

# Quantitative analysis of cultural trait development

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- Introduction to the data
- Cultural Distance
- Cultural and Spatial Distance
- Simulating Cultural Transmission

## Introduction

# Radiocarbon dates on graves

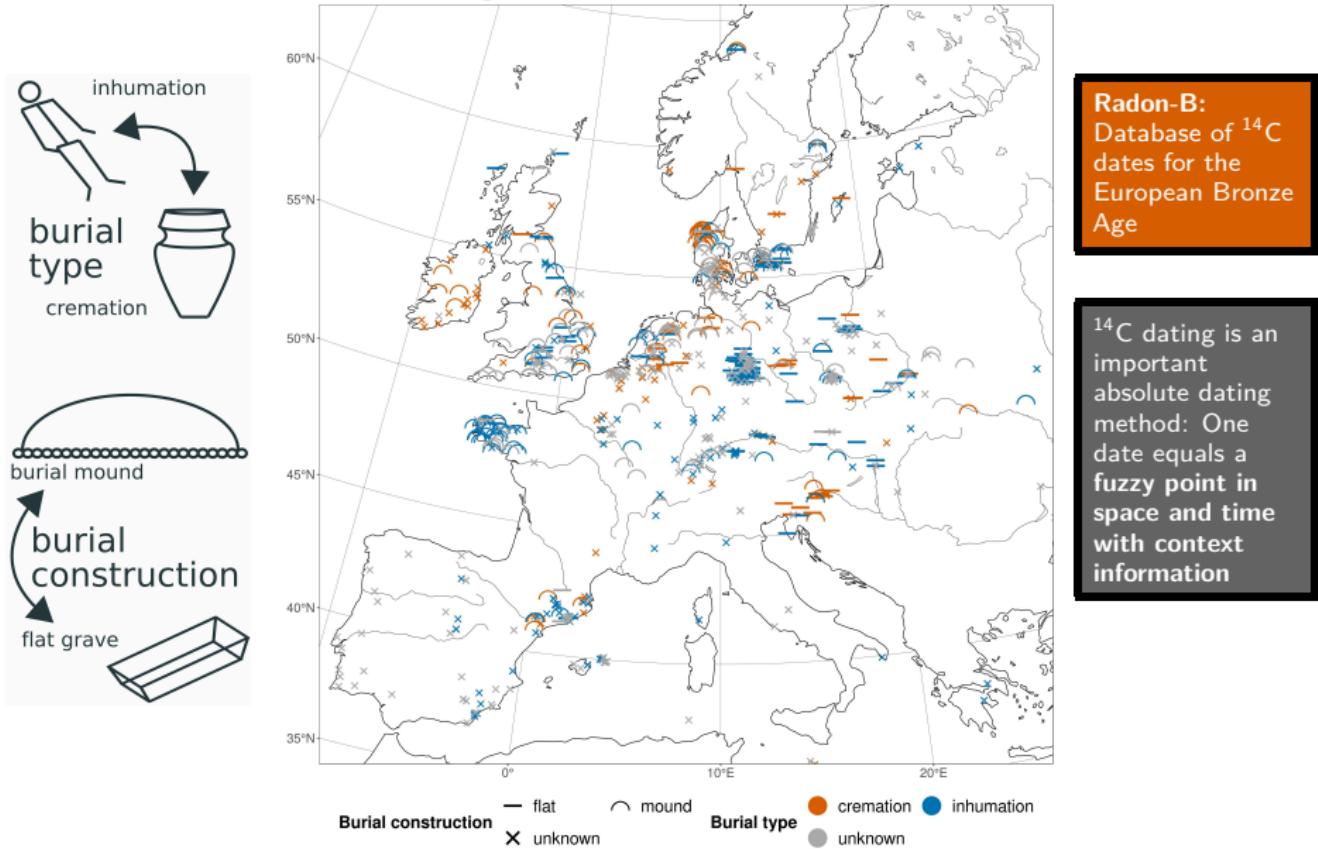


Figure 1: Radon-B  $^{14}\text{C}$  dates of graves 2200-800 calBC (Albers Equal Area Conic). 4

# Dates on Graves through Time

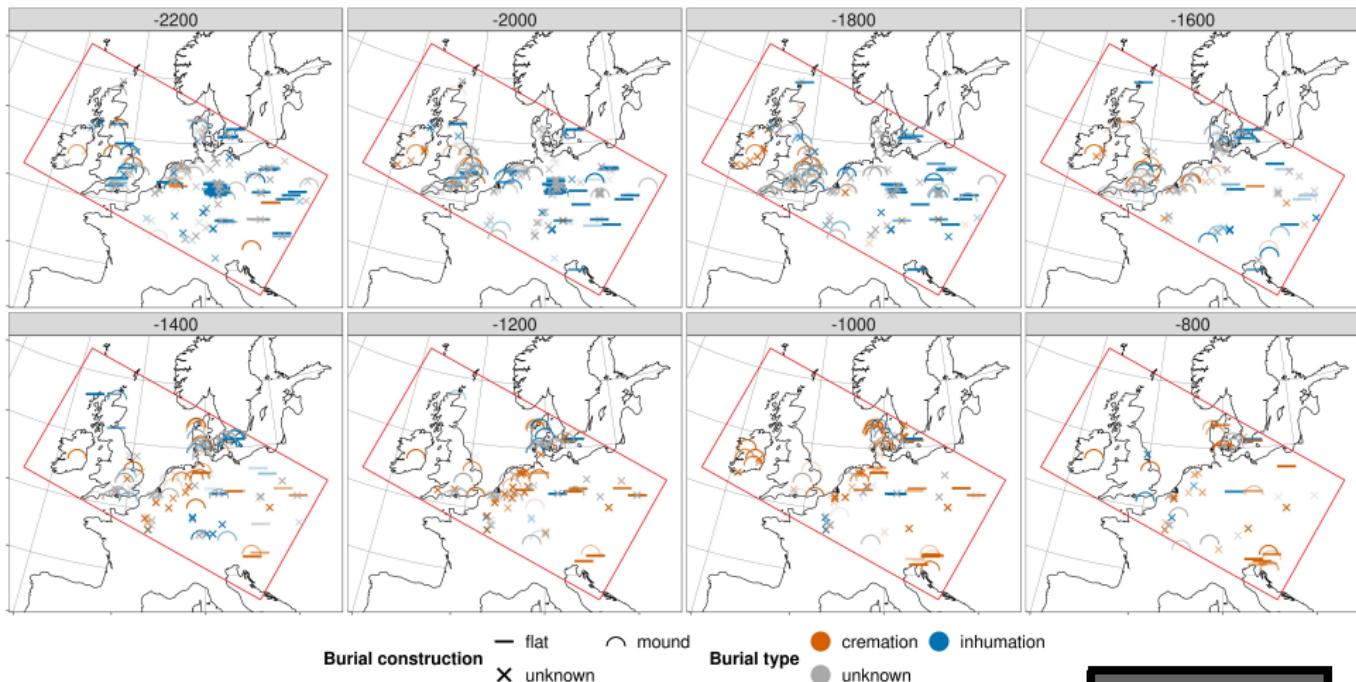


Figure 2: Plot matrix of radiocarbon dates on graves through time.  
200 years time slices.

