

Disobedience as a mechanism of change

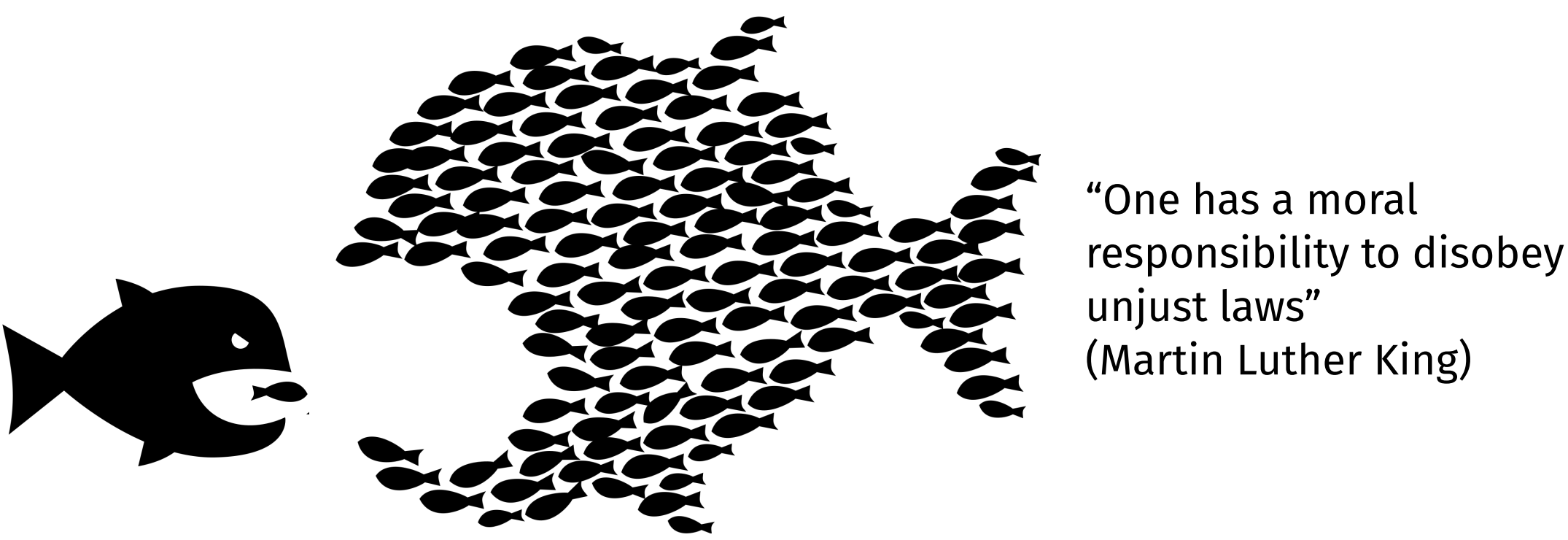
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Disobedience in Society

