

Evolution and Cognitive Cost of Ethnocentrism

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Kaznatcheev (2010)
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Cashdan (2001) *Current Anthropology*

Brown (2004) *Daedalus*

LeVine & Campbell (1972) "Ethnocentrism"

Hewstone, Rubin & Willis (2002) *A. Rev. of Psyc.*

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- But ethnocentrism is observed in individuals with minimal cognition!
 - Human placenta, ants, microbes (Biology: known as Green-beard effect)

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West et al (2006) *Nature Rev. Microbiology*

Ethnocentrism

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- Commonly thought to involve substantial cognitive ability
- But ethnocentrism is observed in individuals with minimal cognition!
 - Human placenta, ants, microbes (Biology: known as Green-beard effect)
- Ethnocentrism may have a basis in evolution

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Method

- How can we ask theoretical questions about evolution?

Method

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- Build computational models and simulate them

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- Build computational models and simulate them
- Use tools from evolutionary game theory to model interactions between agents

Competitive Environment

Prisoner's dilemma

Alice



Competitive Environment

Prisoner's dilemma

Bob



Alice



Competitive Environment

Prisoner's dilemma

Bob



b - c

Alice



b

Competitive Environment

Prisoner's dilemma

Bob



$-c$



Alice

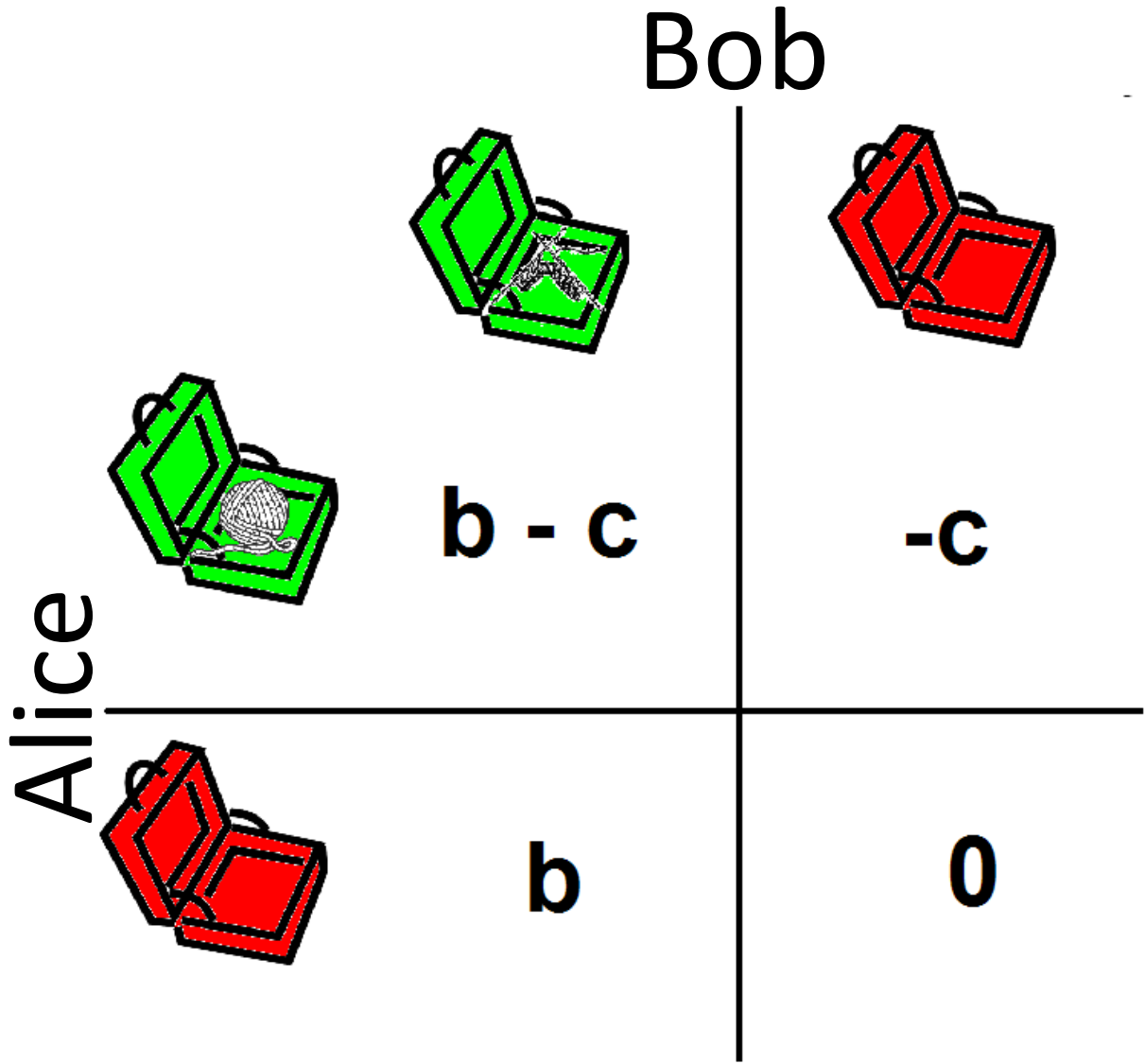


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Competitive Environment

Prisoner's dilemma

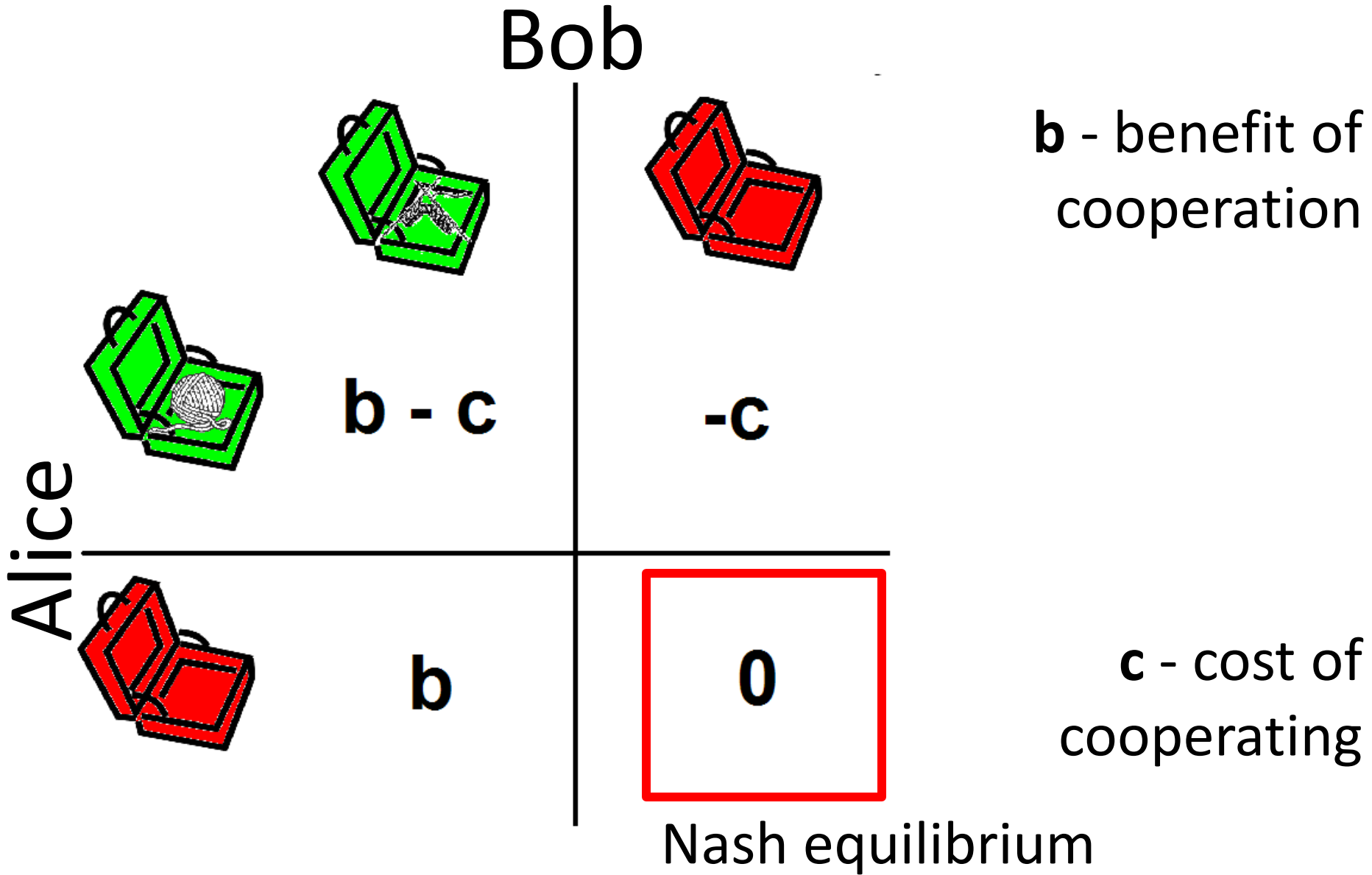


b - benefit of cooperation

c - cost of cooperating

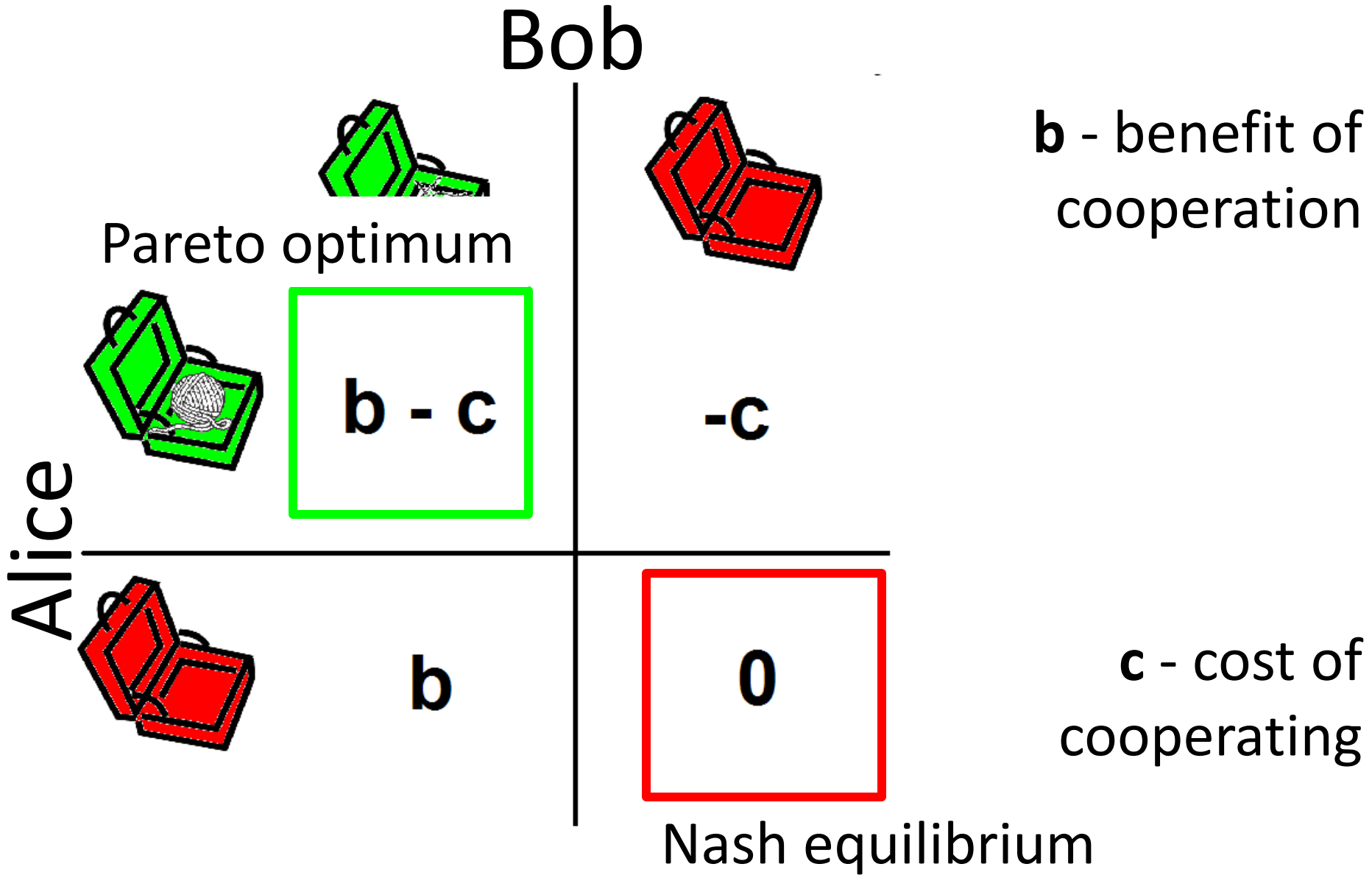
Competitive Environment

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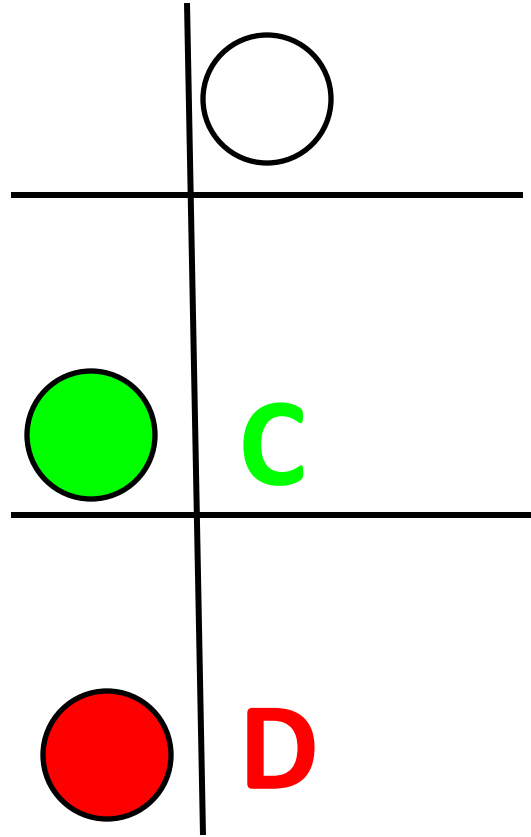