Heterogeneous  
information  
density in space  
and time

# Artificial Macro-Regions

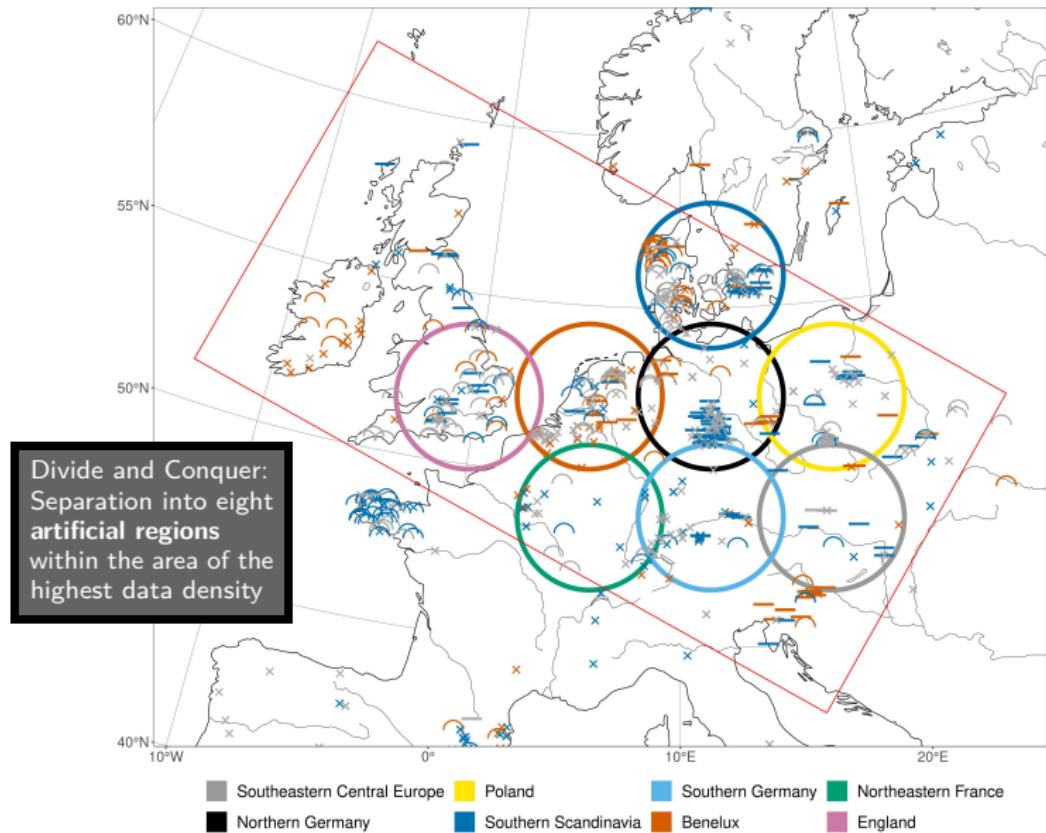


Figure 3: Artificial Regions: 400km distance, 240km radius,  $\geq 70$  dates.

# Development – Absolute Numbers

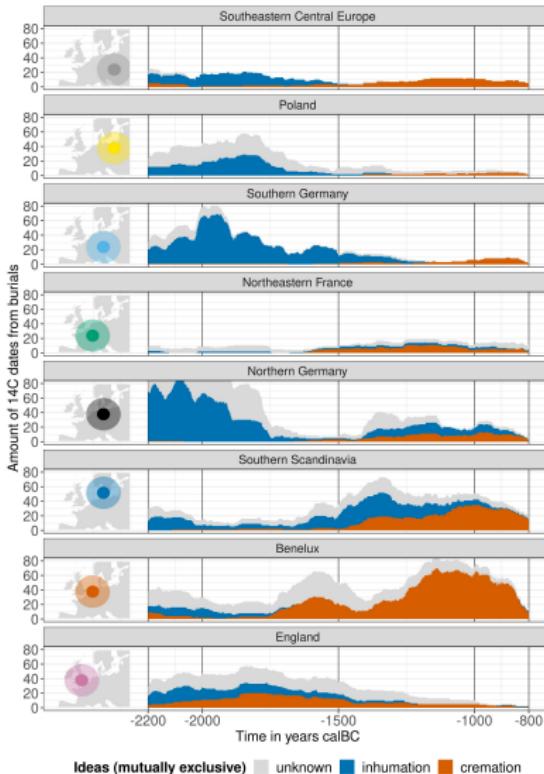


Figure 4: **burial type** development: Sum of  $^{14}\text{C}$  dates whose  $2\sigma$  range cover the respective year.

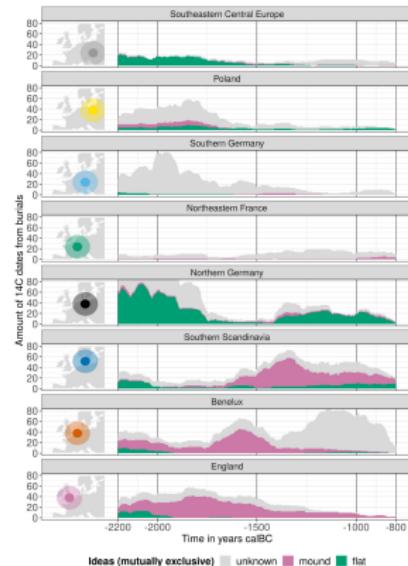


Figure 5: **burial construction**

Data structure transformation:  
Individual  $^{14}\text{C}$  dates to region wise  
time series of burial rite presence

# Development – Proportions

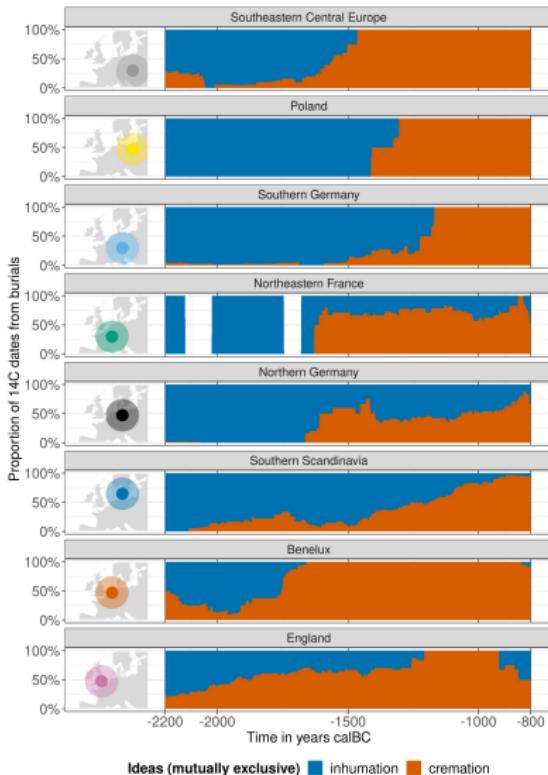


Figure 6: **burial type** development: Year wise proportions of dates. *unknown* is filtered out.

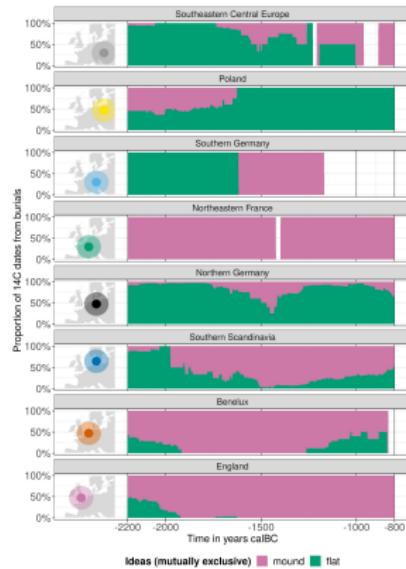


Figure 7: **burial construction**

Data structure transformation:  
Time series of absolute appearances  
to time series of burial rite  
proxies – burial rite proxy

## Cultural Distance

## Measuring cultural distance

How do the developments in these regions for **burial type** and **burial construction** relate to each other? Which regions behave alike? Can we measure spatial **interaction intensity**?

