## Voting, Success, and Superstars

Last updated: 2022/08/28, 03:24:52 EDT

Principles of Complex Systems, Vols. 1, 2, & 3D CSYS/MATH 300, 303, & 394, 2022-2023 | @pocsvox

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#### Outline

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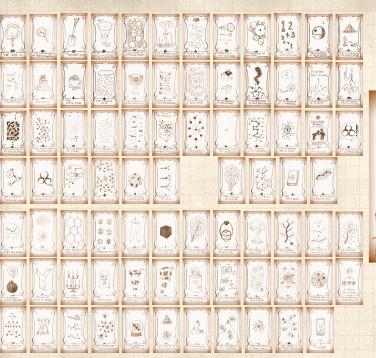
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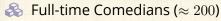
# Where do superstars come from?



"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

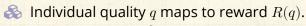
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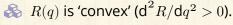
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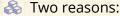
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#### Rosen's theory:



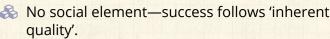




1. Imperfect substitution: A very good surgeon is worth many mediocre ones

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

Joint consumption versus public good.





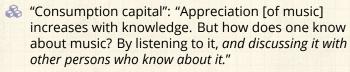


# **Superstars**



"Stardom and Talent"

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



- 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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#### 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.







# Voting

# 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]

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# 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:

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

- $\ensuremath{\&}$  If  $\alpha < 1$ , 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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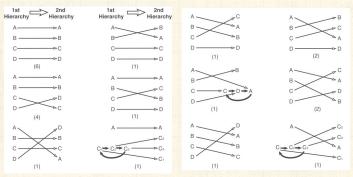






#### Dominance hierarchies

Fish forget—changing of dominance hierarchies:



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

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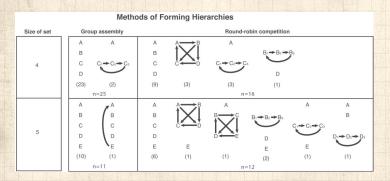
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#### Dominance hierarchies



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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#### Experiments 2-4

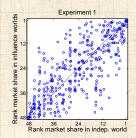


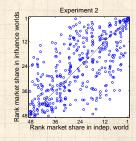












Variability in final rank.

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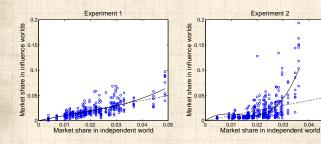
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Variability in final number of downloads.

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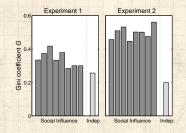
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0.05









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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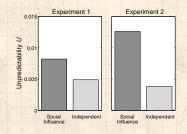
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#### Unpredictability

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

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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.'

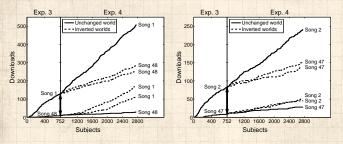


But success may be due to social construction through following. (so let's tell a story... [8, 9])





# Music Lab Experiment—Sneakiness [7]





Inversion of download count



The pretend rich get richer ...



& ... but at a slower rate

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- [6] M. J. Salganik, P. S. Dodds, and D. J. Watts. An experimental study of inequality and unpredictability in an artificial cultural market. Science, 311:854-856, 2006. pdf







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Social Psychology Quarterl, 71:338-355, 2008. pdf

- [8] C. R. Sunstein. Infotopia: How many minds produce knowledge. Oxford University Press, New York, 2006.
- [9] N. N. Taleb. The Black Swan. Random House, New York, 2007.