Competitive Environment

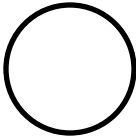
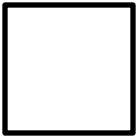
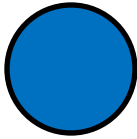
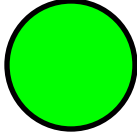
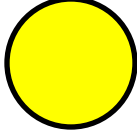
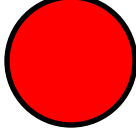
Prisoner's dilemma



Strategy Space



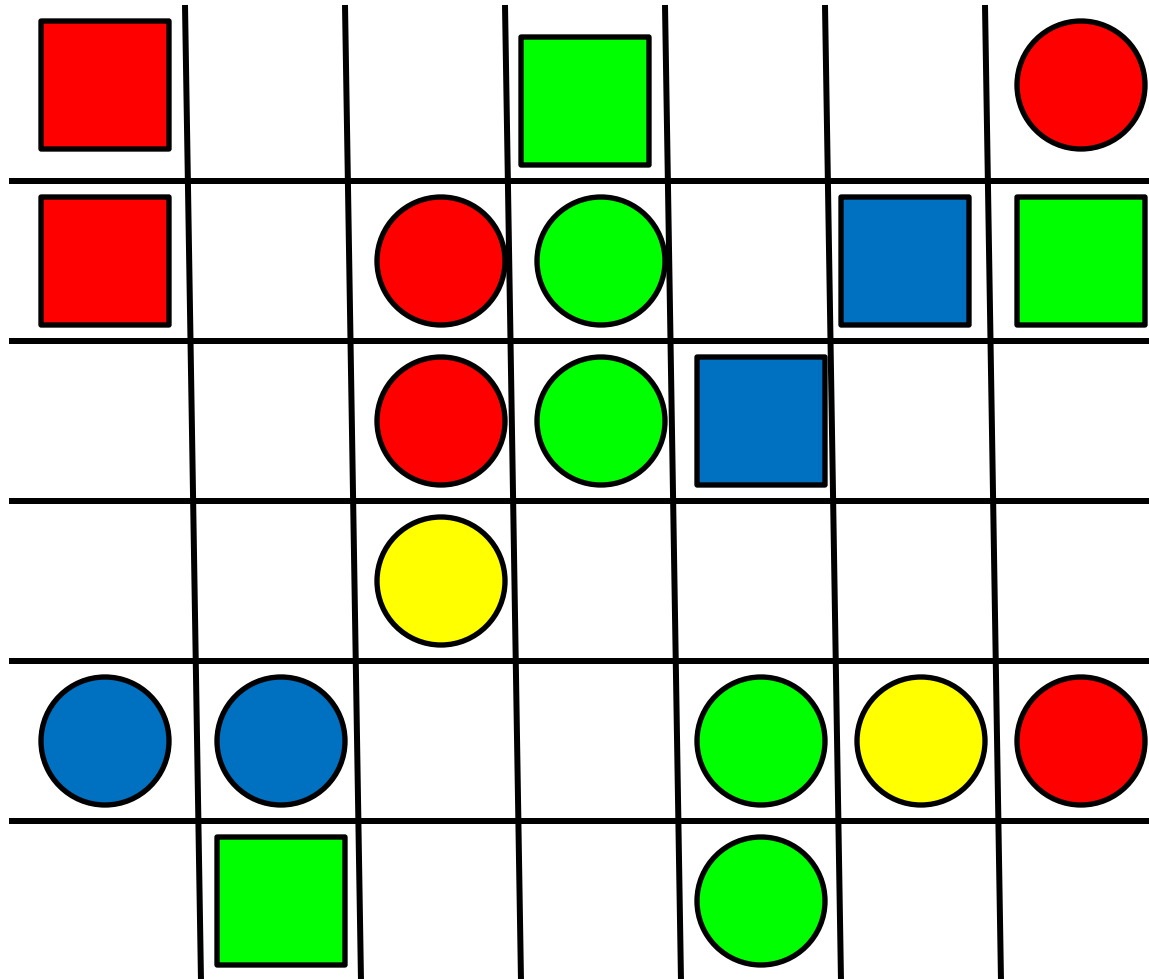
