

# Other Regarding Behavior & Economic Game Theory

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# A Little About Me

- Evolutionary Social Scientist
- I Study Cooperation
- I switch back and forth between Biological, Anthropological, Psychological, and Economic terms



# Let's Play A Game

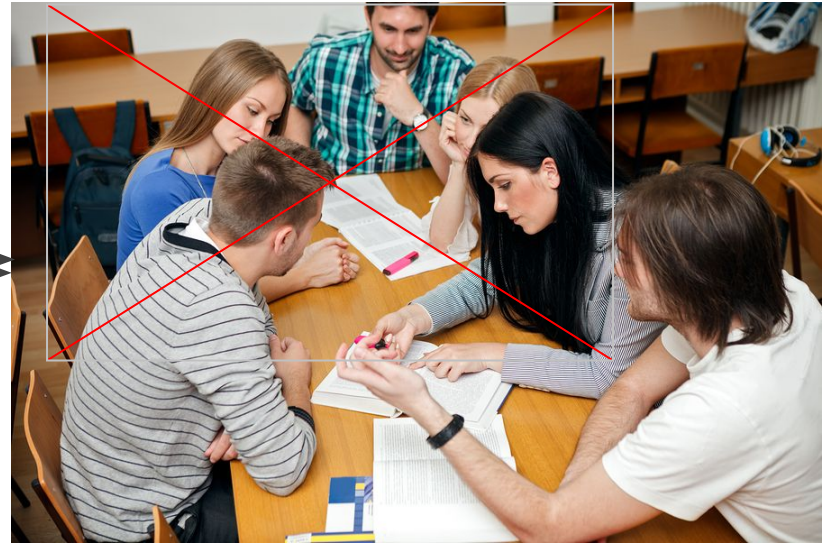
- You Have 1 bonus point to play with and you have been paired anonymously with a classmate
- You can Choose to
  - A) Keep it - You keep your point
  - B) Donate it - Your Partner gets 3 bonus points
- You Have 15 Seconds to decided
- Circle Your Choice and Bring it forward



# Social Dilemmas

- What is best for the individual is not always best for the group or other individuals
  - E.g. Prisoner's Dilemma, Public Goods Game
- Biologists call this the Fundamental Problem of Social Life (Wilson 2002)
- Social Scientists refer to this as the Free Rider Problem

# Humans are Primarily Social Animals





# The Utility Model Of Other Regarding Behavior: Social Preferences

The Utility function of a given individual (Me) is dependant on other's Utility (Avery)

$$U_{\text{Taylor}} = U(x, y, U_{\text{Avery}})$$

# A Note on Kin

Biologists Classify Social Interactions among genetically related individuals and genetically unrelated individuals differently

Think Friends



Don't Think Family



# Social Preference 1: Unconditional Altruism

$$U_{\text{Taylor}} = U(x, y, (+)U_{\text{Avery}})$$





## Social Preference 2: Spite

$$U_{\text{Taylor}} = U(x, y, (-)U_{\text{Avery}})$$



## Social Preference 3: Inequity Aversion

$$U_{\text{Taylor}} = U(x, y, (-)\Delta U_{\text{Avery-Taylor}})$$



## Social Preference 4: Strong Reciprocity

Taylor's Choice = Avery's Choice Last Round





## Let's Play The Game Again

- You Have 1 bonus point to play with and you have been paired anonymously with a classmate
- You can Choose to
  - A) Keep it - You keep your point
  - B) Donate it - Your Partner gets 3 bonus points
- You Have 15 Seconds to decided
- Circle Your Choice and Pass it forward



# Revisiting the Social Dilemma

Prisoners Dilemmas Payouts:

Player A, B	Defect	Cooperate
Defect	1,1	4,0
Cooperate	0,4	3,3

Temptation Exists! So how can cooperation evolve?