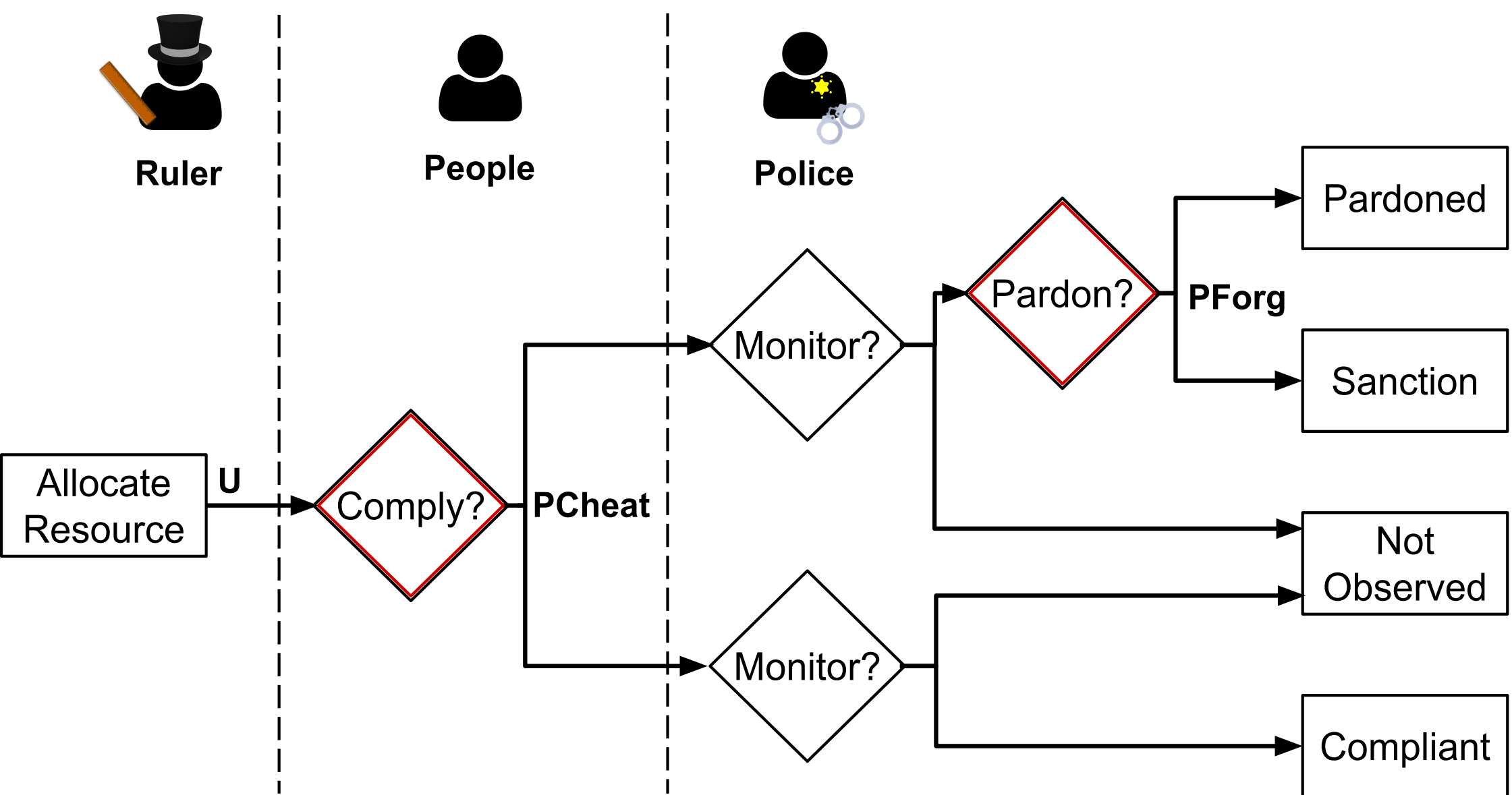
- **Disobedience** has been used historically as a form of resistance and call for change in unfair regimes.
- Among the factors that motivate widespread disobedience are:
 - **The iron law of oligarchy** - The tendency of rulers to change norms to their own benefit.
 - **Principled violation of policy** - Selective common-sense non-application of a sanction.