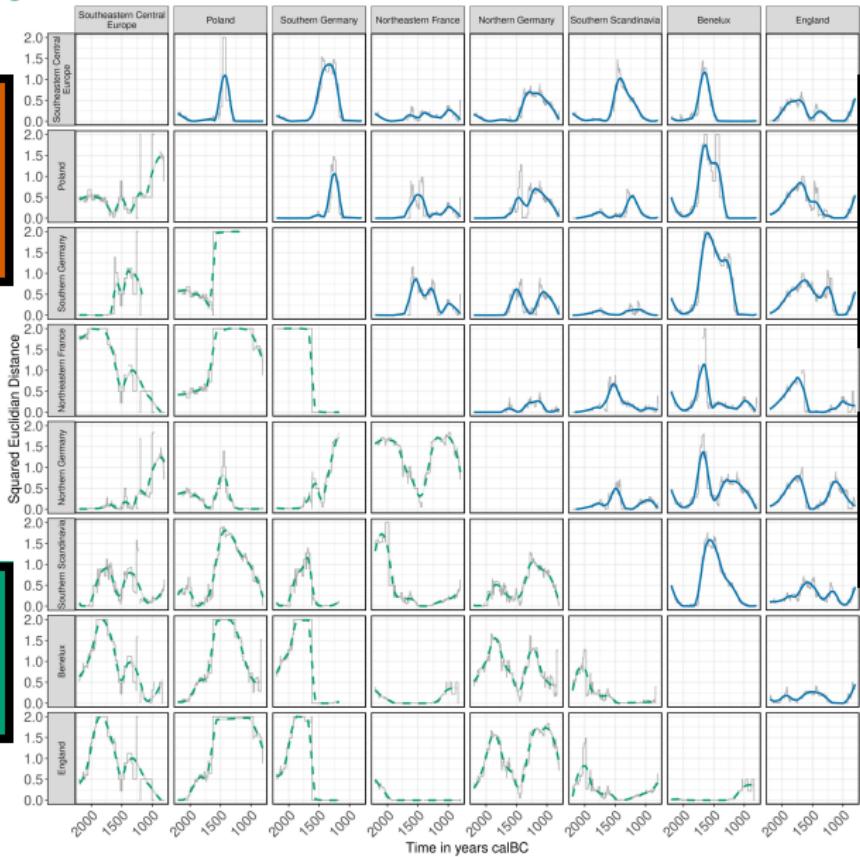
The **Squared Euclidian Distance** is a simple **measure of between-group similarity** that can be applied to the **burial rite proxy** data.

$$d_{ij}^2 = \sum_{k=1}^n (p_{ik} - p_{jk})^2$$

- $d_{ij}^2$ : Squared Euclidean Distance between two groups  $i$  and  $j$
- $k$ : Variant counter
- $n$ : Total amount of variants in a population
- $p_{ik}$ : Relative frequency of the  $k$ 'th variant in population  $i$
- $p_{jk}$ : Relative frequency of the  $k$ 'th variant in population  $j$

# Region-Region Distance Matrix

The SED can be calculated for every year of every one of the  $8 * 8 = 64$  region relationships



burial  
construction:  
Heterogeneous  
distance  
development

burial type:  
Low distance at the start and end due to the universal shift from inhumation to cremation (Urnfield culture)

The different adoption rates are visible as peaks of cultural distance

Figure 8: SED timeseries for each region relationship. Approximated with LOESS. <sup>11</sup>  
burial type on top, burial construction in the bottom left corner.

# Mean Region-Region Distance Matrix

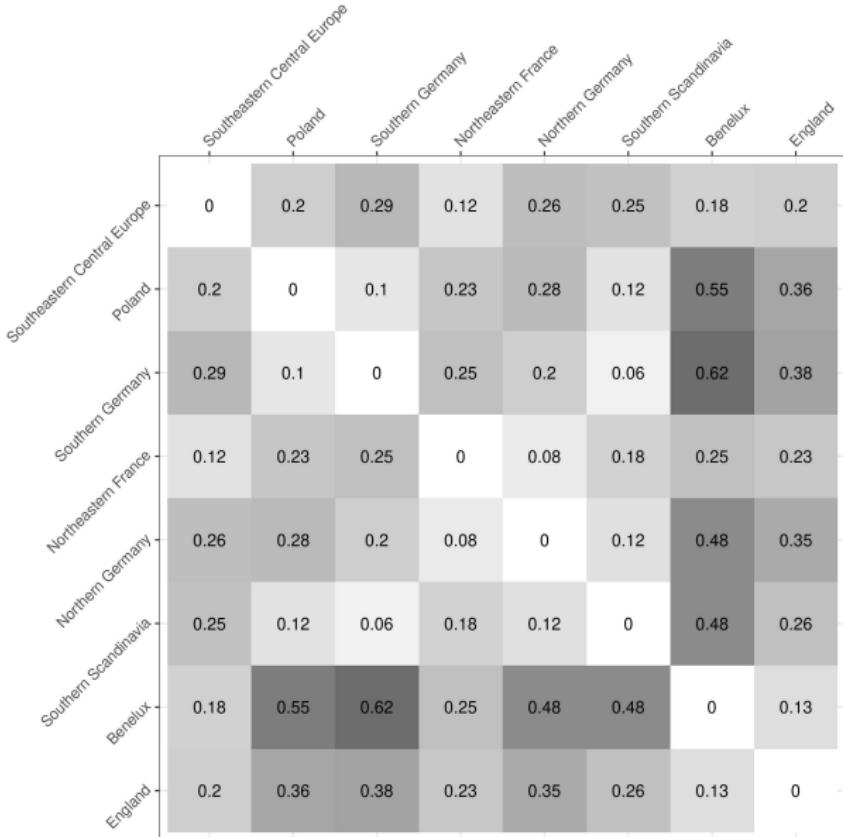


Figure 9: **burial type:** Mean SED for each region relationship. The lower, the closer.<sub>12</sub>