# Reciprocity and the Evolution of Cooperation

- Axelrod & Hamilton 1981 - The Evolution of Cooperation
  - Tit for Tat is the strongest strategy in repeated Prisoner's Dilemmas and allows cooperation to Proliferate
- Robert Trivers 1971 - The Evolution of Reciprocal Altruism
  - Players who tend to group with other cooperators have higher fitness payoffs that allow cooperation to Proliferate



# Reciprocity and the Evolution of Cooperation

Groups of Cooperators have higher average payoffs than Groups of Non-Cooperators

Cooperators :  $3 + 3 / 2 = 3$

Coop/Defect:  $0 + 4 / 2 = 2$

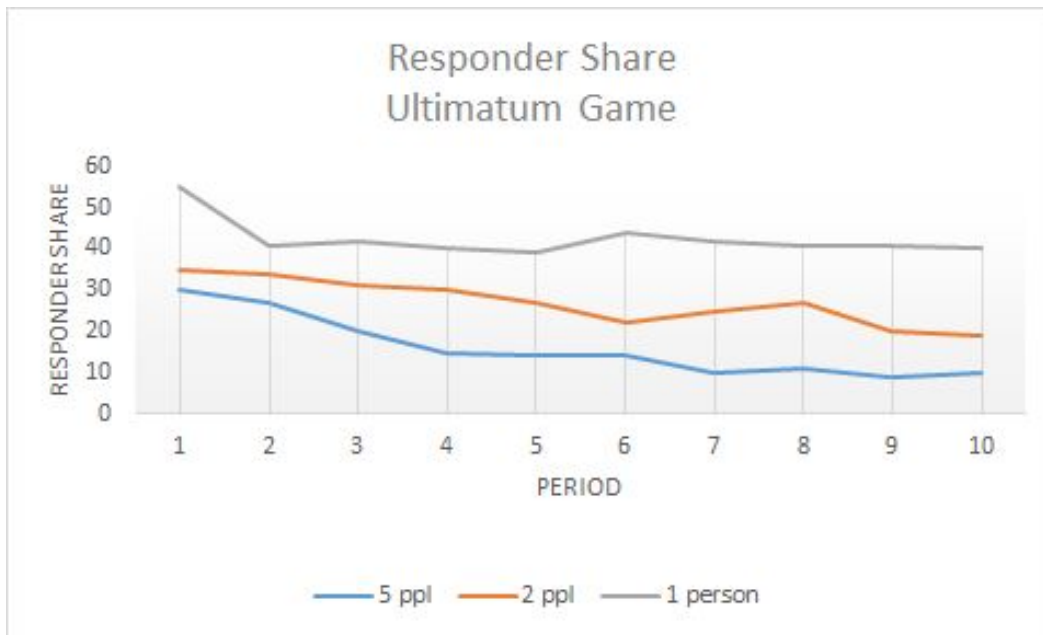
Defectors:  $1 + 1 / 2 = 1$

Groups Matter!!!



# Competition & Cooperative Behavior

Cooperative behavior (& Reciprocity is harder to enforce to enforce with less people in a pool of contracts

