

Intelligent Control
and Cognitive Systems

Social Simulation and Social Structure

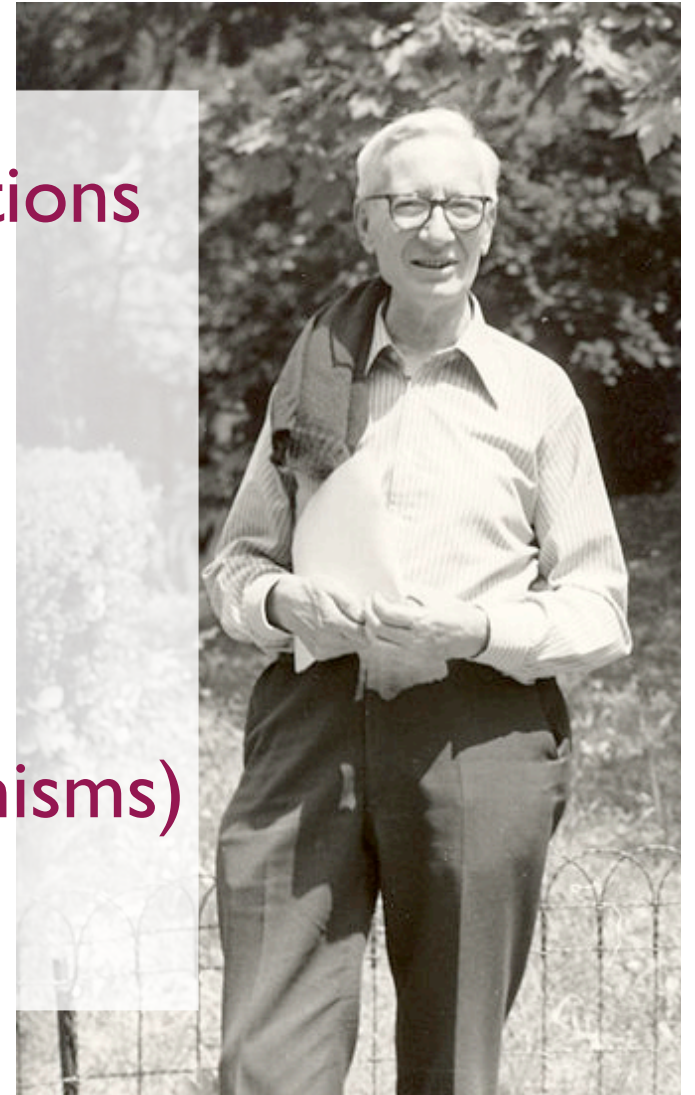
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Tinbergen's Questions

- Evolutionary (ultimate) explanations
 - Function (adaptation)
 - Phylogeny (evolution)
- Proximate explanations
 - Causation (proximate mechanisms)
 - Development (ontogeny)



Replication & Science

- Where there is a controversy / surprising result, the first thing to do is try to replicate it.
- **Fail** → doubt on original result (and/or yourself)
- **Succeed** → lets you test & extend theory.

Replication & Science

- Leading role for simulation in science: show whether **a parsimonious model** really could explain the data.
- Goals of replication:
 1. validate experiment
 2. extend results
 - i. explain more data, or
 - ii. understand model better

Case Study

Cognitive Minimalism



Rhesus Macaques
picture: Bernard
Thierry

Egalitarian species show bilateral aggression, human-like reconciliation. **Research Question:** Is cognition necessary or incidental to their social strategy?

Why model monkeys?

- Much better quantitative data than for humans.
 - Complete interaction statistics.
 - Not significantly affected by observers.
- Understand our own origins and inclinations.
 - Political instability leading cause of ill health.

Macaque Social Order

- Some (e.g. Rhesus) show strict dominance hierarchy; violent but infrequent conflict: “**despotic**”.
- Some (e.g. Tonkeans) show more **tolerance** e.g. bilateral aggression; more frequent but less violent conflicts: “**egalitarian**”.
- van Schaik (1989), Thierry et al. (2004)

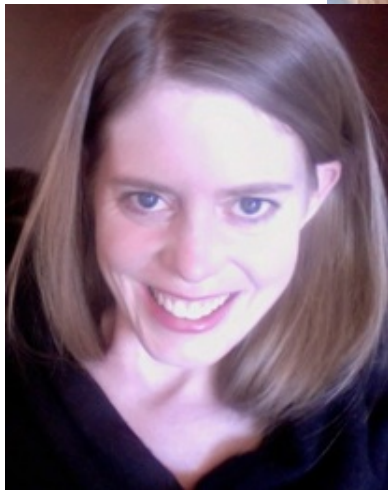


Bilateral Aggression & Reconciliation



Tonkean Macaques, an Egalitarian Species
(video: Bernard Thierry)

Two Hypotheses of Macaque Social Order



- Less resources (e.g. food) \Rightarrow more violence \Rightarrow selective pressure for social structure (**Hemelrijk** 2001, 2002+).
- New conflict resolution behaviour \Rightarrow less violence \Rightarrow less pressure for social structure (de Waal 2001, Flack & de Waal).