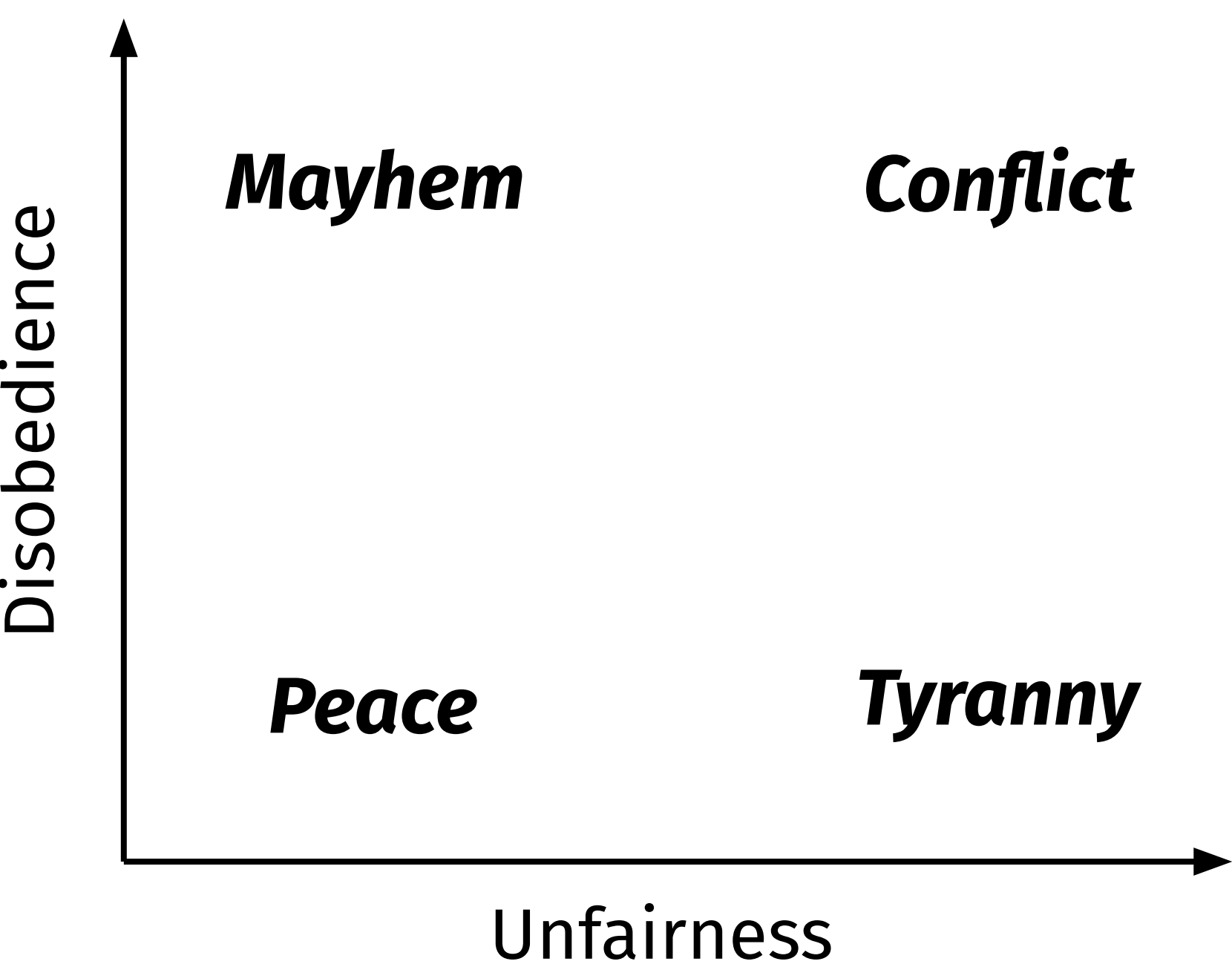
Disobedience as Learning Mechanism

- Can these notions be applied to **norm-governed Multi Agent Systems**?
- Can disobedience be a form of **social learning**, enabling the construction of adaptive systems?

