

Voting, Success, and Superstars

Last updated: 2023/08/22, 11:48:21 EDT

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

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Winning: it's not
for everyone
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Superstars

Rosen's theory:

- Individual quality q maps to reward $R(q)$.
- $R(q)$ is 'convex' ($d^2R/dq^2 > 0$).
- 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'.

Outline

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Superstars



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

- "Consumption capital": "Appreciation [of music] increases with knowledge. But how does one know about music? By listening to it, *and discussing it with other persons who know about it.*"
- 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

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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Where do superstars come from?



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

Examples:

- Full-time Comedians (\approx 200)
- Soloists in Classical Music
- Economic Textbooks (the usual myopic example)
- Highly skewed distributions again...

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Voting

Evidence from the web suggestions (Huberman et al.)

- Easy decisions (yes/no) lead to bandwagoning
e.g. jyte.com
 - 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



"Aggregating partial, local evaluations to achieve global ranking"
Laureti, Moret, and Zhang,
Physica A, **345**, 705–712, 2004. [4]

- 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:

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

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

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 *Metriaclicma zebra*:

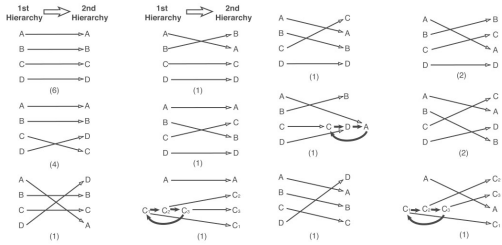


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Dominance hierarchies

Fish forget—changing of dominance hierarchies:



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

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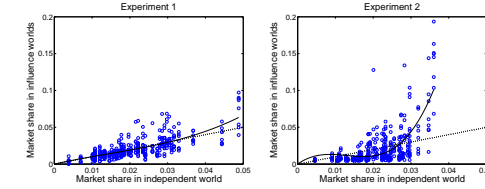
Music Lab Experiment



"An experimental study of inequality and unpredictability in an artificial cultural market"
 Salganik, Dodds, and Watts, Science, 311, 854–856, 2006. [6]

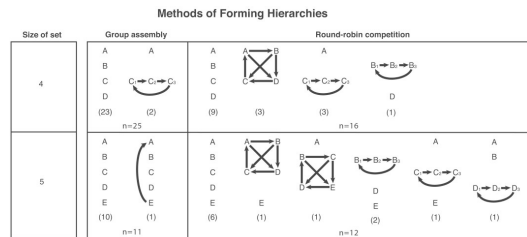
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Variability in final number of downloads.

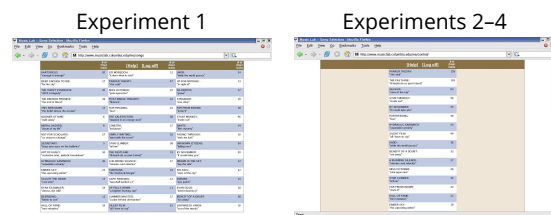
Dominance hierarchies



Group versus isolated interactions produce different hierarchies

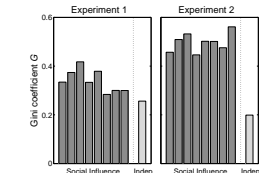
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Inequality as measured by Gini coefficient:

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

Music Lab Experiment



48 songs
 30,000 participants

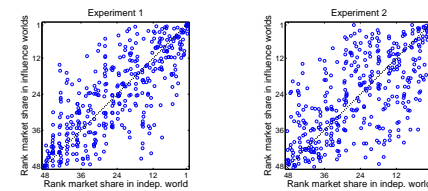


multiple 'worlds'
 Inter-world variability

- How probable is the world?
- Can we estimate variability?
- Superstars dominate but are unpredictable. Why?

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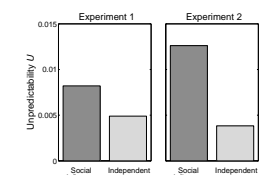
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Variability in final rank.

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Unpredictability

$$U = \frac{1}{N_s \binom{N_w}{2}} \sum_{i=1}^{N_s} \sum_{j=1}^{N_w} \sum_{k=j+1}^{N_w} |m_{i,j} - m_{i,k}|$$

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Music Lab Experiment

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])

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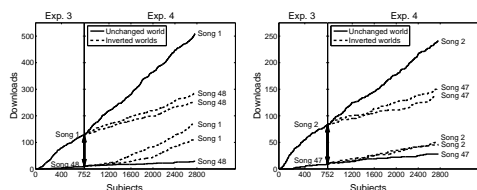
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[Social Psychology Quarterly](#), 71:338–355, 2008. [pdf](#)
- [8] C. R. Sunstein.
[Infotopia: How many minds produce knowledge](#).
Oxford University Press, New York, 2006.
- [9] N. N. Taleb.
[The Black Swan](#).
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Music Lab Experiment—Sneakiness [7]



- Inversion of download count
- The pretend rich get richer ...
- ... but at a slower rate

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