Voting, Success, and Superstars

Last updated: 2023/08/22, 11:48:23 EDT

Principles of Complex Systems, Vols. 1, 2, & 3D CSYS/MATH 6701, 6713, & a pretend number, 2023-2024 | @pocsvox

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Outline

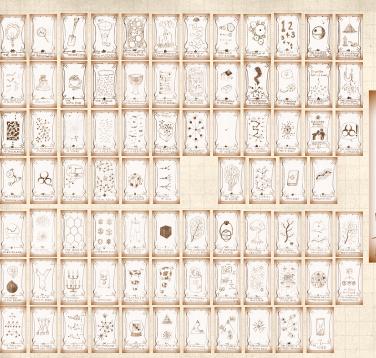
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References

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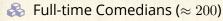
Where do superstars come from?



"The economics of superstars"

S. Rosen, Am. Econ. Rev., **71**, 845–858, 1981. ^[5]

Examples:



Soloists in Classical Music

Economic Textbooks (the usual myopic example)

🙈 Highly skewed distributions again...

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Superstars

Rosen's theory:

 $\begin{cases} \& \& \end{cases}$ Individual quality q maps to reward R(q).

 $\Re R(q)$ is 'convex' (d² $R/dq^2 > 0$).

Two reasons:

Imperfect substitution:
 A very good surgeon is worth many mediocre ones

Technology:
 Media spreads & technology reduces cost of reproduction of books, songs, etc.

🚴 Joint consumption versus public good.

No social element—success follows 'inherent quality'.

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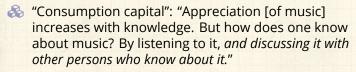


Superstars



"Stardom and Talent"

Moshe Adler, American Economic Review, **75**, 208–212, 1985. [1]



- Assumes extreme case of equal 'inherent quality'
- Argues desire for coordination in knowledge and culture leads to differential success
- Success can be purely a social construction
- (How can we measure 'inherent quality'?)

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Voting

Evidence from the web suggestions (Huberman et al.)

- 1. Easy decisions (yes/no) lead to bandwagoning
 - e.g. jyte.com
- 2. More costly evaluations lead to oppositional votes
 - e.g. amazon.com
- Self-selection: Costly voting may lower incentives for those who agree with the current assessment and increase incentives for those who disagree.

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Voting

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References

Score-based voting versus rank-based voting:



"A theory of measuring, electing, and ranking" 🗷

Balinski and Laraki, Proc. Natl. Acad. Sci., **104**, 8720–8725,

2007. [2]



Voting



"Aggregating partial, local evaluations to achieve global ranking"

Laureti, Moret, and Zhang, Physica A, **345**, 705–712, 2004. [4]

- $lap{Nodel: participants rank } n ext{ objects based on underlying quality } q$
- Assume evaluation of object i is a random variable with mean q_i
- Choose objects based on votes:

$$p_i(t) \propto v_i(t)^\alpha \text{ or } p_i(t) \propto q_i v_i(t)^\alpha.$$

- $\mbox{\&}$ If α < 1, correct quality ordering is uncovered
- \Re If $\alpha > 1$, some objects are never evaluated and mistakes are made...
- Related to Adler's approach

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Dominance hierarchies



"Individual differences versus social dynamics in the formation of animal dominance hierarchies"

Chase et al., Proc. Natl. Acad. Sci., 99, 5744-5749, 2002. [3]



The aggressive female Metriaclima zebra:





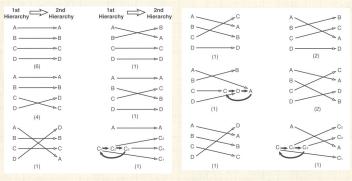
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Dominance hierarchies

Fish forget—changing of dominance hierarchies:



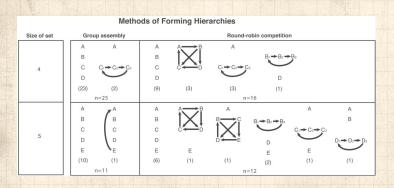
22 observations: about 3/4 of the time, hierarchy changed

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Dominance hierarchies



Group versus isolated interactions produce different hierarchies

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48 songs 30,000 participants



multiple 'worlds' Inter-world variability



How probable is the world?



Can we estimate variability?



Superstars dominate but are unpredictable. Why?



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"An experimental study of inequality and unpredictability in an artificial cultural market"

Salganik, Dodds, and Watts, Science, **311**, 854–856, 2006. [6]



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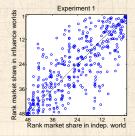
Experiment 1

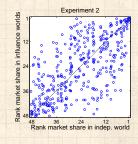


Experiments 2-4







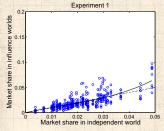


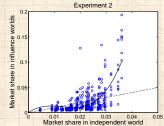
Variability in final rank.

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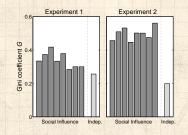


Variability in final number of downloads.

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Inequality as measured by Gini coefficient:

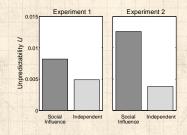
$$G = \frac{1}{(2N_{\rm S}-1)} \sum_{i=1}^{N_{\rm S}} \sum_{j=1}^{N_{\rm S}} |m_i - m_j|$$

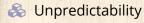
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$$U = \frac{1}{N_{\rm S} \binom{N_{\rm w}}{2}} \sum_{i=1}^{N_{\rm S}} \sum_{j=1}^{N_{\rm w}} \sum_{k=j+1}^{N_{\rm w}} |m_{i,j} - m_{i,k}|$$

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Sensible result:

Stronger social signal leads to greater following and greater inequality.

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Peculiar result:

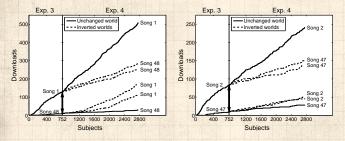
Stronger social signal leads to greater unpredictability.

Very peculiar observation:

- The most unequal distributions would suggest the greatest variation in underlying 'quality.'
- But success may be due to social construction through following. (so let's tell a story... [8, 9])



Music Lab Experiment—Sneakiness [7]



Inversion of download count

The pretend rich get richer ...

🙈 ... but at a slower rate

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- [2] M. Balinski and R. Laraki. A theory of measuring, electing, and ranking. Proc. Natl. Acad. Sci., 104(21):8720–8725, 2007. pdf
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- [8] C. R. Sunstein. Infotopia: How many minds produce knowledge. Oxford University Press, New York, 2006.
- [9] N. N. Taleb.

 The Black Swan.

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