

Computer Applications and Quantitative Methods in Archaeology Conference :

Co-evolution of trade and culture: Impact of cultural network topology on economic dynamics

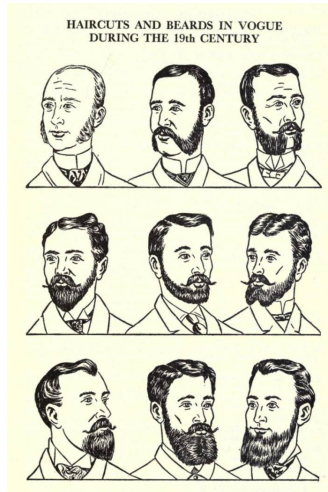
Simon Carrignon, Jean-Marc Montanier, Jérôme Michaud
& Xavier Rubio-Campillo

8th December 2016

Plan of the presentation

1. Introduction
2. Model Description
3. Experimental Setup & Results
4. Case Study: Rome

Cultural Evolution

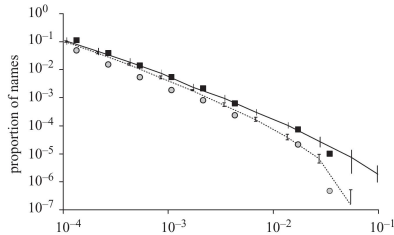


How Cultural Traits Evolve?

Cultural Evolution



Similar variants distributions

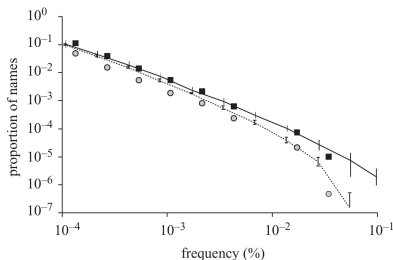


Square: male names
Circle: female names
From Bentley et al, 2004.

What Generate Those Cultural changes?

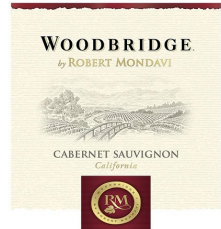
Simple mechanisms (Bentley et al, 2004):

- ▶ Random Copy
- ▶ Frequency biased (conformist/anti-conformist...)
- ▶ ...



Square: male names
Circle: female names
Dotted and plain lines: model result
with different copy probabilities.
From Bentley et al, 2004.

What happen when such mechanisms act on traits impacting economy?



Co-evolution of Economy and Culture

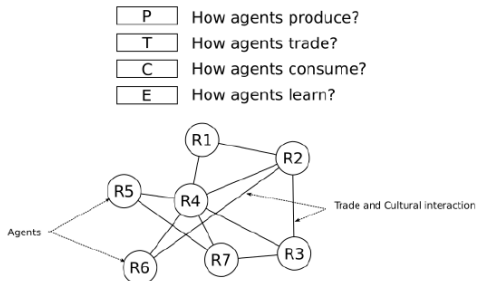
Interaction between Culture and Economy

Cultural mechanisms transom Economy



Economy influences Culture

A General Agent Based Framework



A General Agent Based Framework

Two main components:

1. Economic side: Bartering Economy (Gintis 2009),
2. Cultural side: “copy the most successful” (Bentley 2006).

The Model

1. The Economy & the Barter Mechanism

- ▶ N goods
- ▶ M Agent $\begin{cases} \text{a quantity of each Goods} \\ N \text{ values attributed to each goods} \end{cases}$
- ▶ Agents *produce* one good and *exchange* it to obtain the other goods.
- ▶ After the exchange, the agents *consume* all goods

The Model

2. Cultural Mechanisms

Every step:

- ▶ Economic activity (cf. previous slide).
- ▶ A score is given following $f(q_n)$ a shared & fixed “utility function”.

After 10 steps:

- ▶ Less successful agents *copy* the most successful (Biased-Copy).
- ▶ Given a probability μ the value attributed to some goods is modified (Innovation/Mutation)

Experiments

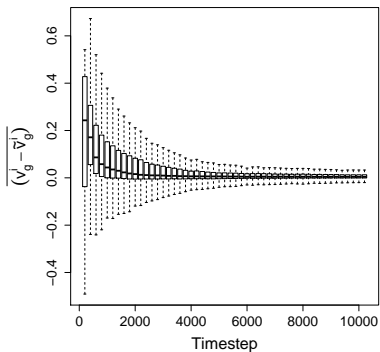
Average Length Path vs Density

Results:

Evolution of Score

Results:

Figure: Example for 3 goods and 500 agents



@ Equilibrium: personal values \rightarrow optimal (shared) values.

Summary

- ▶ A local copy mechanism alone is enough to bring the global economy to an optimal equilibrium.
- ▶ The topology of the network where this copy mechanism occurs influence the dynamics of the system

What was the nature of Roman economy?



European Research Council
Established by the European Commission



**ECONOMIC & POLITICAL
NETWORK**

<http://www.roman-ep.net/>
@epnetproject
[fb.com/EPNetProject](https://www.facebook.com/EPNetProject)
@simoncarrignon

Thank for you attention!