# Mean Region Distance Matrix

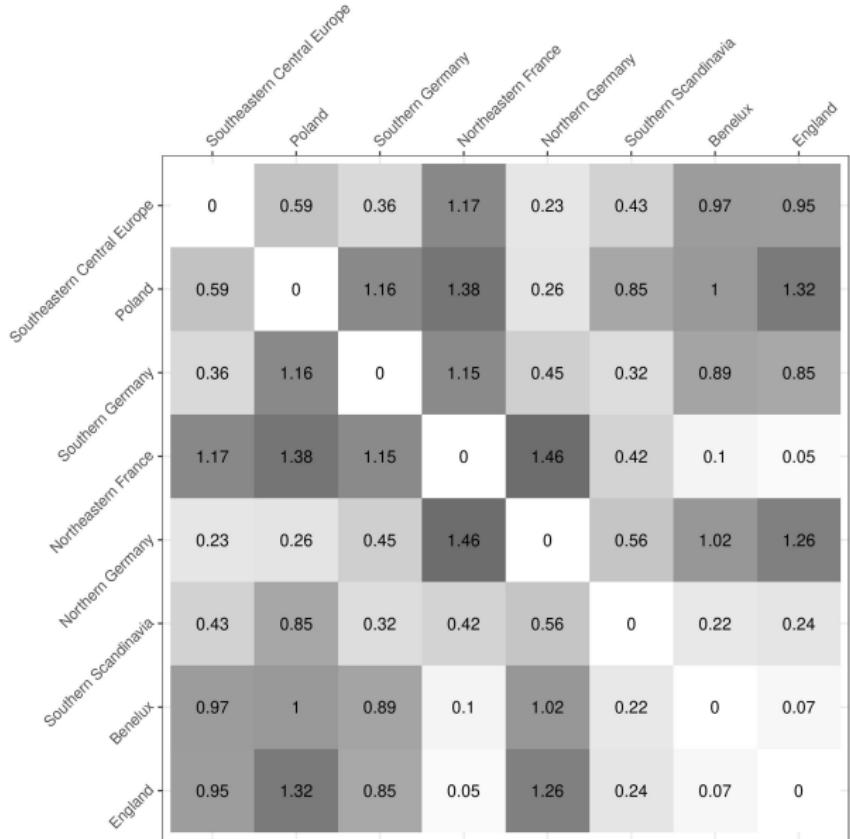


Figure 10: **burial construction:** Mean SED for each region relationship.

# Parallel Developments of Burial Type and Burial Construction Distance?

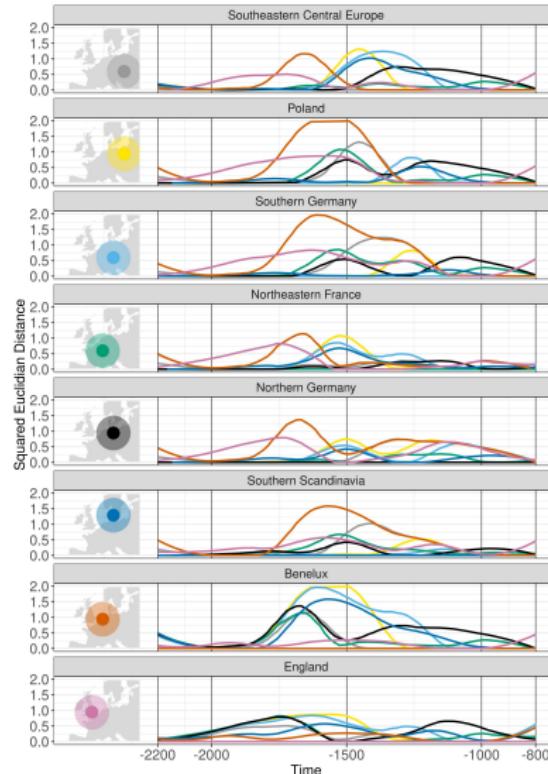


Figure 11: **burial type** Development of SED to all the others for each region.

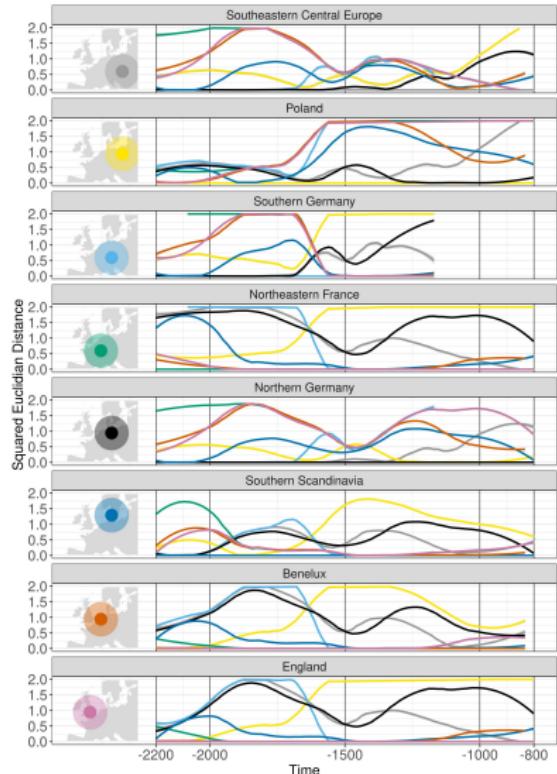
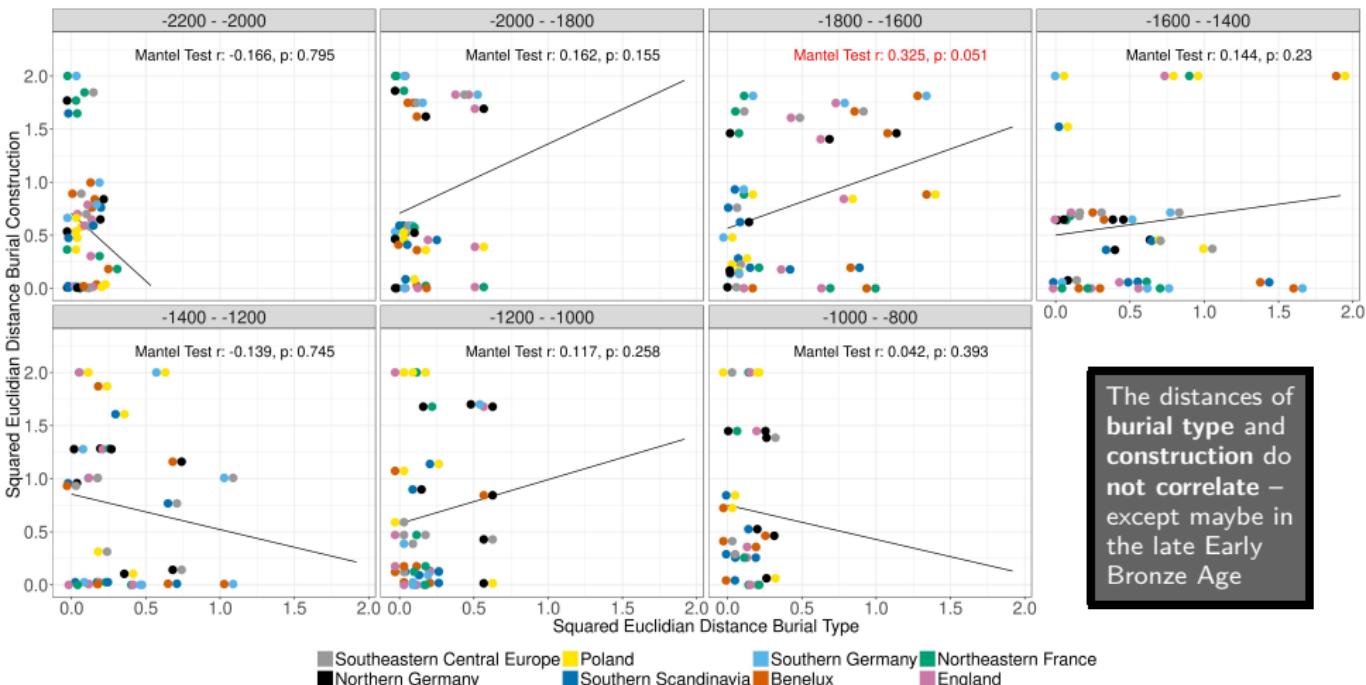


Figure 12: **burial construction**

# Correlation of Burial Type and Burial Construction Distance



The distances of burial type and construction do not correlate – except maybe in the late Early Bronze Age

Figure 13: Correlation of **burial type** and **burial construction** mean SED in time slices of 200 years. Each double point represents one region-region relationship.

