

Homo moralis  
—  
preference evolution  
under incomplete information  
and assortative matching

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  - ▶ see also Arrow (1973), Laffont (1975), Sen (1977), Tabellini (2008)

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- Study evolutionary foundations of human motivation!
  - ▶ all our ancestors were successful at reproducing
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  - ▶ then our preferences should direct us towards maximization of reproductive success
- ...but theory suggests that this need not be the case!

# Introduction

- Evolution of preferences in *decision problems*
- Counter-mechanism: imperfect perception and response systems
- Research by:
  - ▶ Gary Becker
  - ▶ Luis Rayo
  - ▶ Arthur Robson
  - ▶ Larry Samuelson

# Introduction

- Preference evolution in *strategic interactions*
- Under *complete information*:
  - ▶ Counter-mechanism: commitment value of preferences
  - ▶ Example: the responder in an ultimatum game benefits from being known to be inequity averse
- Research:
  - ▶ Bester & Güth (1998)
  - ▶ Bolle (2000)
  - ▶ Possajennikov (2000)
  - ▶ Koçkesen, Ok & Sethi (2000)
  - ▶ Sethi & Somanathan (2001)
  - ▶ Heifetz, Shannon and Spiegel (2007)
  - ▶ Alger & Weibull (2010, 2012), Alger (2010)

# Introduction

- Preference evolution in *strategic interactions*
- Under *incomplete information*:
  - ▶ preferences have no strategic commitment value: natural selection leads to preferences that maximize individual reproductive success
  - ▶ *homo oeconomicus* prevails!
- Research:
  - ▶ Ok & Vega-Redondo (2001)
  - ▶ Dekel, Ely & Yilankaya (2007)

# Introduction

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- Today's paper: preference evolution in *strategic interactions* under *incomplete information*
- We impose few restrictions and yet...
- The math leads to a general class of moral preferences:  
*homo moralis*
- A *homo moralis* gives some weight to own reproductive success and some weight to “what is the right thing to do”. Torn between
  - selfishness and
  - morality in line with Immanuel Kant's categorical imperative

## Kant's categorical imperative

“Act only according to that maxim whereby you can, at the same time, will that it should become a universal law”

# Introduction

- Driving force: assortativity in the matching process
  - ▶ Hamilton (1964), Hines and Maynard Smith (1979), Grafen (1979, 2006), Bergstrom (1995, 2003, 2009), Rousset (2004)

# Outline

- Model
- Results
- Three points:
  - ▶ assortativity is common
  - ▶ the behavior of *homo moralis* is compatible with experimental evidence
  - ▶ morality is different from altruism
- Conclusion

# Model

- A large (continuum) population
- Individuals are randomly matched into pairs
- Each pair has a symmetric interaction, with strategy set  $X$
- $\pi(x, y)$ : fitness increment from using strategy  $x \in X$  against  $y \in X$

# Model

- Each individual has a *type*  $\theta$ , which defines a *goal function*  $u_\theta: X^2 \rightarrow \mathbb{R}$
- Type set:  $\Theta$
- $u_\theta$  is continuous ( $\forall \theta \in \Theta$ )
- *Homo oeconomicus*:  $u = \pi$
- Each individual's type is his/her *private information*

# Model

- At most two types present,  $\theta$  and  $\tau$ , in proportions  $1 - \varepsilon$  and  $\varepsilon$
- If  $\varepsilon$  is small,  $\theta$  is the *resident* type and  $\tau$  the *mutant* type
- $\Pr[\theta|\tau, \varepsilon]$ : *conditional match probability*
- $\Pr[\theta|\tau, \varepsilon]$  is continuous in  $\varepsilon$
- Write  $\sigma$  for  $\lim_{\varepsilon \rightarrow 0} \Pr[\tau|\tau, \varepsilon]$ ; the *index of assortativity* of the matching process (Bergstrom, 2003)
  - ▶ Uniform random matching  $\Rightarrow \sigma = 0$
  - ▶ Interactions between siblings who inherited their types from their common parents  $\Rightarrow \sigma = 1/2$