Strategy Space

		
	C	C
	C	D
	D	C
	D	D

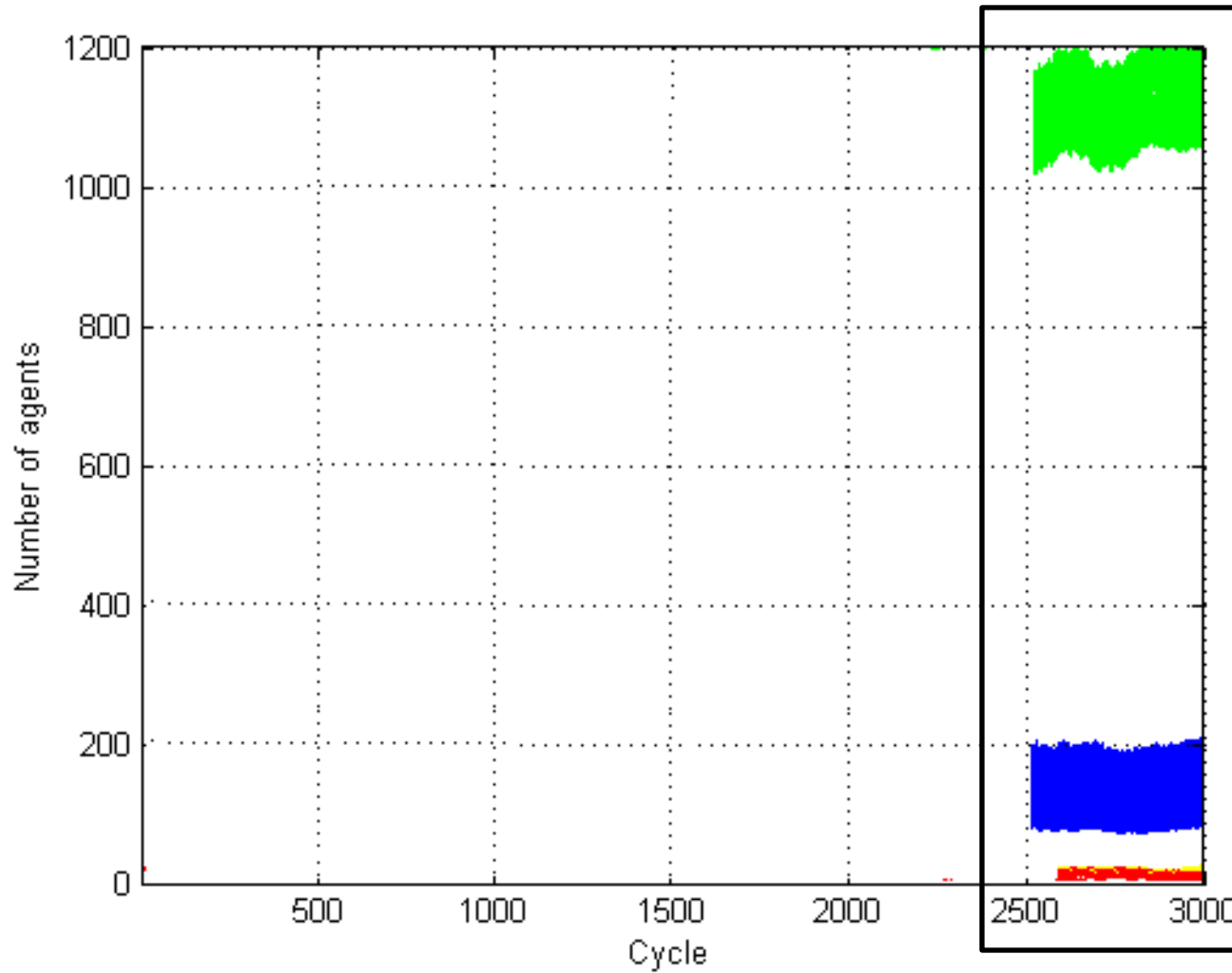
Strategy Space

	○	□
●	C	C
●	C	D ← Ethnocentrism
●	D	C
●	D	D

Spatial Model



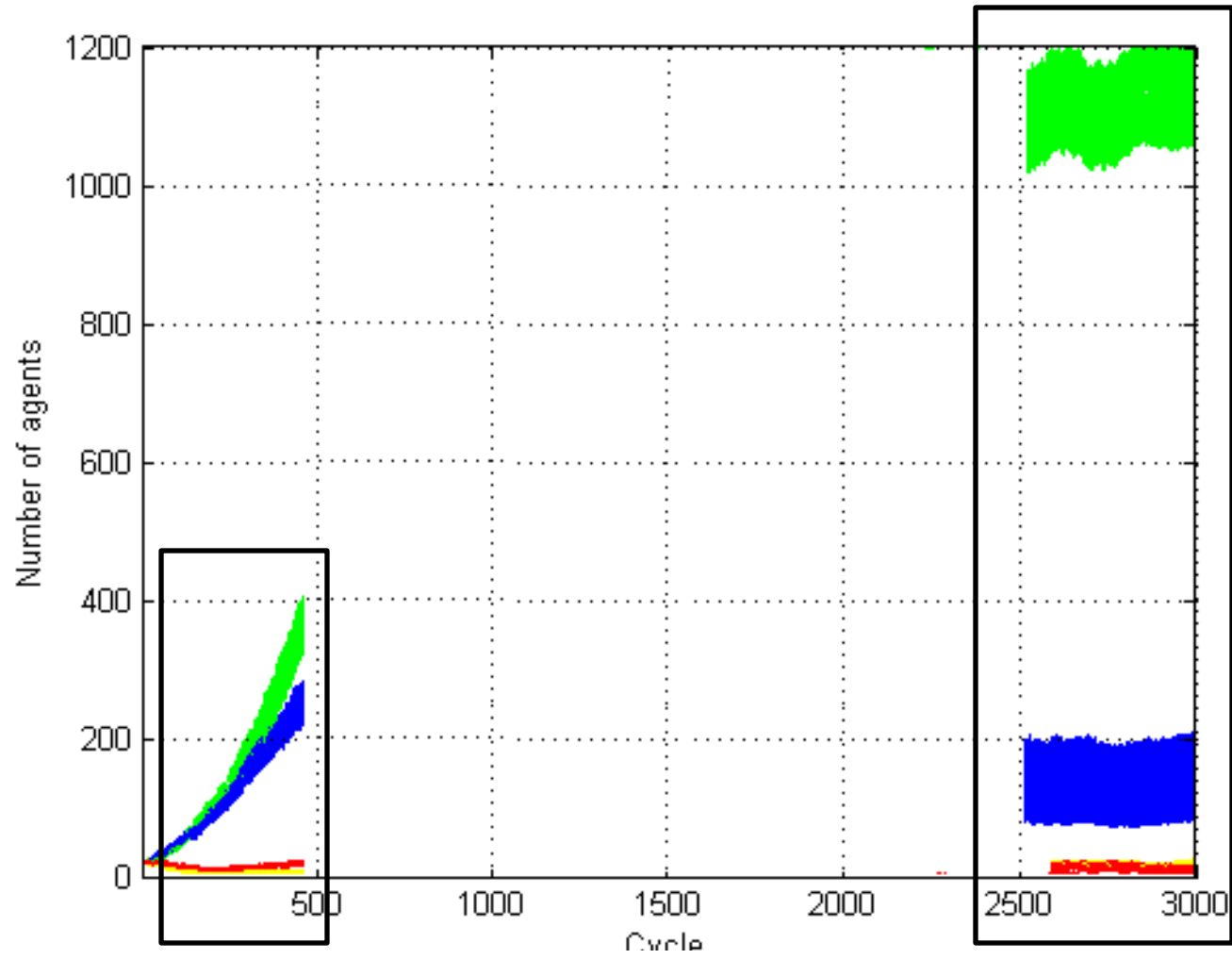
Previous Results



ptr = 0.1
death = 0.1
b = 0.025
c = 0.01

Hammond & Axelrod (2006)
Journal of Conflict Resolution

Previous Results

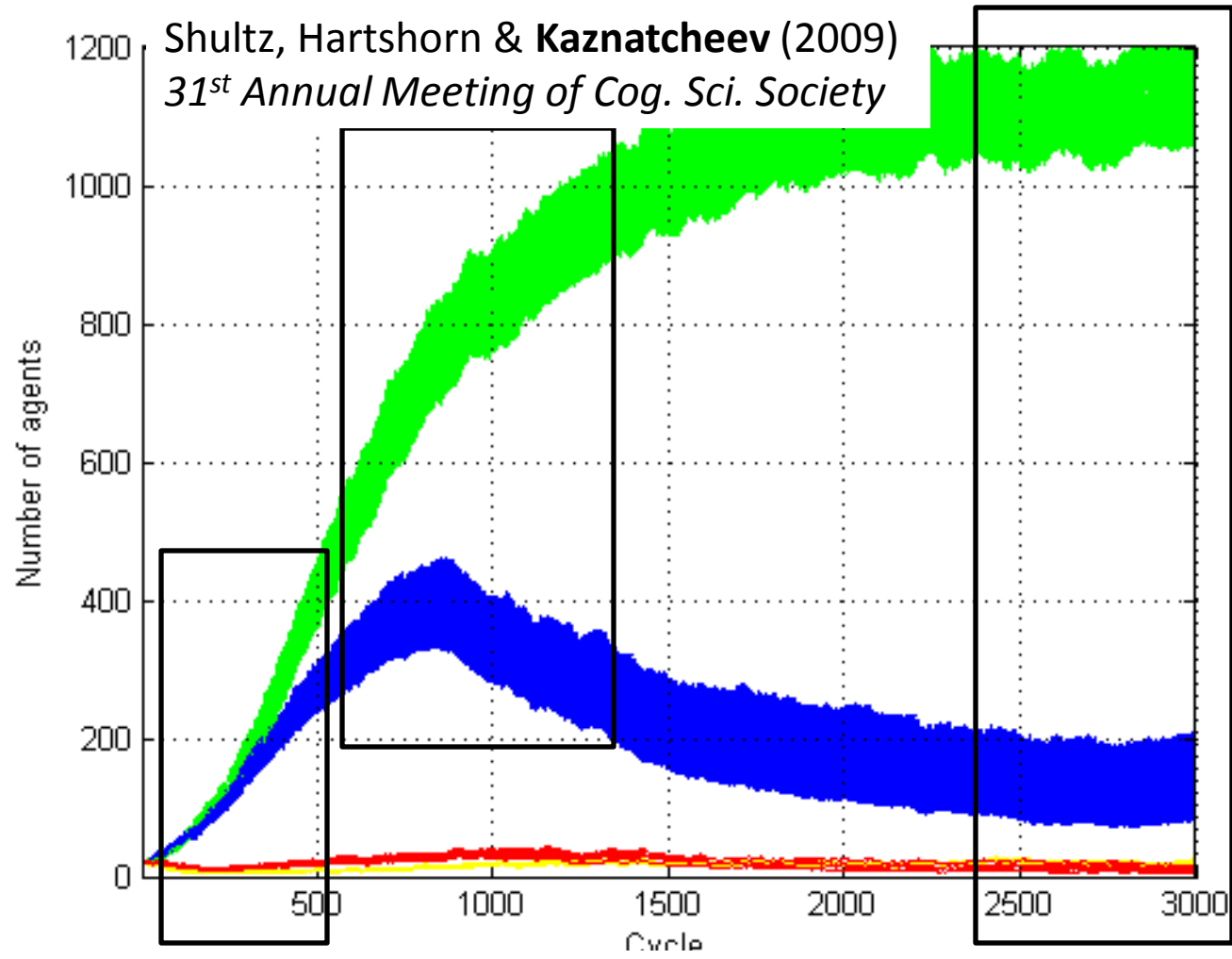