Hemelrijk's Model

- Simple, cognitively-minimalist boids-like model. (Reynolds 1987; Hogeweg 1988)
- **Despotic (vs. egalitarian)** attributed to greater variety in dominance rank value, consequence of aggression level.
- Side-effect: dominants in centre of troop, subordinates outside – like real troops.
- **Convergent evidence** for model.

Challenges

- Most researchers think something more cognitive is going on with primates.
- Only **scientific** justification for a more complex model is better match to data.
- **Research question:** Is there room to improve on the match to data?

Describing a Model

Bryson, Ando & Lehmann (2007, 2011)

- Environment
- Agents' State
- Agents' Behaviour
- Results & Analysis

Environment

The screenshot shows a control panel for a simulation. It includes several buttons and monitors:

- Buttons:** "setup", "go", and a toggle for "attraction?" (currently set to "On").
- Sliders:** "intensity-of-aggression" (set to 1.0) and "population" (set to 4).
- Monitors:** "time-units" (13509), "overall interactions", "male" (2506), "female" (2475), "aggmale" (526), "aggfemale" (474), and "girls beating boys" (10).
- Graphs:** Two line graphs. The top one is titled "differentiation of dominance" and shows a fluctuating line between 0 and 1 over 280 time units. The bottom one is titled "Males\Females" and shows two lines (one red, one blue) increasing from 0 to approximately 30.9 over 280 time units.

- Very simple torus: no food or shelter, only space.
- Big enough with respect to troop that agents couldn't get lost & look around & see each other "around the world".

Hemelrijk's Agents' State

- **Individual: DomValue** (initially determined by gender, changes by Eq. 2); **X, Y** position.
- **Experimental Condition: StepDom** (aggression)—determined by gender and species;
 - 2002 only: **attraction** (boolean: $\sigma^{\text{♂}} \Rightarrow \text{♀}$).
- **Statics**: field of view; near view; max view; personal space.