## Cultural and Spatial Distance

# Spatial Distance Classes

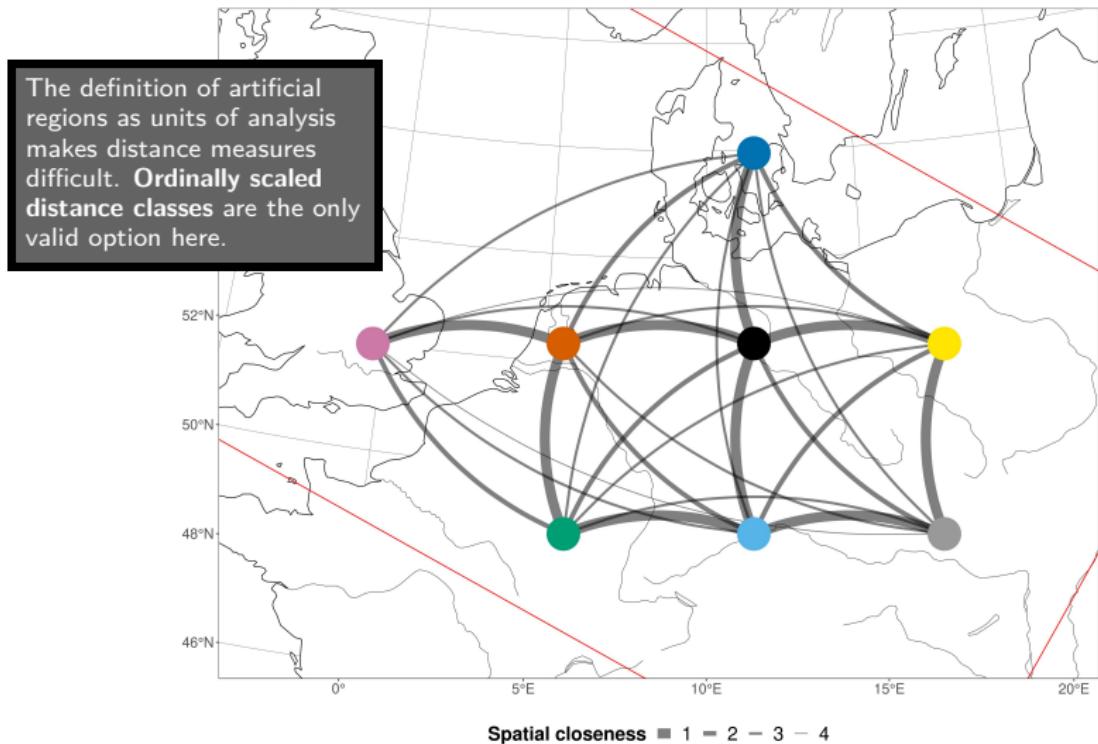
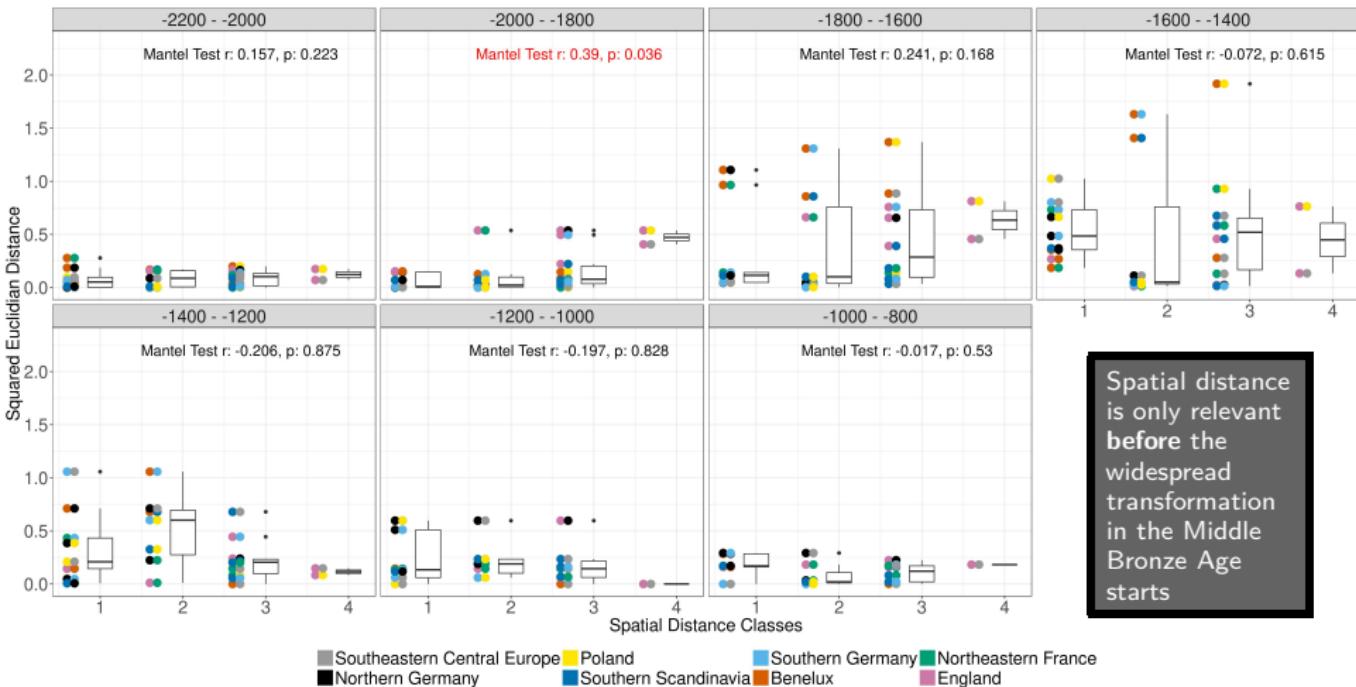


Figure 14: Spatial distance network and definition of distance classes

# Correlation of Burial Type and Spatial Distance



Spatial distance is only relevant before the widespread transformation in the Middle Bronze Age starts

Figure 15: **burial type:** Correlation of mean SED and spatial distance in timeslices of 200 years.