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Shultz, Hartshorn & Hammond (2008)
30th Annual Meeting of Cog. Sci. Society

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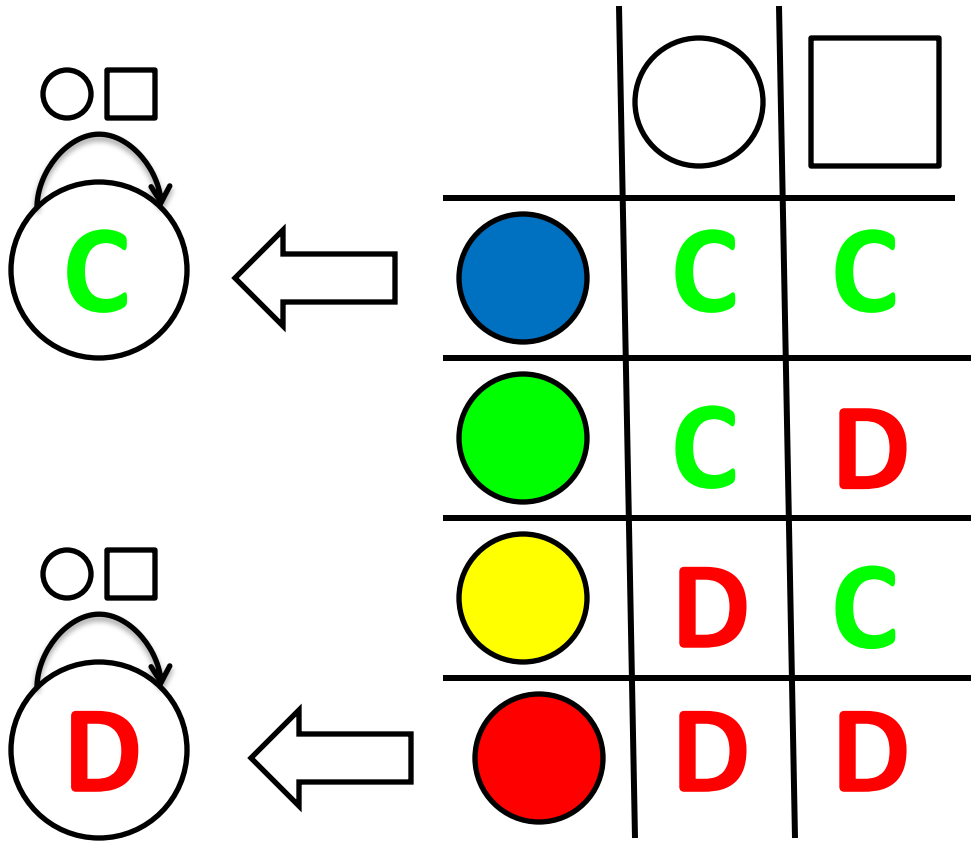
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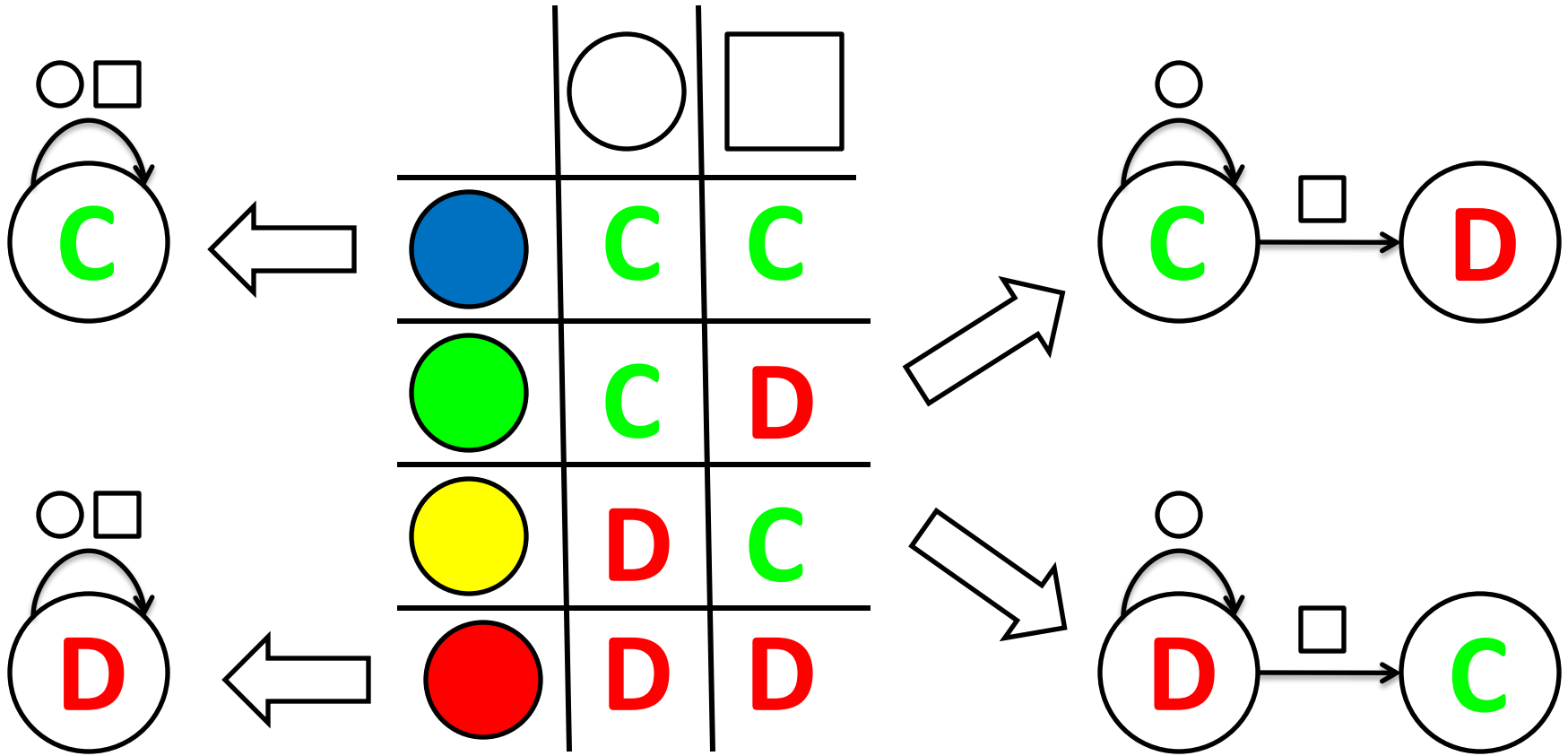
Cognitive Complexity