Hemelrijk's AS

Rules

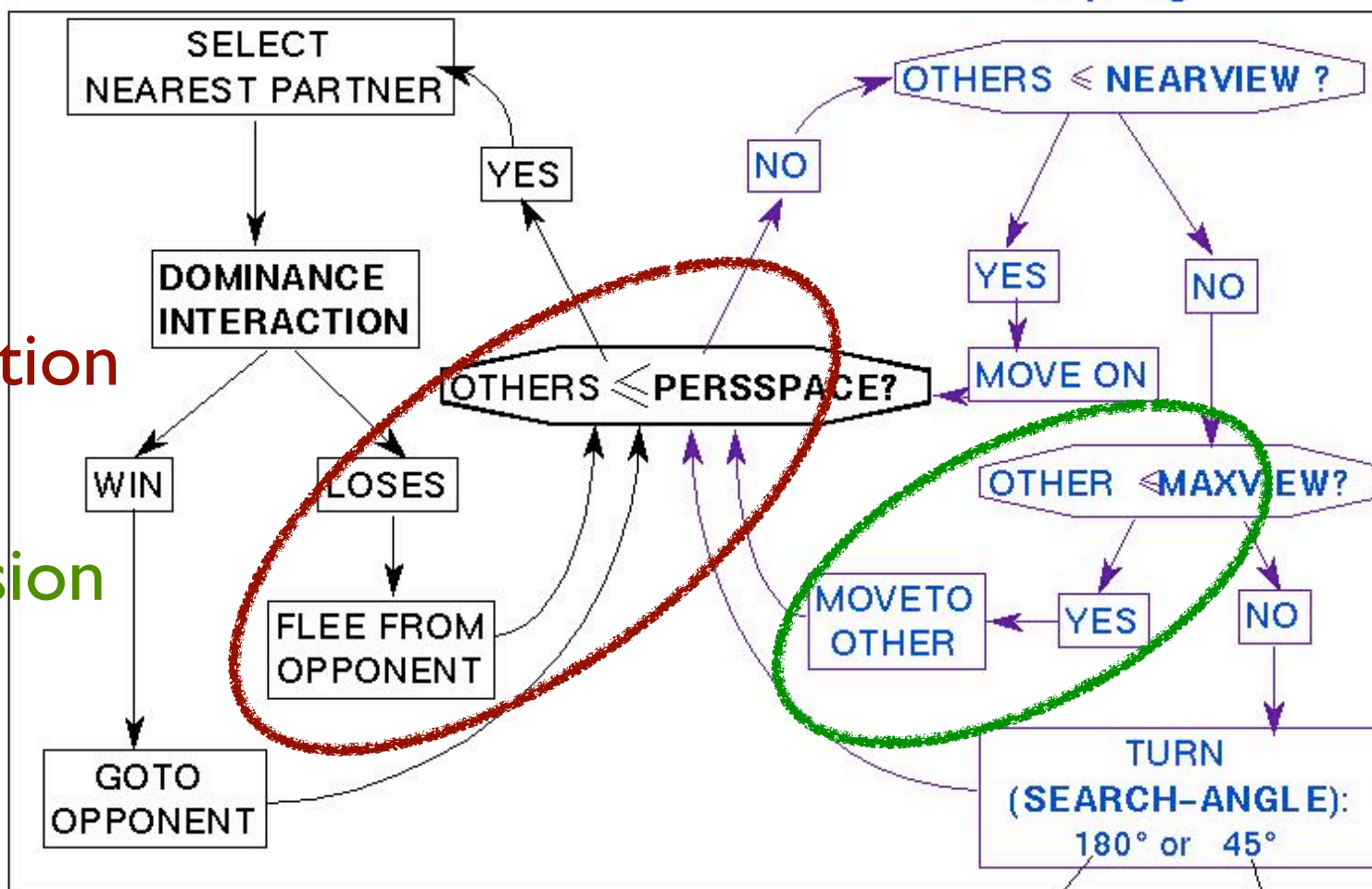
Dominance

Grouping

Separation

Cohesion

No Alignment



Grouping: Cohesive Loose

Interaction Equations

1

$$w_i = \begin{cases} 1 & \frac{Dom_i}{Dom_i + Dom_j} > \text{Random}(0, 1) \\ 0 & \text{else} \end{cases}$$

2

$$Dom_i = Dom_i + \left(w_i - \frac{Dom_i}{Dom_i + Dom_j} \right) * \text{StepDom}$$

$$Dom_j = Dom_j + \left(w_i - \frac{Dom_i}{Dom_i + Dom_j} \right) * \text{StepDom}$$

for bees!

Hogeweg & Hesper 1988

Hemelrijk 2002

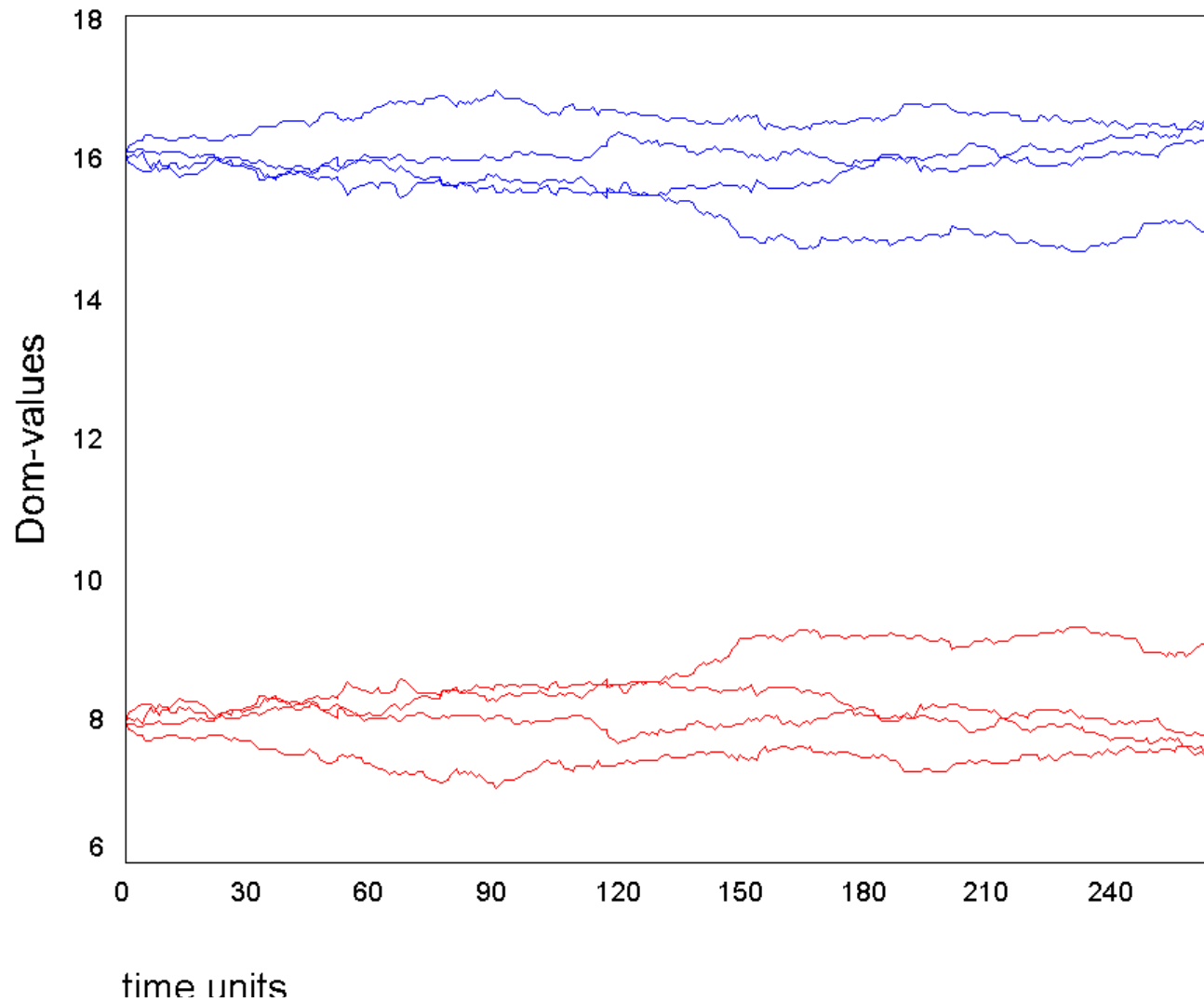
“Self-Organization and Natural Selection in the Evolution of Complex Despotic Societies”,
Biological Bulletin, **202**(3):283-288