# Correlation of Burial Construction and Spatial Distance

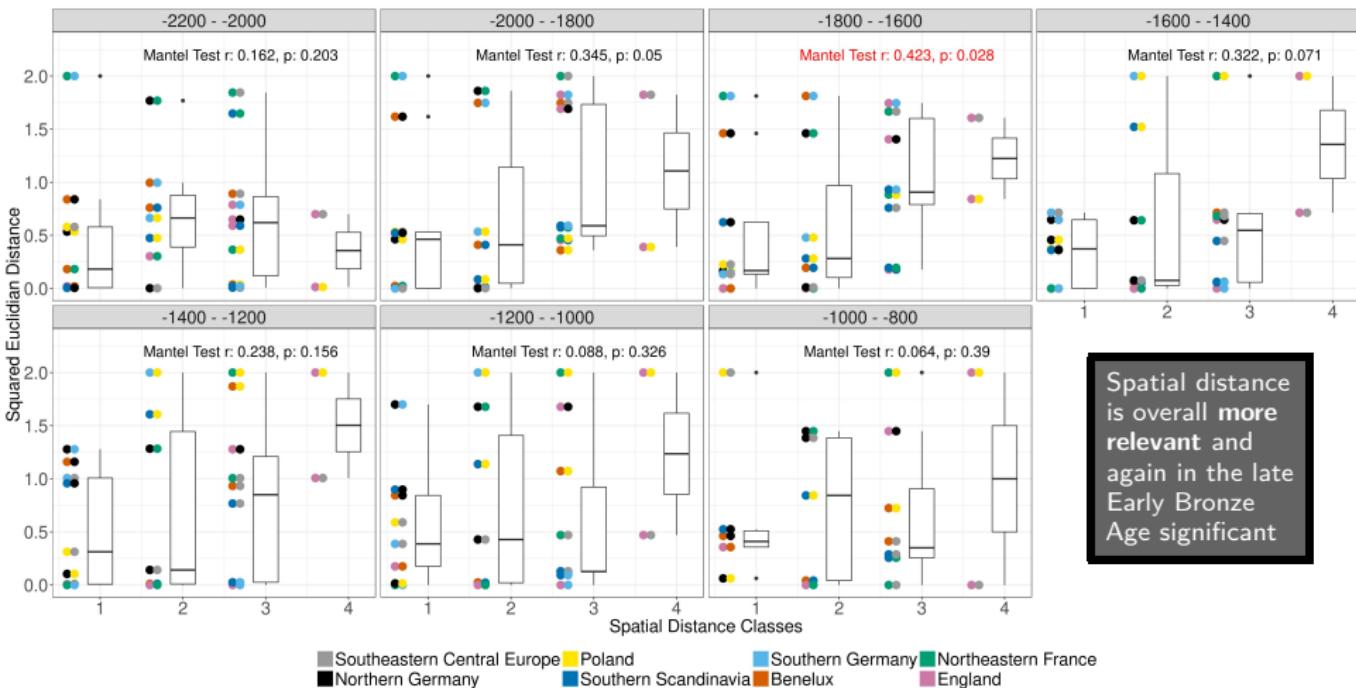


Figure 16: **burial construction:** Correlation of mean SED and spatial distance in timeslices of 200 years.

## Distance Correlation Summary

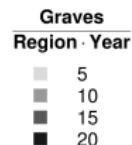
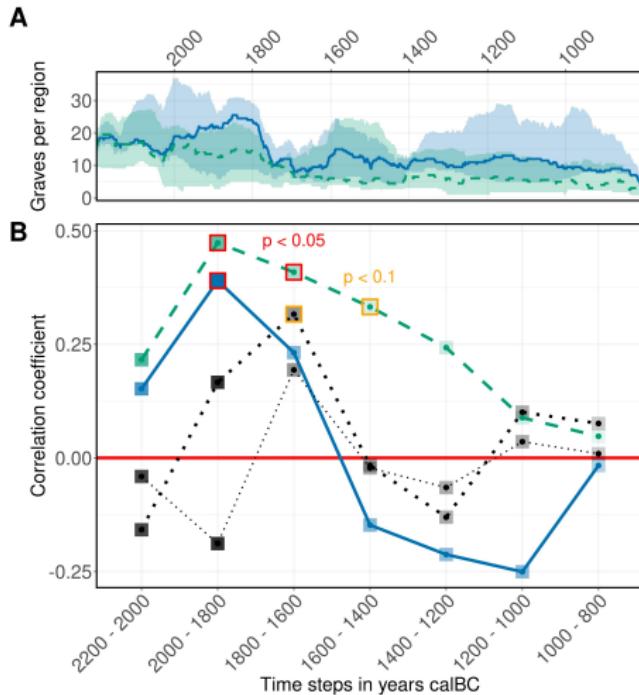
# The complete distance network: Correlation of cultural and spatial distance

C&D: burial type & burial construction distance

No significant correlation

B: burial construction & spatial distance

Weak correlation in the EBA, no correlation in the LBA



**A: burial type & spatial distance**

Weak correlation in the EBA, negative correlation from the MBA

Figure 17: Time series of cultural and spatial distance correlation, 200 years time slots

## Simulation

## Preliminary Considerations

Funeral rituals are **behaviour/ideas/cultural traits** and spread in space and time. They exist in **social space** and their spread depends on **social relationships**.

Funeral rituals are a special category of ideas: They have a relatively low interaction with the human-environment system and can be treated as **selectively neutral**.

The main mechanisms of diffusion of neutral variants are **innovation, drift and flow**.

- **Drift:** Individual traits will dominate due to stochastic processes
- **Flow:** Information transfer causes synchronization across group boundaries

Simulation concept:

- Ideas are **entities** with simple behaviour: **greedy expansion**
- Ideas live in a configurable, diachronic **population network**

# Population Graph Creation

R Package **popgenerator** to create undirected population networks with configurable **population size**, **development**, **number of groups**, **degree of intra- and intergroup transmission**, etc.

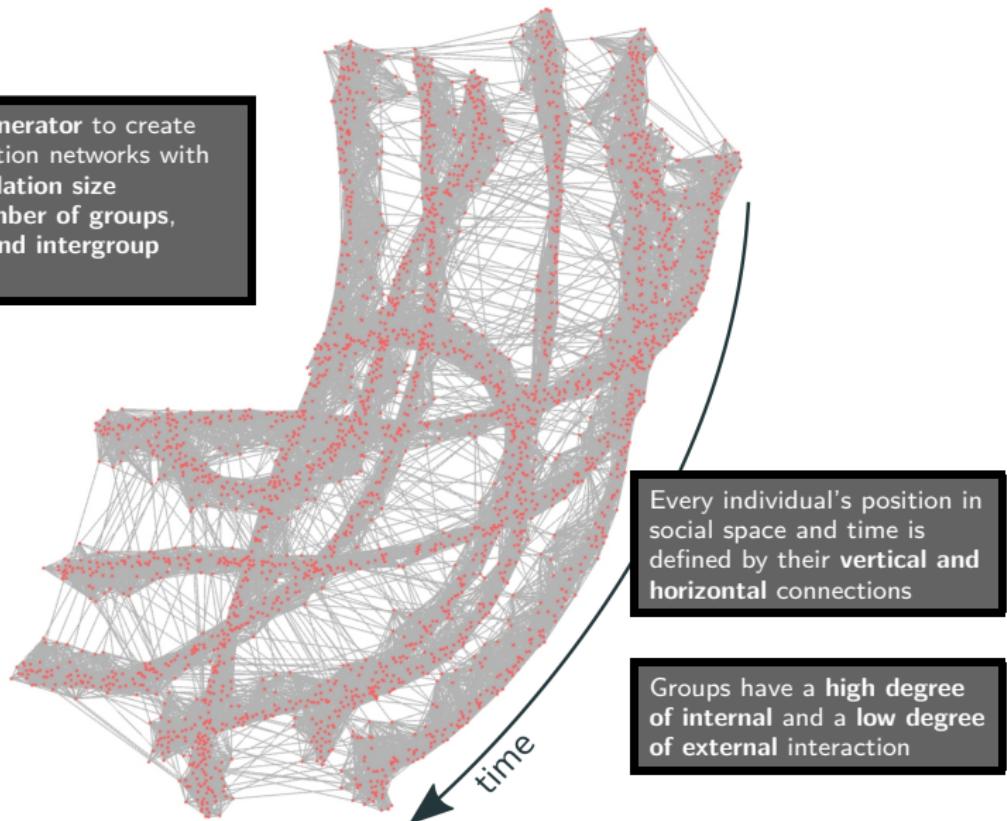


Figure 18: Example Population Graph. Arranged with the Fruchterman & Reingold algorithm.<sup>24</sup>