	○	□
●	C	C
●	C	D
●	D	C
●	D	D

Cognitive Complexity

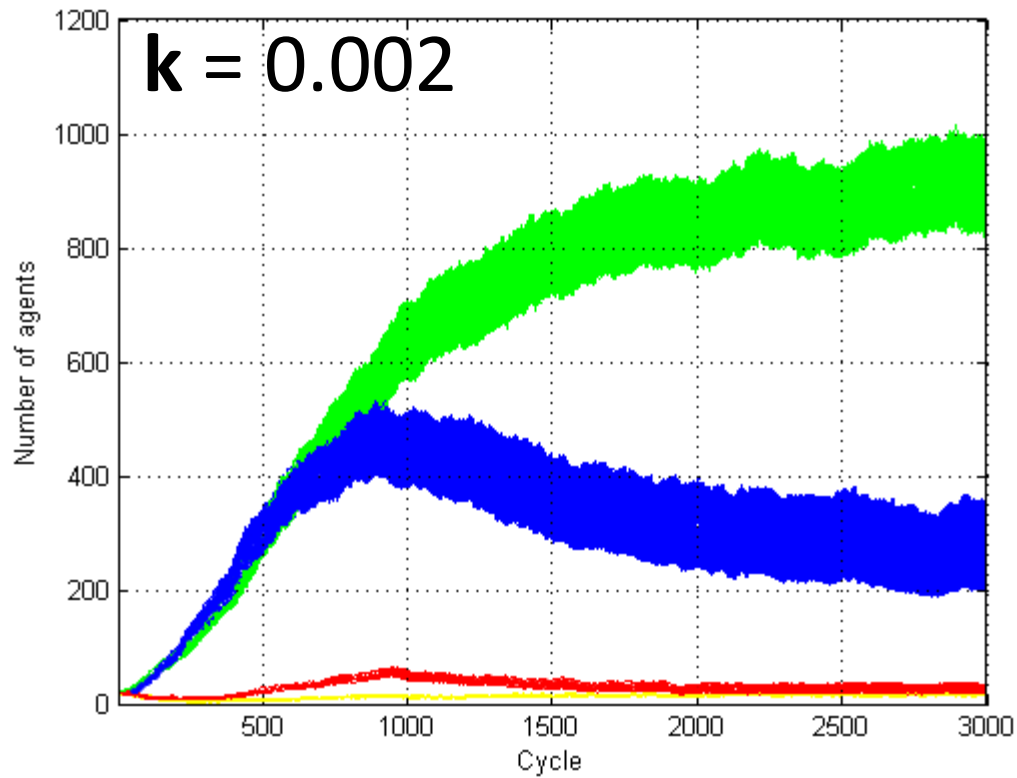


Cognitive Complexity



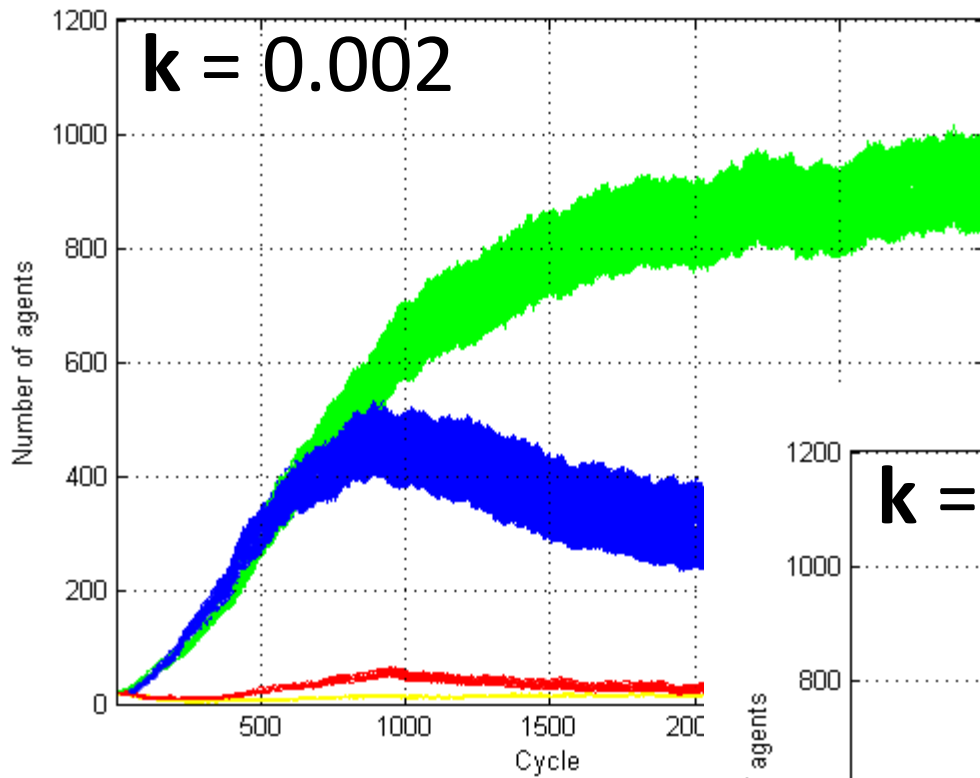
Associate a cost **k** with the extra complexity