- Difference between despotic & egalitarian only increase of aggression (**StepDom**).
- Increased tolerance of females during tumescence due only to their attractiveness.

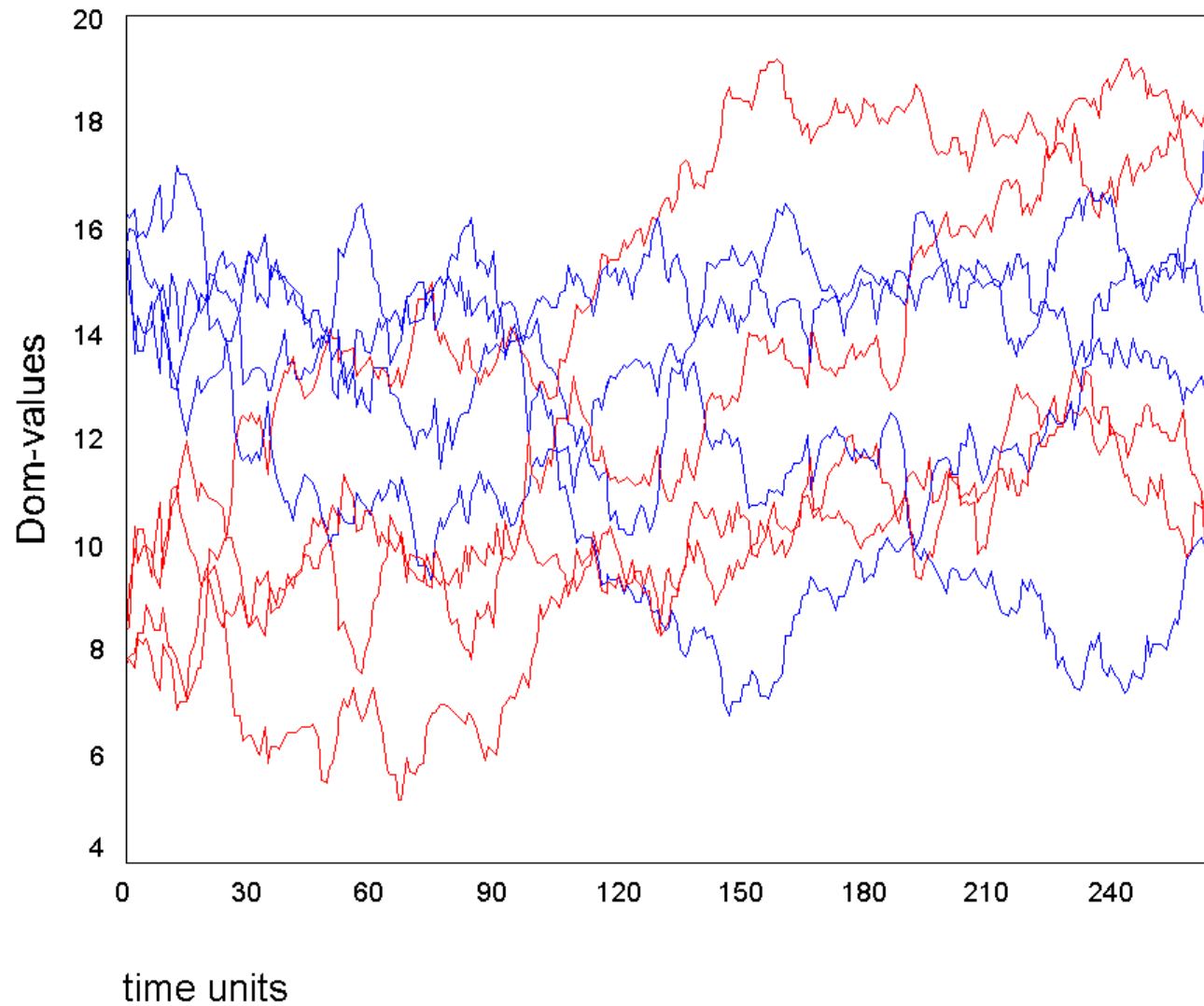
Replication

By Hagen Lehmann & Jingjing Wang

Egalitarian, Normal Dominance Rankings

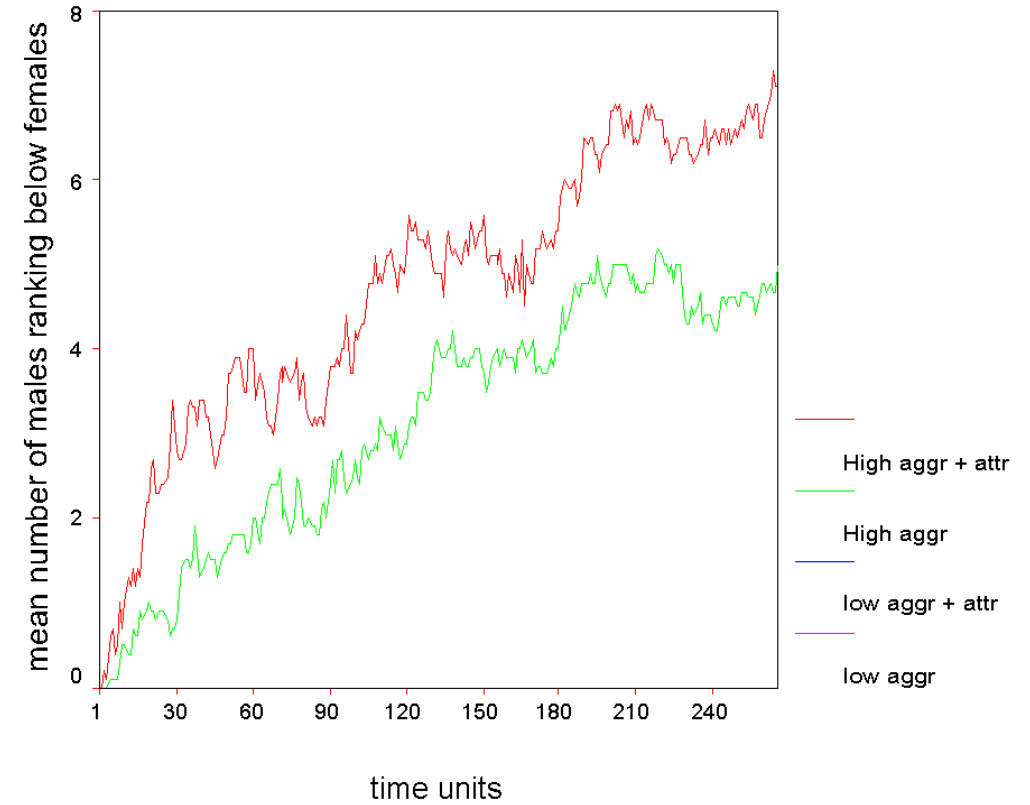
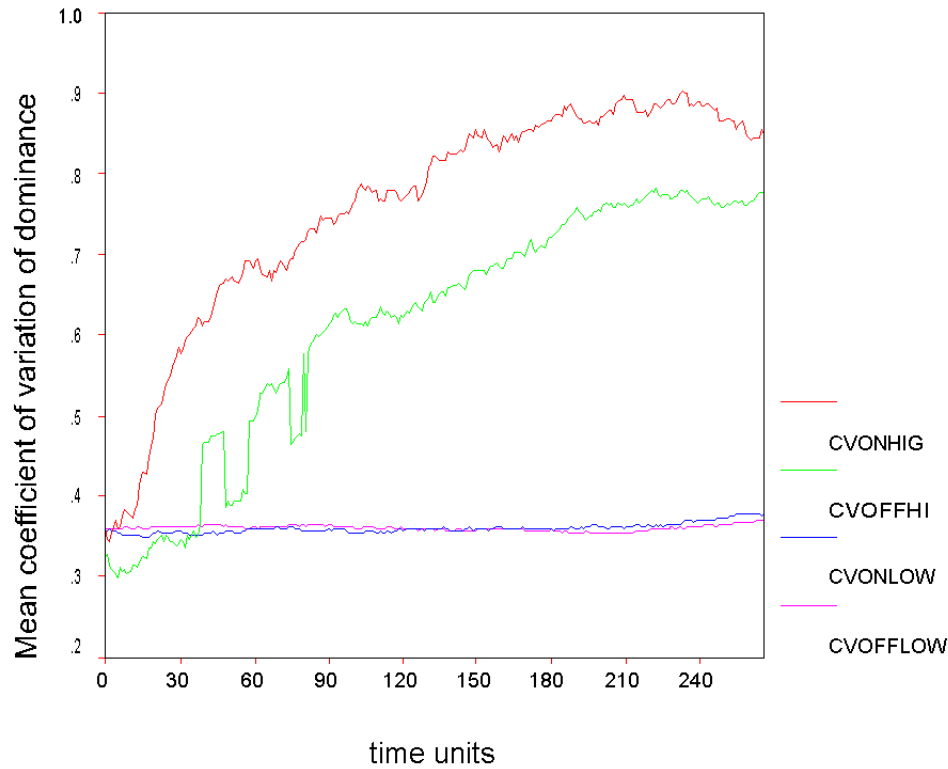


