#### Source:

# 1 | his intro / background

- 1.1 | used to be very into econ
- 1.2 | worked at world bank bc he thought it was a good place to meet people who were interested in math and econ and help the world
- 1.3 | was sent to a country (forgot) during communism->capitalism transition and saw that the forced capitalist policies were not working
- 1.4 | went into management because that allowed him to actually help
- 1.5 | sante fe institute
- 1.5.1 | centeripece for a global movement to involve complexity in sciences accross disciplines
- 1.5.2 | from los alamos national labs
- 1.5.3 | 'universal relationships'
- 1.5.4 | lots of nobel prizes
- 1.5.5 | applications of graph theory and network theory, and lots of econ
  - 1. understanding when societies are going to have a revolution, finiance, energy grid

# 2 | other related areas / interdisciplinary

- 2.1 | do individuals matter in history
- 2.2 | impacts on marketing based on faith studies?
- 3 | Overview
- 3.1 | this intersession is "interdisciplinary fixing of economics"
- 4 | Warmup
- 4.1 | insectivora, macroscelidea avg mass vs avg BMR, guess avg bmr for pholidota given avg mass
- 4.1.1 | I just took the ratios and took a high and low
- 4.1.2 | a few strategies for solving the problem
  - 1. look for a common ratio (assume  $\theta$  mass =  $\theta$  BMR)
  - 2. fit a line
  - it's actually not a linear relation, and the answer is relatively unexpected (much lower ratio)
- 4.2 | the monkey business illusion (ball passing -> miss other stuff)
- 4.2.1 | when you get attached to a tool, you miss loads of other things
- 5 | universality
- 5.1 | examples
- 5.1.1 | common limit theorem
  - 1. lots of common processes produce gauseian distributions
    - (a) thus, there is a "universality" in the normal distribution
- 5.1.2 | other theorem? (something with gauss)
  - 1. if things are often normal distributions, then statistics kind of works (because that's what it's all based on)
- 5.1.3 | all mamals average the same number of heartbeats
  - 1. small animals have fast hearts and die sooner, vice versa

### 5.1.4 | metabolic rate (first warm up problem)

- 1. log log linear → constant rate of savings? SUBLINEAR SCALING
- 2. constant increase in efficiency
- 3. roughly 3/4 or 2/3 exponent
- 4. exponent can be derived by networks (circulatory system)
  - (a) where can this be applied?
    - i. many city statistics
      - A. 15% boost/saving for every size double for amount of gas stations, boost in gdp, # of patents, new AIDs cases, etc

# 6 | city

- 6.1 | superlinear scaling -> city should grow
- 6.2 | results
- 6.2.1 | finite time singularity? when the growth curve goes vertical.. what does that mean. maybe environmental collapse
- 6.2.2 | trying to increase GDP and decrease crime/AIDs by growing won't really work because both scale in the same way

# 7 | complexity

- 7.1 | core
- 7.1.1 | taking a general tool and applying it elsewhere
- 7.2 | methodology
- 7.2.1 | start with a data rich domain and find the generative mechinism, then apply to the data sparse
- 7.3 | definition of complexity
- 7.3.1 | difficult to come up with a concrete definition
- 7.3.2 | handwavey: systems of networked adaptive agents are complex
  - 1. networked
    - (a) networks have 'finite' sides (classifications of nodes)
    - (b) complexity perspective: they provide an analyzable structure at the mezzo-level of granularity
      - i. ways networks are analyzed

- A. degree of a node
- B. betweenness centrality
- C. eigenvector complexity?
- D. avg path length
- E. degree distribution
- F. clustering
- G. community structure

#### 2. agents

- (a) assume that all companies or consumers are equal and if they differ, then they differ along one variable
- (b) agents are actually different though?
- adpativity
  - (a) such as evolutionarily inspired adaptation
    - i. genetic algorithms / evolutionary algorithms
    - ii. often used to come up with a pretty good answer for a hard (NP complete or more difficult) problem

### 8 | random questions

- 8.1 | other structures?
- 8.1.1 | many complex systems have network structures
- 8.1.2 | celular automata
- 8.1.3 | almost everything is a network, but they mean network like everyone knows everyone else
  - 1. it's a nice assumption if you want to use calculus, but sometimes its a poor model
  - 2. somewhere along the way, textbooks inverted it
  - 3. try to find the underlying mechinism and build models that reflect it

- 8.2 | does economics stop new things from cropping up?
- 8.2.1 | not cooridantedly, but if you edit a journal you will prefer to publish papers that exapand existing techniques instead of brand new ones
- 8.3 | evolutionary 'economics'
- 8.3.1 | multiple equilibriums will be bounced between bc there is always variation that comes from new mutations
- 8.3.2 | economics tries to pin systems to a 'perfect' equilibrium but with this complexity stuff you actually bounce between them
- 9 | classic economic curtain view
- 9.1 | pull a curtain on the state of the economy between equilibriums and just figure out where the next one is
- 9.2 | however, the actual policy that we care about is heavily affected by the transitions, thus we actually care
- 9.3 | case study: russian economic contraction
- 9.3.1 | the 2008 recession was 5% and came back in 4 years. In russia, there was a 40% contraction and society really started to break down
- 9.3.2 | jeffery somebody wanted mass privatization
  - 1. government should value each company and make shares and give them out
  - 2. doesn't account for dynamic something processes and didn't account for heterogenety
  - 3. what happened? villagers sold their shares which kept getting resold
  - 4. this is the problem with the curtain view: the transitions are the difficult parts that policy needs to hold up through
  - 5. dengxiaopeng economic experiments were more effective than the mass shock transition
    - (a) nomaclotora system? easier to get promoted if you run an experiment and it works
    - (b) similar to how social credit experiments are being rolled out
    - (c) it's like an evolutionary algorithm to search a complex landscape

## 10 | how does this change the way we think about policy

- 10.1 | for privitization, keep in mind how agents change and make decisions?
- 10.1.1 | the only systems where game theory works is when everyone making the decision is a game theorist
- 10.2 | for science education, how do we influence the agents to make more risk adverse or better decisions?
- 10.2.1 | teaching people about economics makes them behave more game theory rationally
- 11 | not perfect knowledge, so what?
- 11.1 | agents are different in many ways (not just one very controlled variable)
- 11.2 | agents don't have perfect information
- 11.3 | so, complex systems behave differently
- 11.3.1 | cities are complex
- 11.3.2 | firms are complex
- 11.3.3 | industries
- 11.3.4 | markets
- 11.3.5 | individuals (brains)
- 11.4 | emergent properties
- 11.4.1 difficult to predict in a reductionist mindset
- 11.4.2 | however, we organize knowledge from a reductionist mindset. This is already a mistake
- 11.4.3 | phase transitions
  - 1. nature of a system changes rapidly
  - 2. it's difficult to undo the change
  - 3. such as bear vs bull market in economics

# 12 | modern research

### 12.1 | collective intelligence

### 12.1.1 | **overview**

- 1. used to have a very reductionist model (either group is one individual or boundedly rational; or everyone in it is universally networked and can make good collective decisions)
- 2. based on how individuals learn / communicate, you can get good or bad decisions