Vary k

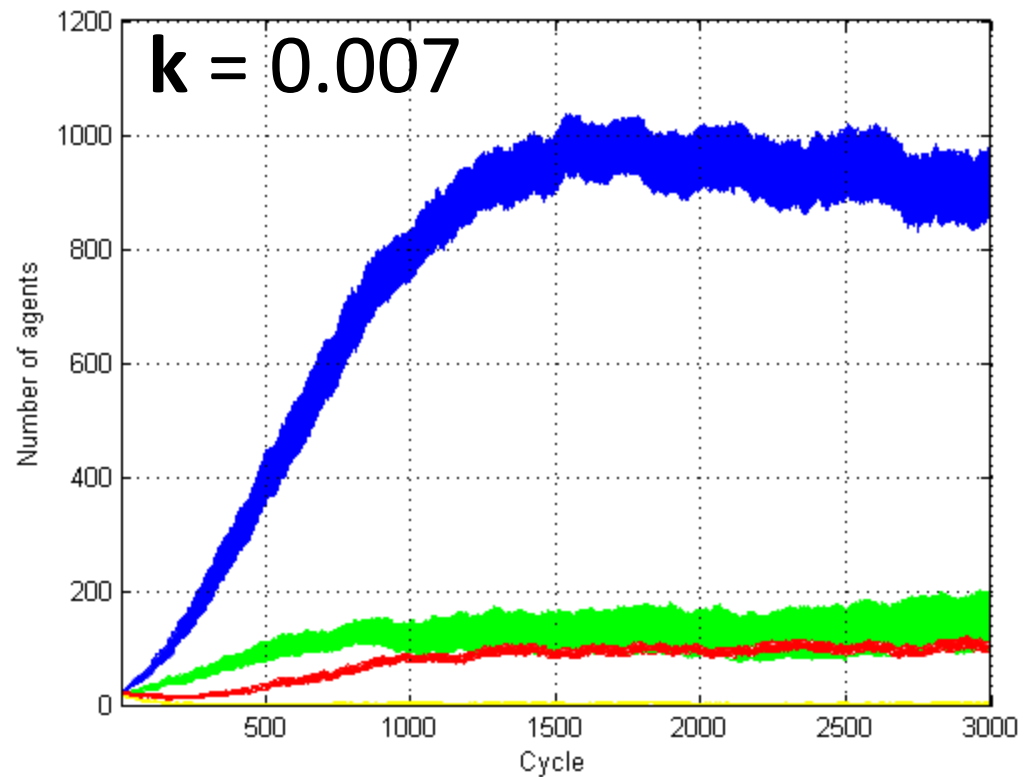


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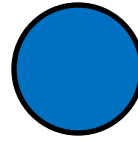
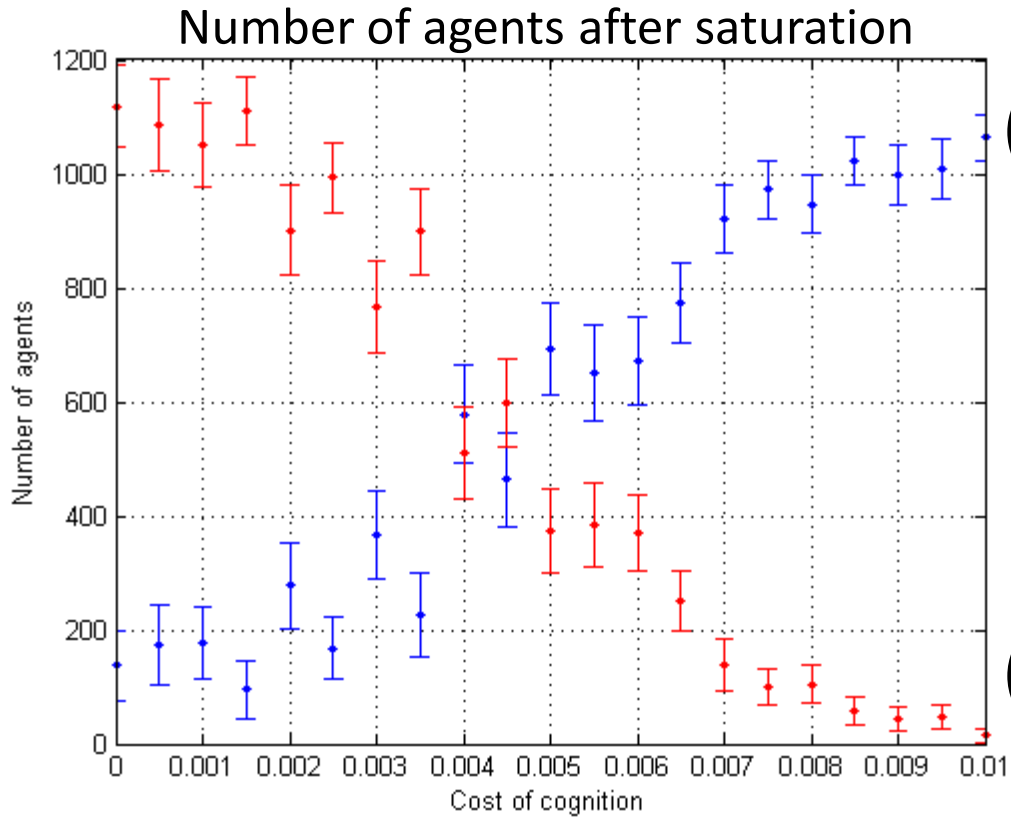
Vary k



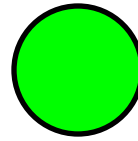
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Vary k

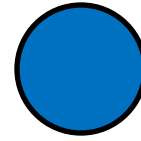
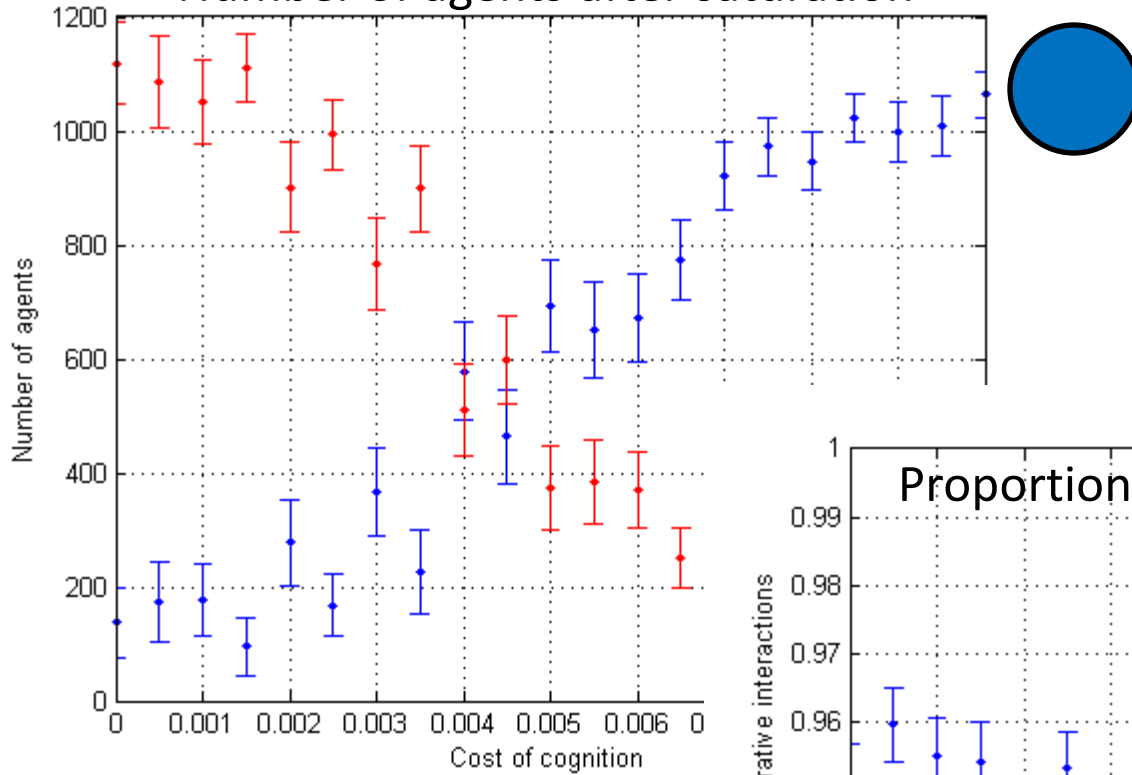