Attraction On & Aggression High (Despotic)

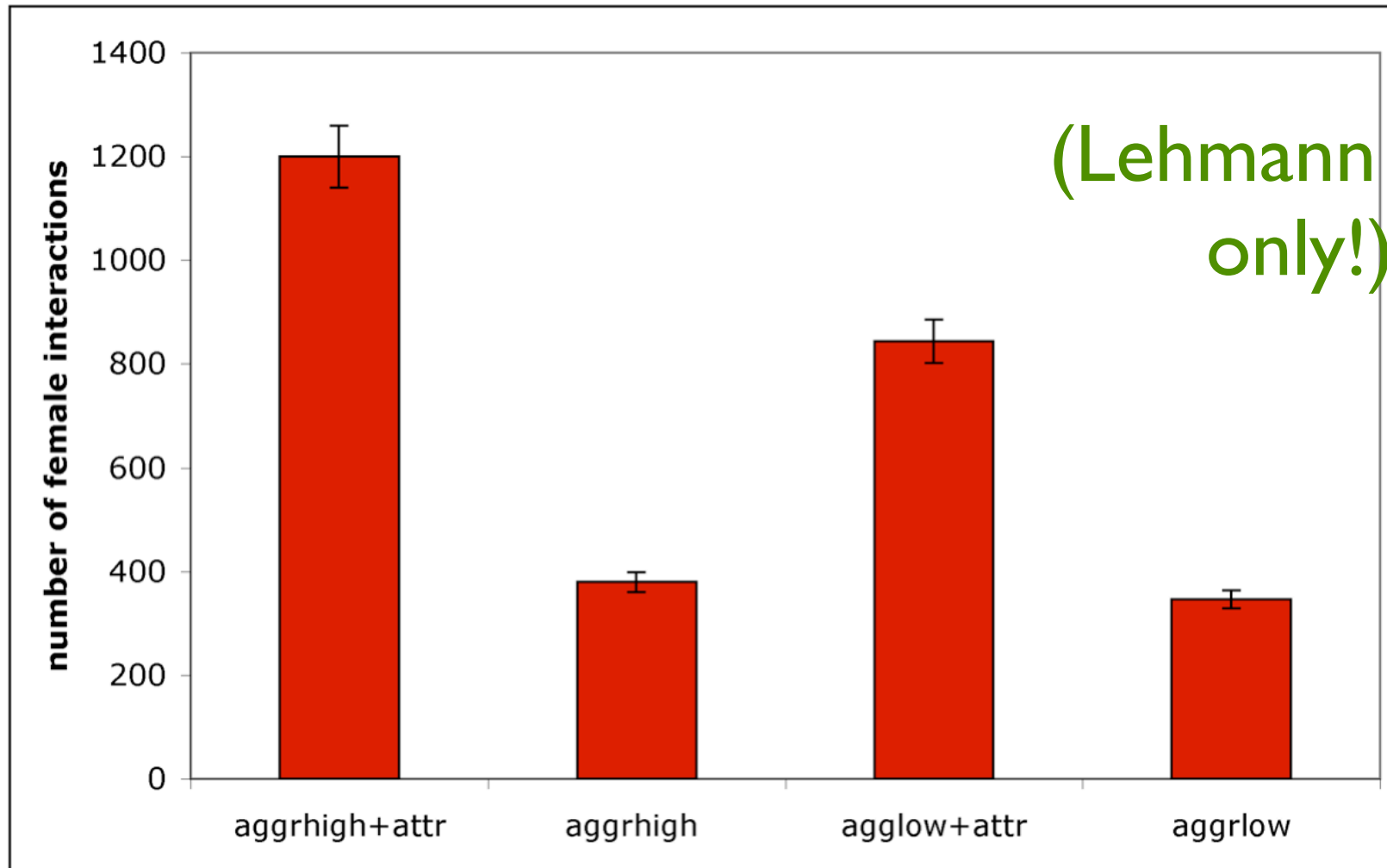


Dominance

L—coefficient of variation; R—mean # of $\sigma < \text{♀}$



Number of Female Dominance Interactions



Analysis

Analysis Methodology

- **Understand** (replicate) model.
- Find **assumptions** (implicit or explicit).
- Treat **assumptions** as **predictions**.
- **Test** predictions against data.

1. If one agent defeats another that vastly outranks it in a dominance interaction, do the two agents immediately change ranks within the troop? (Unexpected outcome results in dramatic effect, Equation 2.)
2. Does it take fewer interactions to advance rank in a 'despotic' species? (**StepDom** in Equation 2.)
3. Within species, if a fight is more violent (e.g. if blood is drawn) does it have more impact on the dominance hierarchy? (**StepDom** as 'aggression', Equation 2.)

4. Are females more likely to engage in fights when they are in tumescent? If not then this model cannot account for their increased dominance.
5. Do females only become dominant during their tumescence in **despotic** species?
6. When an animal in an **egalitarian** species is **clearly** outranked by another animal, are those two animals' interactions similar to two more nearly ranked animals in a less egalitarian species?