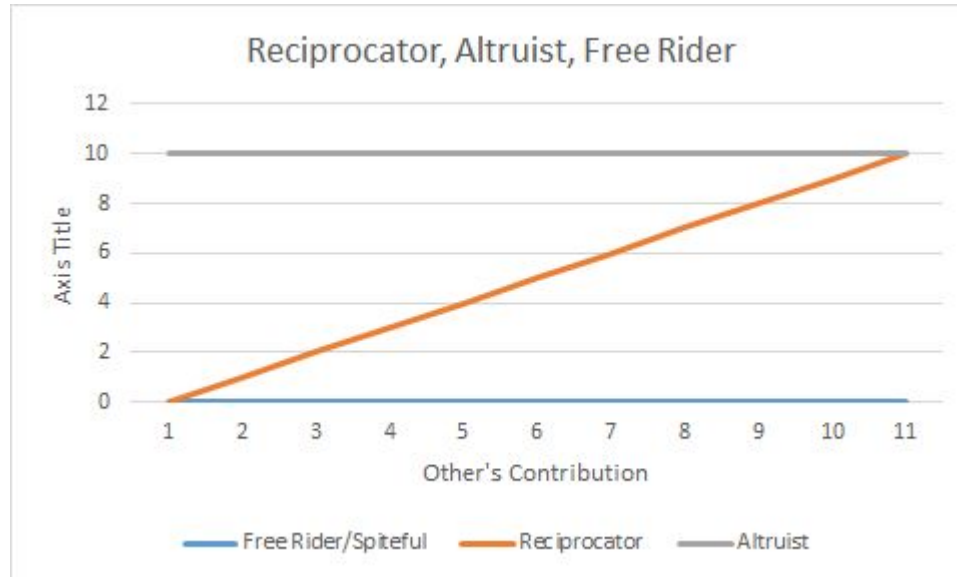






# Cooperation & Reciprocity

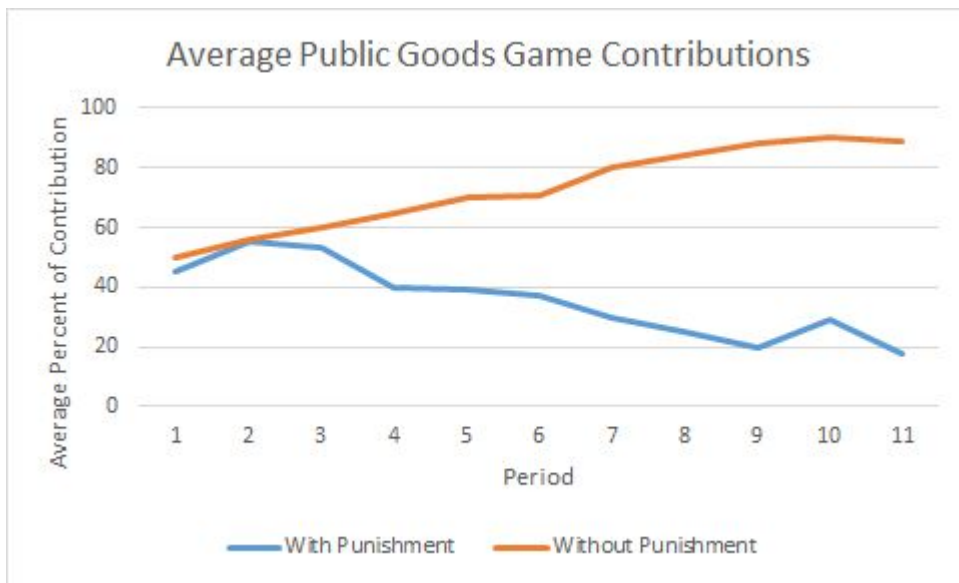
Prisoner's Dilemma & Reciprocity





# Cooperation & Reciprocity Break Down

Time is a large Component and Punishment Can counteract it!





# The Economics of Reciprocity

## Conclusions

- Social Preferences Play a Role in Utility Functions
- Reciprocity in Competitive Nature can equalize markets if reciprocal actions are enforceable
- Reciprocity can be one of the strongest motivators for cooperation, especially when punishment is possible.



# **Discuss Results from Rounds 1 & 2**



# Conclusion

- Neoclassical econ says that people are **rational** (exclusively self-interested)
- As we've demonstrated today, that's not always the case
  - People often act in a way that is other regarding
    - Not rational in the neoclassical sense, but still rational or **satisficing**
    - **Cooperative groups are more fit than those who are not (highest average score)**
      - “Selfish individuals outcompete altruistic individuals within groups. Altruistic groups defeat selfish groups. Everything else is commentary.” -Wilson & Wilson, 2007



# Paper Discussion

- Rand, D. G. (2016). Cooperation, fast and slow: Meta-analytic evidence for a theory of social heuristics and self-interested deliberation. Psychological Science.
  - Systems 1 & 2
  - Pure v. strategic
  - Social Heuristic Hypothesis (SHH)
  - Key findings:
    - 17.3% more **pure** cooperation with intuitive
    - No difference in **strategic** cooperation with intuitive or deliberative
    - Strong support for SHH
    - Evolutionary implications



**Questions?**