## Voting, Success, and Superstars

Last updated: 2024/12/02, 17:59:56 EST

Principles of Complex Systems, Vols. 1, 2, & 3D CSYS/MATH 6701, 6713, & a pretend number, 2024-2025

#### Prof. Peter Sheridan Dodds

Computational Story Lab | Vermont Complex Systems Center Santa Fe Institute | University of Vermont

























Licensed under the Creative Commons Attribution 4.0 International

The PoCSverse Voting, Success, and Superstars 1 of 28

Winning: it's not for



## These slides are brought to you by:



The PoCSverse Voting, Success, and Superstars 2 of 28

Winning: it's not for everyone

Superstar



# These slides are also brought to you by:

Special Guest Executive Producer



On Instagram at pratchett\_the\_cat

The PoCSverse Voting, Success, and Superstars 3 of 28

Winning: it's not for everyone

Superstar



## Outline

Winning: it's not for everyone Superstars Musiclab

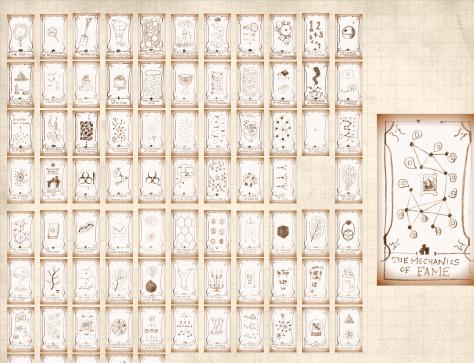
References

The PoCSverse Voting, Success, and Superstars 4 of 28

Winning: it's not for everyone

Musiclab





# Where do superstars come from?



"The economics of superstars"

S. Rosen, Am. Econ. Rev., **71**, 845–858, 1981. <sup>[5]</sup>

### Examples:

 $\Leftrightarrow$  Full-time Comedians ( $\approx 200$ )

Soloists in Classical Music

& Economic Textbooks (the usual myopic example)

🙈 Highly skewed distributions again...

The PoCSverse Voting, Success, and Superstars 7 of 28

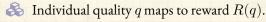
Winning: it's not for everyone

Superstars Musiclab



# Superstars

### Rosen's theory:



 $\Re R(q)$  is 'convex' ( $\mathrm{d}^2 R/\mathrm{d}q^2 > 0$ ).

Two reasons:

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

2. Technology:

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

Soint consumption versus public good.

No social element—success follows 'inherent quality'.

The PoCSverse Voting, Success, and Superstars 8 of 28

Winning: it's not for everyone

Musiclab

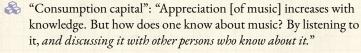


# Superstars



"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'?)

The PoCSverse Voting, Success, and Superstars 9 of 28

Winning: it's not for everyone

Superstars Musiclab



# 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.

The PoCSverse Voting, Success, and Superstars 10 of 28

Winning: it's not for everyone

Musiclab



# Voting

Voting, Success, and Superstars 11 of 28 Winning: it's not for

The PoCSverse

Winning: it's not for everyone

Superstars Musiclab

References

## Score-based voting versus rank-based voting:



"A theory of measuring, electing, and ranking"  $\square$ 

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. <sup>[4]</sup>

- $\begin{tabular}{l} \& & \end{tabular}$  Model: participants rank n objects based on underlying quality q
- Assume evaluation of object i is a random variable with mean  $q_i$
- & Choose objects based on votes:

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

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

The PoCSverse Voting, Success, and Superstars 12 of 28

Winning: it's not for everyone

Superstars



#### 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:







The PoCSverse

Superstars

References

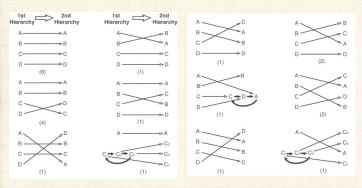
Voting, Success, and Superstars 13 of 28 Winning: it's not for



Pecking orders for fish...

#### Dominance hierarchies

## Fish forget—changing of dominance hierarchies:



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

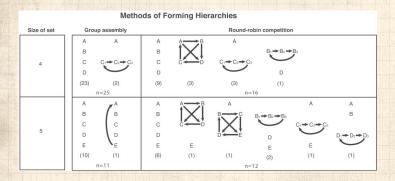
The PoCSverse Voting, Success, and Superstars 14 of 28

Winning: it's not for

Superstars



#### Dominance hierarchies



🙈 Group versus isolated interactions produce different hierarchies

The PoCSverse Voting, Success, and Superstars 15 of 28

Winning: it's not for everyone

Superstars





48 songs 30,000 participants

How probable is the world?

