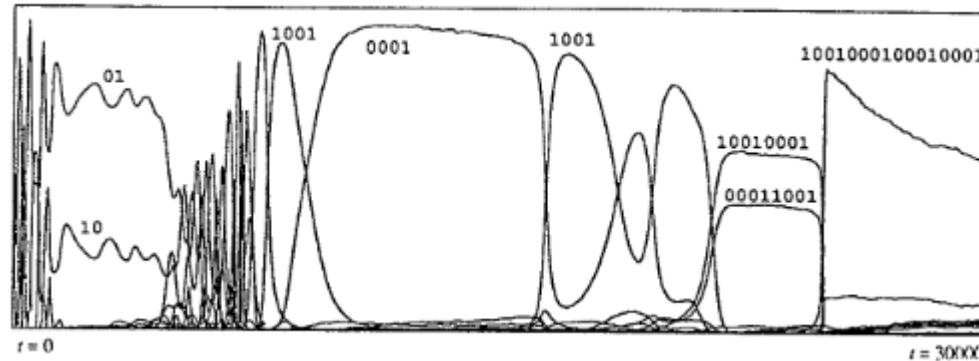
# ITERATED SOLUTION

- It depends... but it's probably tit-for-tat.

# LET'S SEE IT IN ACTION

- We'll see a NetLogo implementation that you're free to mess with at home.
- Nicky Case has a great (simpler) version in the form of an [interactive webpage](https://ncase.me/trust) at [ncase.me/trust](https://ncase.me/trust)

# EVOLUTIONARY DYNAMICS IN A PRISONERS' DILEMMA



Lindgren, 1992 (p. 303)

# **PART IV: WHERE NOW?**

# WHAT HAVE WE SEEN?

- Computation is a relatively abstract property--we don't need sophisticated computers to do sophisticated computation.
- Social systems (e.g. markets) are computational systems in their own right.

# WHAT HAVE WE SEEN?

- Computational modeling can help build understanding about processes that affect economic life.
- This understanding is critical for students to understand the world they're graduating into.



# EXPLORE/EXPLOIT

When knowledge is scarce, start by exploring. Once you've got the lay of the land, exploit that knowledge to whatever your ends are.

# RECOMMENDED READING

- Evolution of Trust interactive web app
- *The Selfish Gene*
- *Algorithms to Live By*
- *Complex Adaptive Systems*

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- *The Selfish Gene*
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- *The Hitchhiker's Guide to the Galaxy*
  - It's a beach read, but try reading it after some of the others.

## DIVING DEEPER

- [A New Kind of Science](#) by Stephen Wolfram
- [Leigh Tesfatsion's webpage](#)
- [Complexity Explorer](#) from [the Santa Fe Institute](#)

**THIS PRESENTATION INCLUDING LINKS AND MODEL**

- <https://github.com/RickWeber/NYSEA2023>

# THANK YOU

## QUESTIONS/COMMENTS:

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