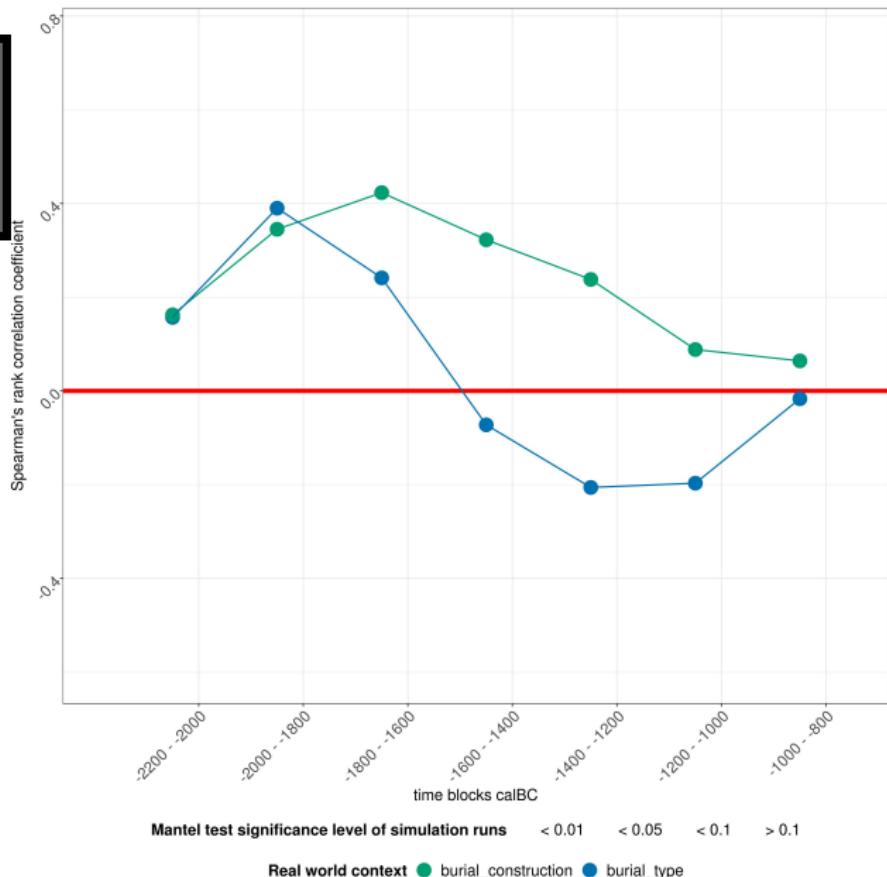
# Idea Expansion Simulation

```
...
// make random decision to convert or ignore a node based on the edge weight
std::vector<std::pair<int, bool>> success_per_neighbor(neighbors.size());
for (auto& i : all_neighbors_information) {
    // make decision
    // if the node is already occupied, it's more difficult
    // if more than one contact, then there's a convincing bonus
    std::pair<int, bool> success;
    if (std::get<3>(i)) {
        success = std::make_pair(
            std::get<0>(i),
            std::get<1>(i) * log2(std::get<2>(i) + 1) >= randunifrange(75, 100)
        );
    } else {
        success = std::make_pair(
            std::get<0>(i),
            std::get<1>(i) * log2(std::get<2>(i) + 1) >= randunifrange(0, 100)
        );
    }
    success_per_neighbor.push_back(success);
}
...
...
```

C++ CLI program glueless to simulate idea expansion within the population network

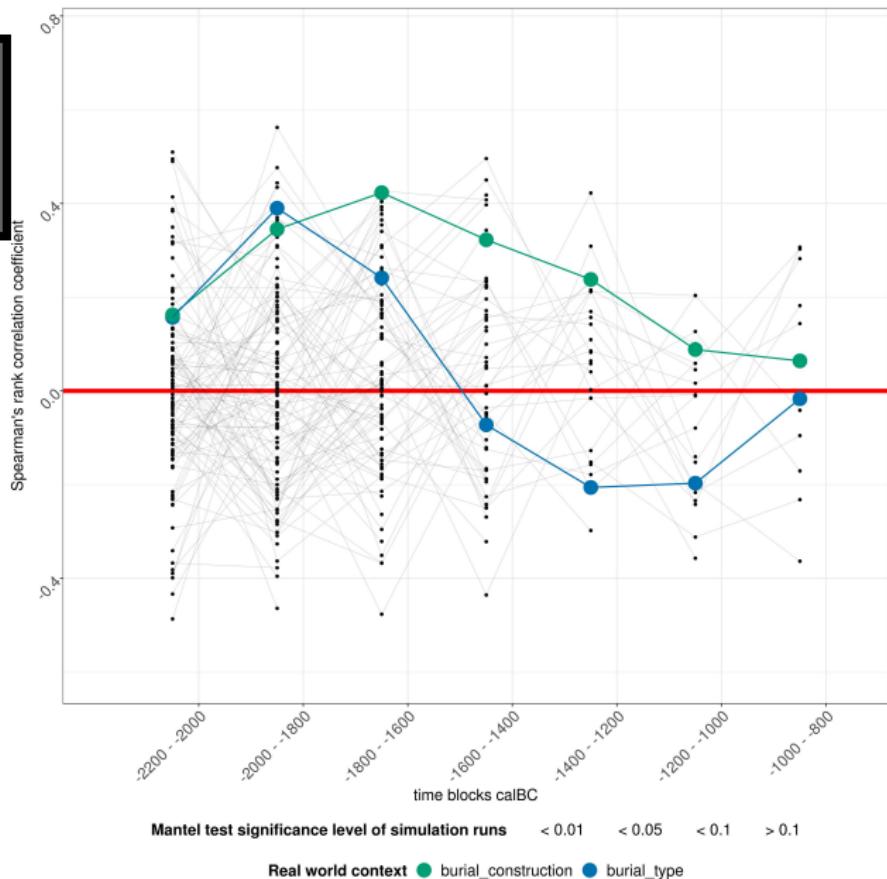
# Simulation Application: Correlation of Spatial and Cultural Distance

Can correlation of spatial and cultural distance be ruled out?



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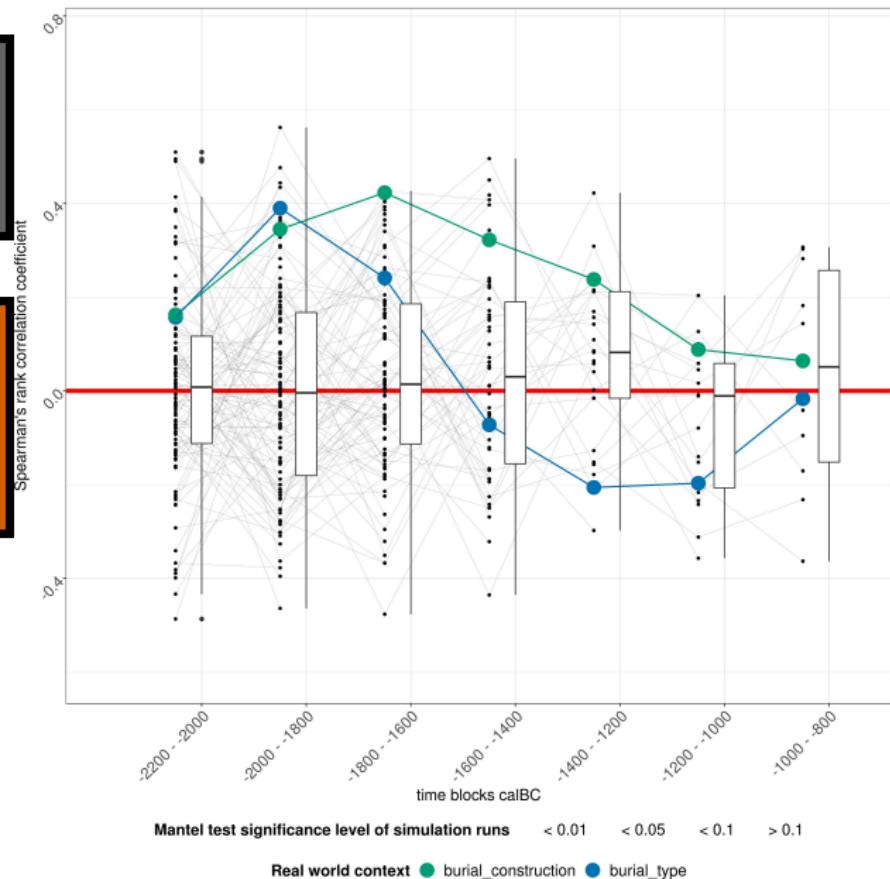
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Can correlation of spatial and cultural distance be ruled out?