Science Requires Expertise



long-tailed
macaques

Teeth baring as a gesture of submission
(Bernard Thierry)

Checked Questions with Thierry

- Not enough data to check (because...)
- Ranks almost never change.
 1. If one agent defeats another that vastly outranks it in a dominance interaction, do the two agents immediately change ranks within the troop? (Unexpected outcome results in dramatic effect, Equation 2.)
 2. Does it take fewer interactions to attain rank in a 'despotic' species? (*StepDom* in Equation 2.)
 3. Within species, if a fight is more violent (e.g. if blood is drawn) does it have more impact on dominance hierarchy? (*StepDom* as 'aggression', Equation 2.)

4. Are females more likely to engage in fights when they are in tumescent? If not then this model cannot account for their increased dominance.

No!

5. Do females only become dominant during their tumescence in **despotic** species?

Probably
Not

6. When an animal in an **egalitarian** species is *clearly* outranked by another animal, are those two animals' interactions similar to two more nearly ranked animals in a less egalitarian species?

Probably
Not

Hemelrijk Replication Conclusions

- Problems with existing model:
 - Predicts too much dominance volatility.
 - Inverts observed female violence.
- A different (more complex?) model is justified.

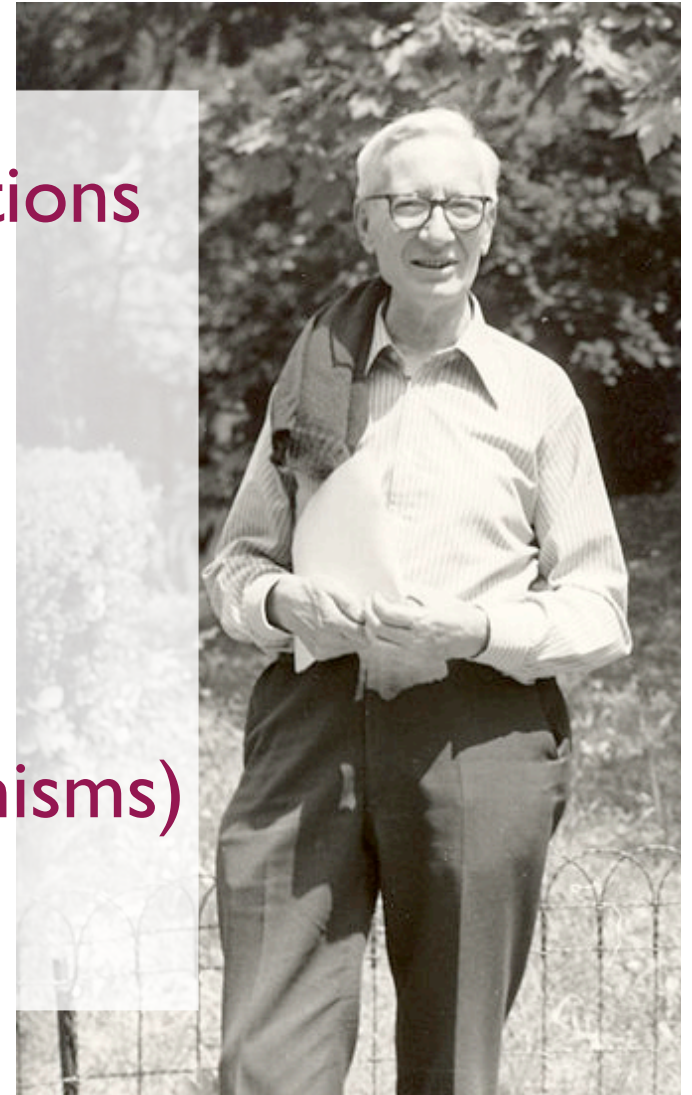
From evolution lecture...

Science as Evolution

- Evolution requires **variation**, **reproduction** and **selection**.
- **Variety of theories get taught.**
- **Theories in new experiments bare some resemblance to what got taught.**
- **Memory of scientists, peer review, & prediction success perform selection.**

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Weirdly Common Mistake

- The simplest explanation “wins”.
- But an **ultimate explanation** and a **proximate explanation** explain **different things**.
- You can have—in fact you **need** at least two “winners”.

Two More Theories...

1. Socio-Ecological Theory (van Schaik 1989)



- Soc. structure responds to environment.
- Key factor is inter-individual distance. Egalitarians further apart: better for foraging, worse for predation.