## Definition

A strategy pair  $(x^*, y^*)$  is a **(Bayesian) Nash Equilibrium (BNE)** in state  $s = (\theta, \tau, \varepsilon)$  if

$$\begin{cases} x^* \in \arg \max_{x \in X} \Pr[\theta | \theta, \varepsilon] \cdot u_\theta(x, x^*) + \Pr[\tau | \theta, \varepsilon] \cdot u_\theta(x, y^*) \\ y^* \in \arg \max_{y \in X} \Pr[\theta | \tau, \varepsilon] \cdot u_\tau(y, x^*) + \Pr[\tau | \tau, \varepsilon] \cdot u_\tau(y, y^*) \end{cases}$$

- Average fitnesses in state  $s = (\theta, \tau, \varepsilon)$  at strategy profile  $(x^*, y^*)$ :

$$\Pi_{\theta}(x^*, y^*, \varepsilon) = \Pr[\theta|\theta, \varepsilon] \cdot \pi(x^*, x^*) + \Pr[\tau|\theta, \varepsilon] \cdot \pi(x^*, y^*)$$

$$\Pi_{\tau}(x^*, y^*, \varepsilon) = \Pr[\theta|\tau, \varepsilon] \cdot \pi(y^*, x^*) + \Pr[\tau|\tau, \varepsilon] \cdot \pi(y^*, y^*)$$

## Definition

A type  $\theta \in \Theta$  is **evolutionarily stable against a type**  $\tau \in \Theta$  if there exists an  $\bar{\varepsilon} > 0$  such that  $\Pi_{\theta}(x^*, y^*, \varepsilon) > \Pi_{\tau}(x^*, y^*, \varepsilon)$  in all Nash equilibria  $(x^*, y^*)$  in all states  $s = (\theta, \tau, \varepsilon)$  with  $\varepsilon \in (0, \bar{\varepsilon})$ .

## Definition

A type  $\theta \in \Theta$  is **evolutionarily unstable** if there exists a type  $\tau \in \Theta$  such that for each  $\bar{\varepsilon} > 0$  there exists an  $\varepsilon \in (0, \bar{\varepsilon})$  with  $\Pi_{\theta}(x^*, y^*, \varepsilon) < \Pi_{\tau}(x^*, y^*, \varepsilon)$  in all Nash equilibria  $(x^*, y^*)$  in state  $s = (\theta, \tau, \varepsilon)$ .

# Results

## Definition

An individual is a *homo moralis* with degree of morality  $\kappa \in [0, 1]$  if her utility function is of the form

$$u_{\kappa}(x, y) = (1 - \kappa) \cdot \pi(x, y) + \kappa \cdot \pi(x, x)$$

*Homo moralis* is torn between selfishness and morality:

- $\pi(x, y)$ : maximizing own fitness
- $\pi(x, x)$ : doing what would be “right for both”, in terms of fitness, if the other party did the same

## Definition

A *homo hamiltoniensis* (a homage to the late evolutionary biologist William Hamilton) is a *homo moralis* with degree of morality  $\kappa = \sigma$ :

$$u_{\sigma}(x, y) = (1 - \sigma) \cdot \pi(x, y) + \sigma \cdot \pi(x, x)$$

# Results

- Let

$$\beta_{\sigma}(y) = \arg \max_{x \in X} u_{\sigma}(x, y)$$

- What *HH* does when resident:

$$X_{\sigma} = \{x \in X : x \in \beta_{\sigma}(x)\}$$

- $\Theta_{\sigma}^m$ : set of types  $\tau$  that, as vanishingly rare mutants, when residents play some  $x_{\sigma} \in X_{\sigma}$ , also play  $x_{\sigma}$

# Results

## Theorem

*(Part 1) If  $\beta_\sigma(x)$  is a singleton for all  $x \in X_\sigma$ , then homo hamiltoniensis is evolutionarily stable against all types  $\tau \notin \Theta_\sigma^m$ .*



# Results

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- A vanishingly rare mutant type, who plays some  $z \in X$ , obtains average fitness

$$(1 - \sigma) \cdot \pi(z, x_\sigma) + \sigma \cdot \pi(z, z)$$

# Results

- The type space  $\Theta$  is *rich* if for every strategy  $x \in X$  there exists a type for which  $x$  is strictly dominant.