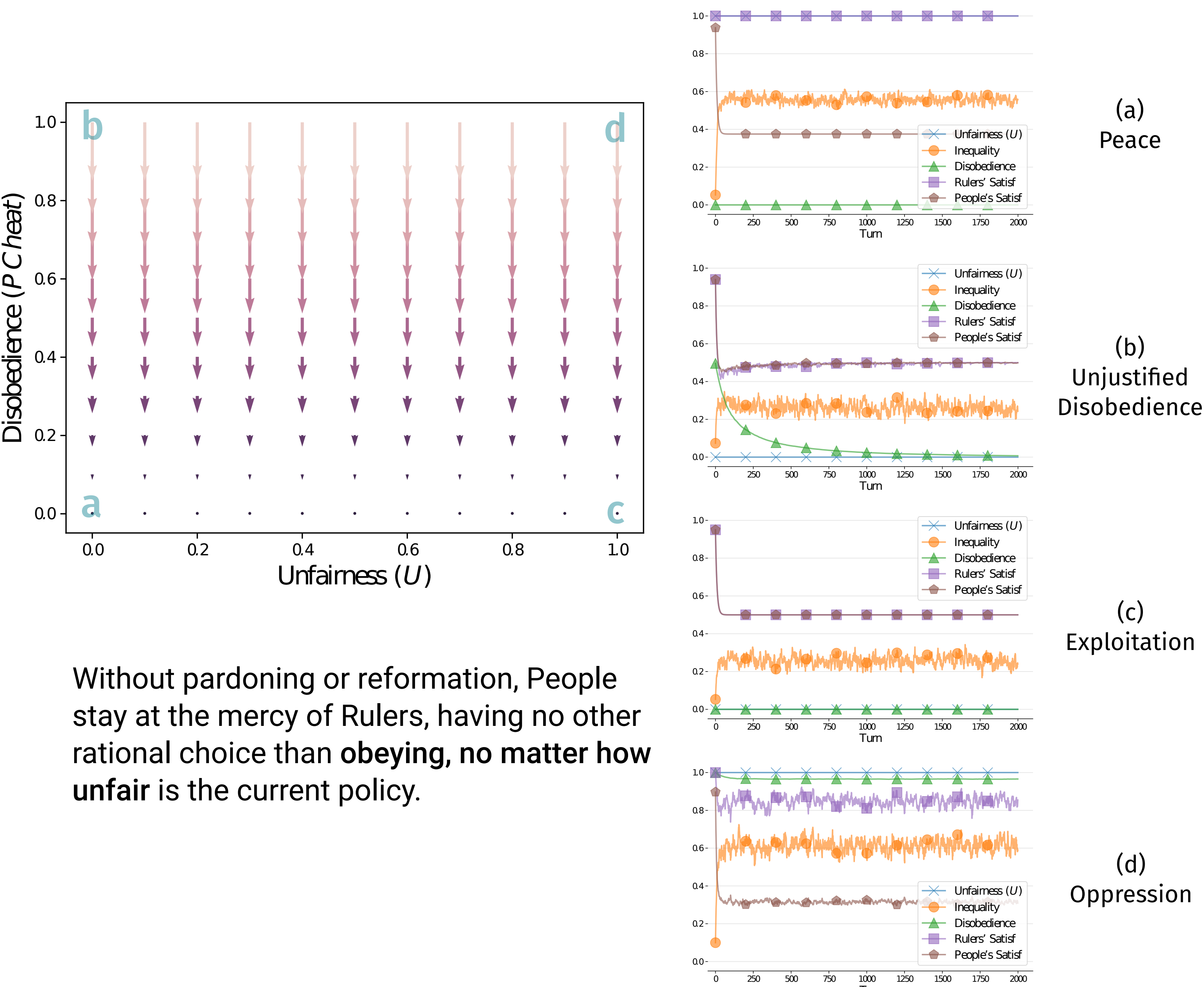
Base Premises and Operationalisation



Exploratory Space



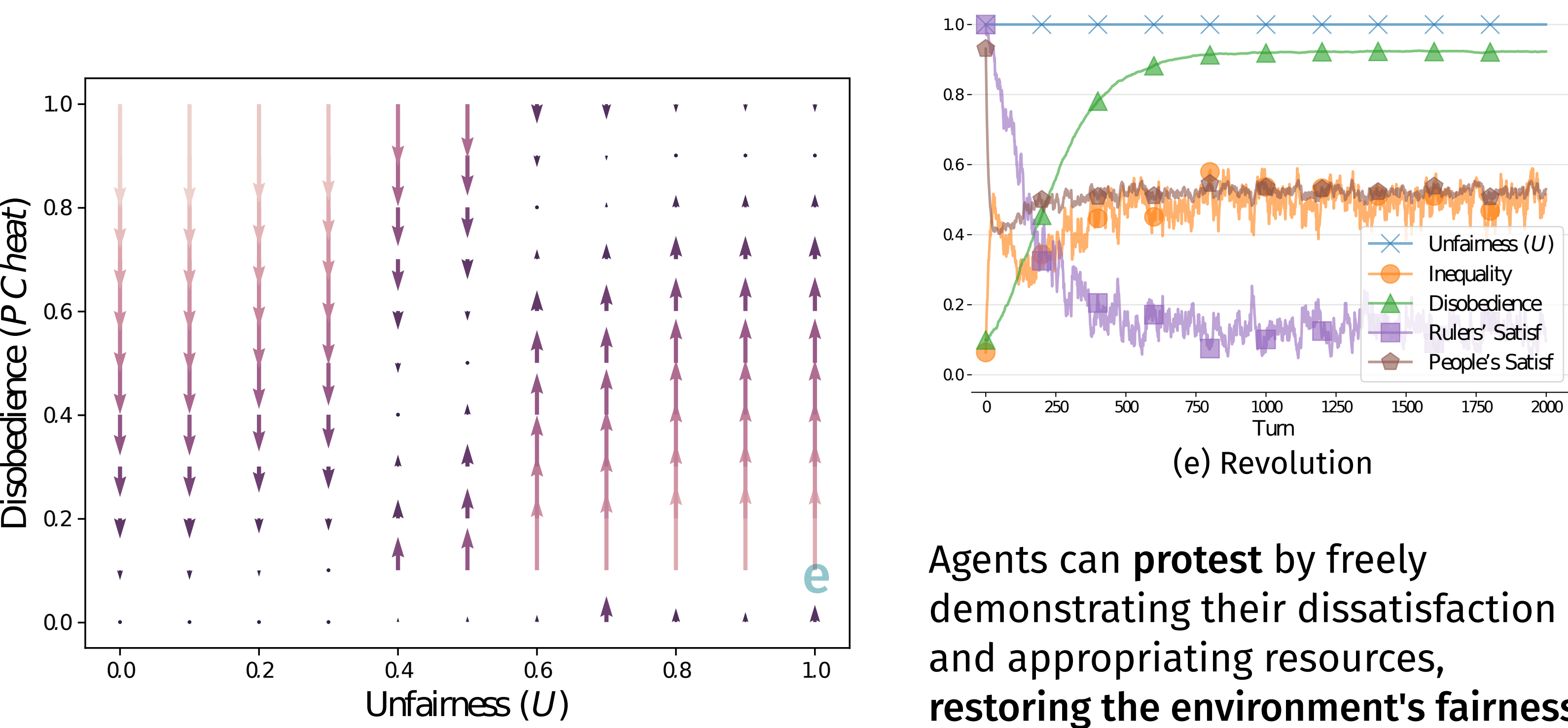
Base Game = Obedience or Oppression!



Without pardoning or reformation, People stay at the mercy of Rulers, having no other rational choice than **obeying**, no matter how unfair is the current policy.

Pardoning Extension = Justified Disobedience!

Obedience is now conditioned to unfairness level: if fair, agents obey; if unfair, agents tend to non-compliance. Given unfair allocation policy, Police validate norms disobedience, pardoning transgressions.



Agents can **protest** by freely demonstrating their dissatisfaction and appropriating resources, restoring the environment's fairness.

Reformation Extension = Cycles of Change!

Formal reformation mechanisms increase non-Rulers power, causing **dynamic equilibria**.