2. Phylogenetic Inertia Theory (Thierry '04)



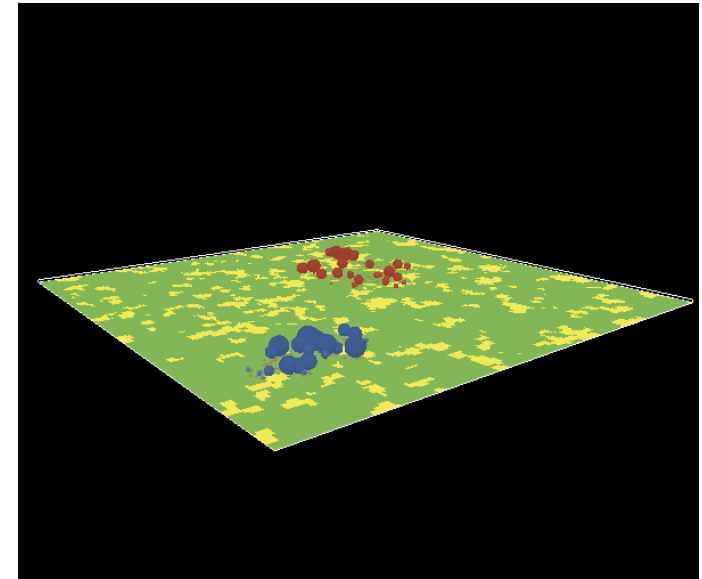
- Migration history and genetic drift.
- Despotics **observed** to be further apart.



...Unified through Simulation

- Predation pressure does select for despotism.
- More recently evolved species do seem more able to shift to this structure.
- Individuals can be more distant on average, but have a lower minimum distance.

(Lehmann, PhD 2009)



Two Hypotheses of Macaque Social Order



Winner!

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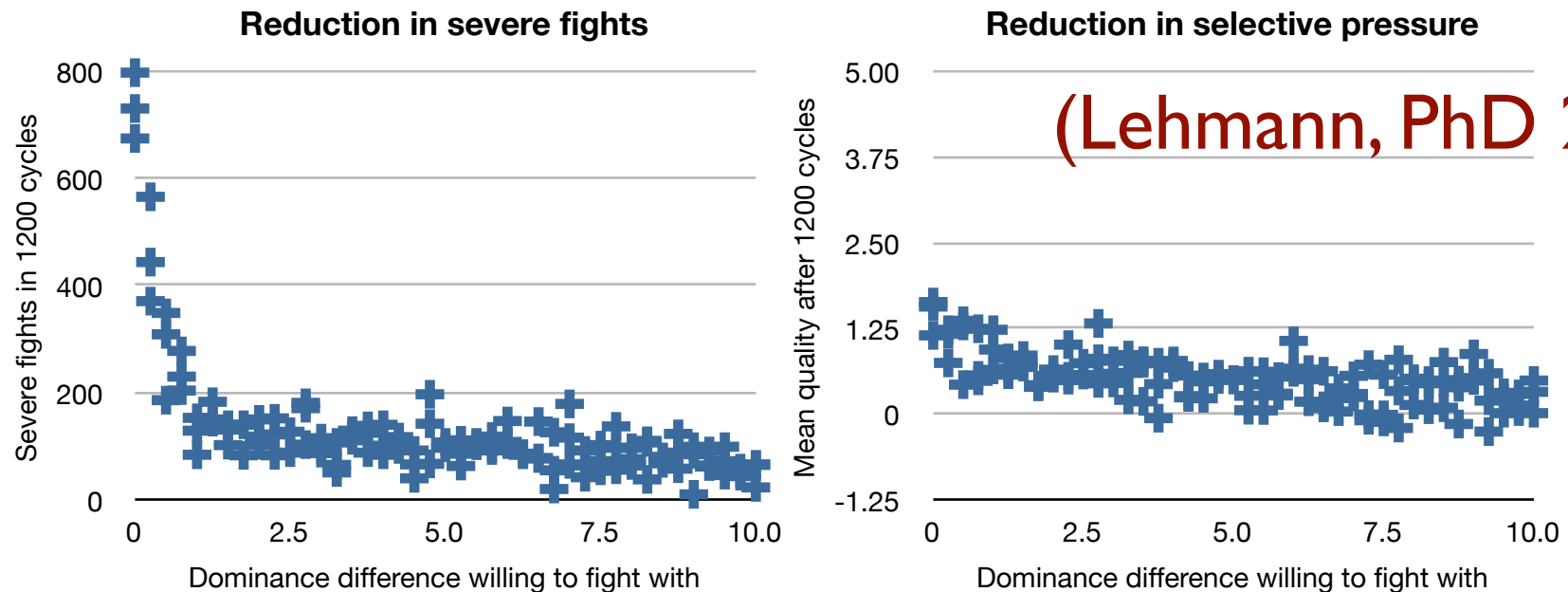
What is Status For?



Winner!

- Less resources (e.g. food) \Rightarrow more violence \Rightarrow selective pressure for social structure (**Hemelrijk** 2001, 2002+).
- Status does not indicate fitness, it's only about conflict resolution (2008).

Explanations of Dominance Ranks



1. Dominance certainly reduces conflict by establishing priority.
2. Dominance can still also increase distribution of beneficial traits (genetic or memetic).

Summary

- AI simulation is a method of doing science.
- Cannot be the sole method, must have data about the real world.
- But can be a source of evidence, lead us to better understand the plausibility and consequences of our theories.