## Theorem

(Part 2) If  $\Theta$  is rich,  $X_\theta \cap X_\sigma = \emptyset$  and  $X_\theta$  is a singleton, then  $\theta$  is evolutionarily unstable.

# Results

## Intuition

- Consider any resident type  $\theta$  who plays some  $x_\theta$  where  $x_\theta \notin X_\sigma$

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## Intuition

- Consider any resident type  $\theta$  who plays some  $x_\theta$  where  $x_\theta \notin X_\sigma$
- $\Theta$  rich  $\Rightarrow \exists$  type  $\hat{\tau}$  committed to a best reply  $\hat{x}$  to  $x_\theta$  in terms of average mutant fitness (in the limit as  $\varepsilon = 0$ )

$$\hat{x} \in \arg \max_{x \in X} (1 - \sigma) \cdot \pi(x, x_\theta) + \sigma \cdot \pi(x, x)$$

# Results

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- For *homo oeconomicus* to thrive in strategic interactions, it is necessary that the index of assortativity be zero.



# Matching processes

- Assortativity is positive as soon as there is a positive probability that both parties in an interaction have inherited their preferences (or moral values) from a common “ancestor” (genetic or cultural)
- A long tradition in biology...
- In social science: culture, education, ethnicity, geography, networks, customs and habits

# Matching processes

Interactions between kin: vertical transmission

- Pairwise interactions between siblings, for which strategies are not gender specific
- A population of grown-ups where a proportion  $1 - \varepsilon$  have type  $\theta \in \Theta$  and the residual proportion has strategy  $\tau \in \Theta$
- Suppose that couples form randomly
- Assume that each child is equally likely to inherit each parent's type

# Matching processes

Interactions between kin: vertical transmission

## Proposition

*Under random mating and monogamy,  $\sigma = 1/2$ .*

# Matching processes

Interactions between kin: oblique transmission

## Proposition

- *Assume monogamy, and suppose that each child inherits:*
  - ◇ *a parent's type with probability  $\rho \in [0, 1]$*
  - ◇ *the type of a uniformly randomly drawn grown-up in the population otherwise*
  - ◇ *the siblings' choices of role model are statistically independent.*
- *Then  $\sigma = \rho^2/2$ .*

# Matching processes

Interactions between non-kin: education

## Proposition

- *Each individual:*
  - ◇ *acquires her business strategies in school*
  - ◇ *enters a new two-person business partnership upon finishing school: with a former schoolmate with probability  $v \in [0, 1]$ , with a graduate uniformly randomly drawn from the whole pool of newly minted graduates in society at large otherwise.*
- *Then  $\sigma = v$ .*

# Matching processes

Interactions between non-kin: migration

## Proposition

- *A hunter gatherer society in which each community has a hunting team consisting of two men.*
- *Hunting techniques taught to youngsters.*
- *A fraction  $\gamma \in [0, 1]$  of the young men migrate from their native community to a uniformly randomly drawn community in society at large, while the others remain in their native community.*
- *Then  $\sigma = 1 - \gamma$ .*

# Homo moralis in action: dictator game

- Two individuals. Hand money to one of the two, the *dictator*, with equal probability for both

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$$\pi(x, y) = \frac{1}{2} [v(1 - x) + v(y)]$$

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- *Homo moralis* gives a positive amount to the other if  $\kappa$  is large enough

# Homo moralis in action: ultimatum game

- Two individuals. Hand money to one of the two, the *proposer*, with equal probability for both

## Homo moralis in action: ultimatum game

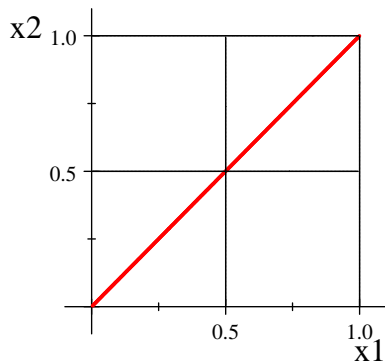
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- The proposer suggests a split. The other party, the *responder*, may reject, and then all money is lost.