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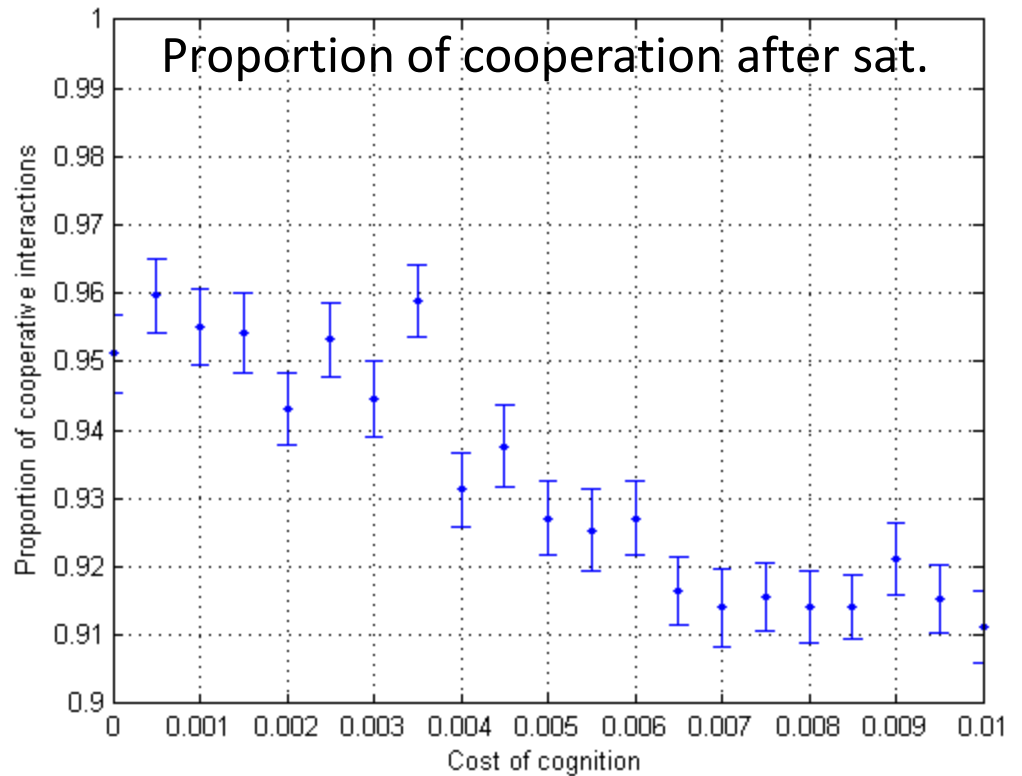


Vary k

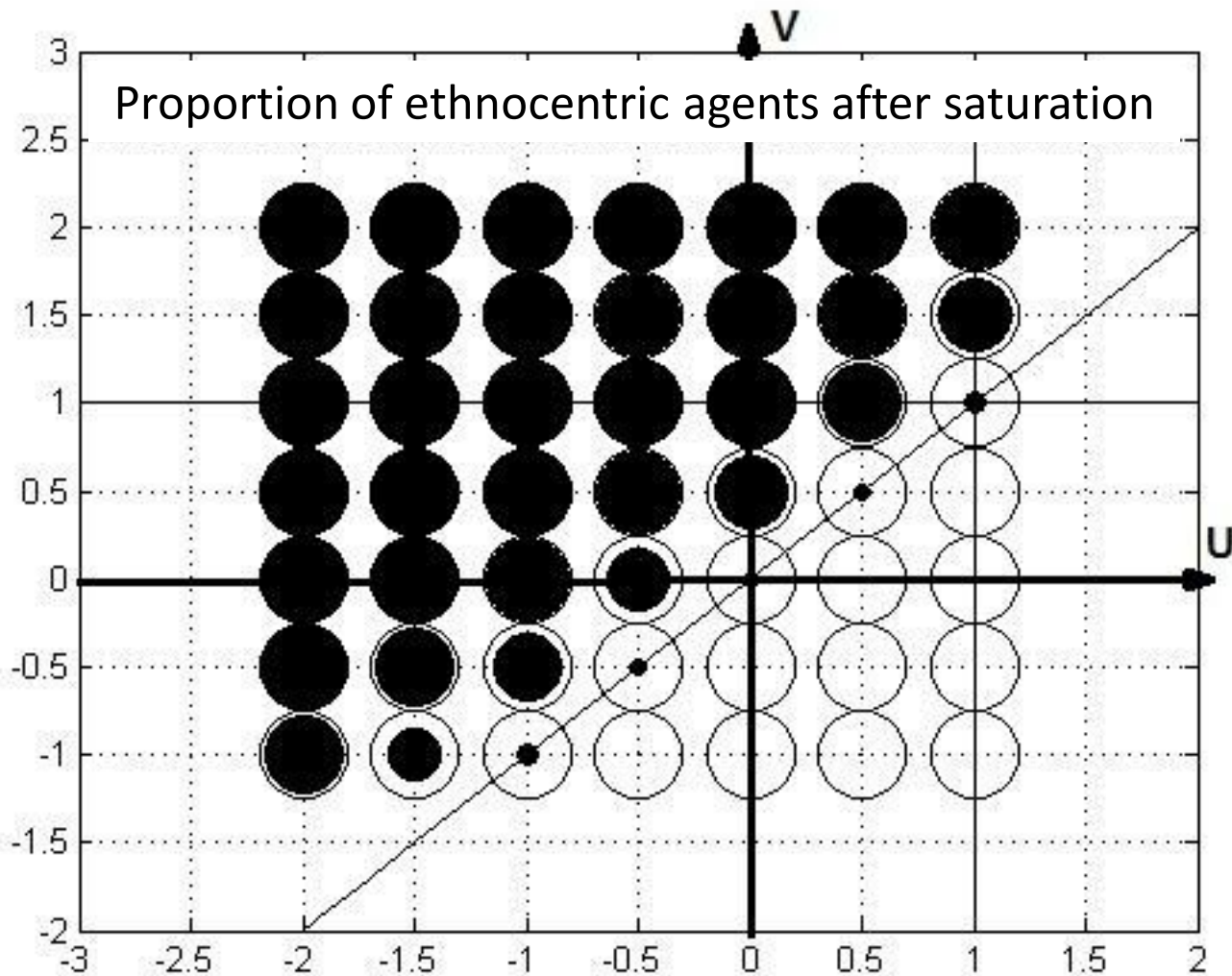
Number of agents after saturation



ptr = 0.1
death = 0.1
b = 0.025
c = 0.01



Vary the Game



$$\begin{bmatrix} 1 & U \\ V & 0 \end{bmatrix}$$

Conclusion

- Ethnocentrism evolves in a very simple model
- Low cost of cognition for phase transition suggests ethnocentrism is not robust against cognitive complexity
- Cognitive mechanism must be
 - Really inexpensive, or
 - Be in place already
- Ethnocentrism maintains higher levels of cooperative interactions: should we rethink or biases?
- Ethnocentrism evolves under many games