Can we estimate variability?

Superstars dominate but are unpredictable. Why?



multiple 'worlds' Inter-world variability The PoCSverse Voting, Success, and Superstars 17 of 28

Winning: it's not for everyone

Musiclab







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

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





The PoCSverse Voting, Success, and Superstars 19 of 28

Winning: it's not for everyone

Musiclab

References

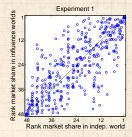
## Experiment 1

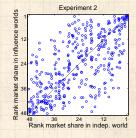


#### Experiments 2-4









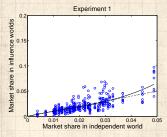
Variability in final rank.

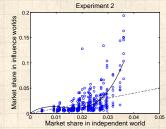
The PoCSverse Voting, Success, and Superstars 20 of 28

Winning: it's not for everyone

Musiclab









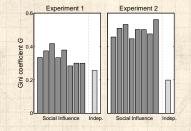
Variability in final number of downloads.

The PoCSverse Voting, Success, and Superstars 21 of 28

Winning: it's not for everyone

Musiclab







Inequality as measured by Gini coefficient:

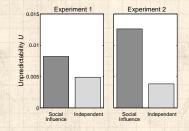
$$G = \frac{1}{(2N_{\rm s}-1)} \sum_{i=1}^{N_{\rm s}} \sum_{j=1}^{N_{\rm s}} |m_i - m_j|$$

The PoCSverse Voting, Success, and Superstars 22. of 28

Winning: it's not for

Musiclab







## Unpredictability

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

The PoCSverse Voting, Success, and Superstars 23 of 28

Winning: it's not for

Musiclab



#### Sensible result:



Stronger social signal leads to greater following and greater inequality.

#### 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])

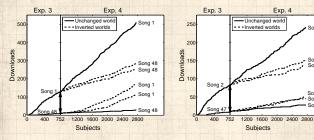
The PoCSverse Voting, Success, and Superstars 24 of 28

Winning: it's not for

Musiclab



# Music Lab Experiment—Sneakiness [7]



Inversion of download count

The pretend rich get richer ...

🙈 ... but at a slower rate

The PoCSverse Voting, Success, and Superstars 25 of 28

Winning: it's not for everyone

Superstar

Reference

Song 2



## References I

[1] M. Adler. Stardom and talent.

American Economic Review, pages 208–212, 1985. pdf

[2] M. Balinski and R. Laraki. A theory of measuring, electing, and ranking. Proc. Natl. Acad. Sci., 104(21):8720–8725, 2007. pdf

[3] I. D. Chase, C. Tovey, D. Spangler-Martin, and M. Manfredonia. Individual differences versus social dynamics in the formation of animal dominance hierarchies.
Proc. Natl. Acad. Sci., 29(8):5744, 5749, 2002, pdf.

Proc. Natl. Acad. Sci., 99(8):5744-5749, 2002. pdf

[4] P. Laureti, L. Moret, and Y.-C. Zhang. Aggregating partial, local evaluations to achieve global ranking. Physica A, 345(3–4):705–712, 2004. pdf The PoCSverse Voting, Success, and Superstars 26 of 28

Winning: it's not for everyone

Superstars



### References II

[5] S. Rosen.
The economics of superstars.
Am. Econ. Rev., 71:845–858, 1981. pdf

[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

[7] M. J. Salganik and D. J. Watts. Leading the herd astray: An experimental study of self-fulfilling prophecies in an artificial cultural market. <u>Social Psychology Quarterl</u>, 71:338–355, 2008. pdf

[8] C. R. Sunstein.
Infotopia: How many minds produce knowledge.
Oxford University Press, New York, 2006.

The PoCSverse Voting, Success, and Superstars 27 of 28

Winning: it's not for everyone

Superstars



### References III

The PoCSverse Voting, Success, and Superstars 28 of 28

Winning: it's not for everyone

Superstars

References

[9] N. N. Taleb.The Black Swan.Random House, New York, 2007.