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- Two individuals. Hand money to one of the two, the *proposer*, with equal probability for both
- The proposer suggests a split. The other party, the *responder*, may reject, and then all money is lost.
- A strategy  $x = (x_1, x_2) \in [0, 1]^2$  is
  - the share to suggest if proposer,  $x_1$
  - the acceptance threshold if responder,  $x_2$

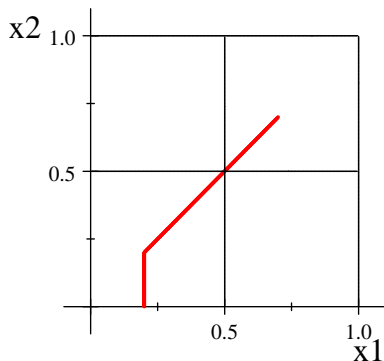
$$\pi(x, y) = \frac{1}{2}v(1 - x_1) \cdot \mathbf{1}_{\{x_1 \geq y_2\}} + \frac{1}{2}v(y_1) \cdot \mathbf{1}_{\{y_1 \geq x_2\}}$$

# Homo moralis in action: ultimatum game



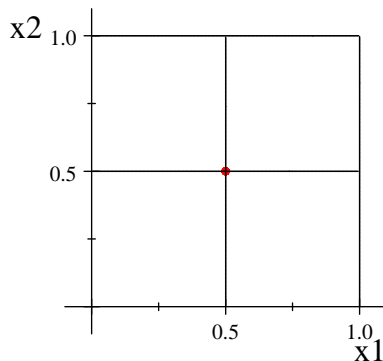
Equilibrium strategies when  $\sigma = 0$

# Homo moralis in action: ultimatum game



Equilibrium strategies when  $\sigma = 1/4$

# Homo moralis in action: ultimatum game



Equilibrium strategies when  $\sigma = 1$



# Morality vs. altruism

- Altruist:

$$u_{\alpha}(x, y) = \pi(x, y) + \alpha \cdot \pi(y, x),$$

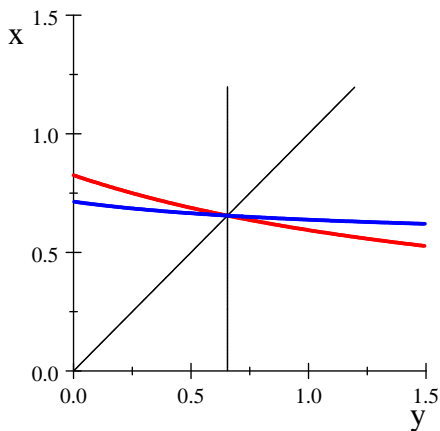
for some *degree of altruism*  $\alpha \in [0, 1]$

- *Homo moralis*:

$$u_{\kappa}(x, y) = (1 - \kappa) \cdot \pi(x, y) + \kappa \cdot \pi(x, x)$$

for some *degree of of morality*  $\kappa \in [0, 1]$

# Morality vs. altruism



Best-reply curves in a public-goods game

# Conclusion

- *Homo oeconomicus* thrives in:
  - ▶ decision problems
  - ▶ under uniform random matching
- In all other situations:
  - ▶ natural selection wipes out *homo oeconomicus* and instead favors *homo moralis*
  - ▶ the resulting degree of morality is determined by the assortativity in the matching process

# Conclusion

- Avenues for further research:
  - ▶ interactions between  $n > 2$  individuals
  - ▶ heterogeneity
  - ▶ partial information
  - ▶ population processes and stochastic stability
  - ▶ implications for political economy & public finance