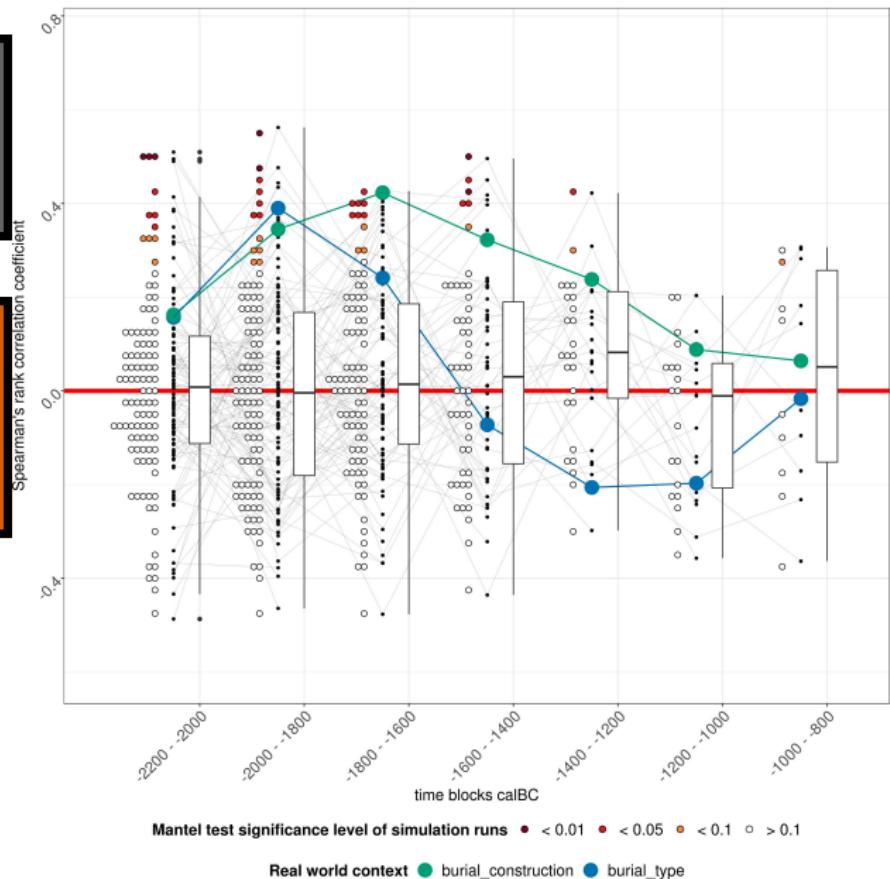
Equal intergroup distance:  
Unlikely development in the Early Bronze Age



# Simulation Application: Correlation of Spatial and Cultural Distance

Can correlation of spatial and cultural distance be ruled out?

Equal intergroup distance: Unlikely development in the Early Bronze Age



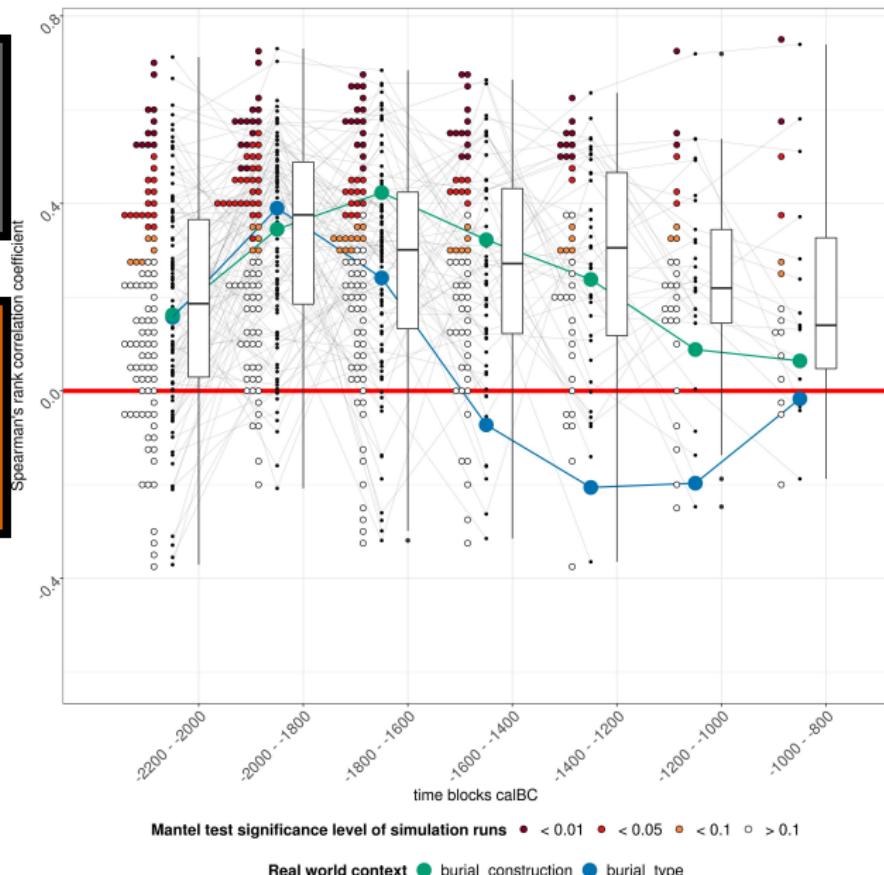
# Simulation Application: Correlation of Spatial and Cultural Distance

Can correlation of spatial and cultural distance be ruled out?

Equal intergroup distance: Unlikely development in the Early Bronze Age

Spatial intergroup distance: Unlikely development in the Late Bronze Age

burial type behaves highly atypical if we assume spatial correlation



## Conclusion

## Observations and Hypotheses

- The **main trends** in the distribution of burial rites in Bronze Age Europe can be detected in **bulk radiocarbon data**
- The diffusion of the **cremation funeral tradition** and **traditions of flat vs. mound graves** are **mostly independent**
- Both processes are **mostly independent** of **spatial distance**, except for some time periods in the Early Bronze Age
- **Big phenomena** like the ones initiated by **Tumulus culture** and **Urnfield culture** do not spread in simple diffusion processes
- **Other interaction networks** could yield better predictions: Elite Networks, Religious superstructures, ...

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