



On the evolution of reciprocal cooperation

Jean-Baptiste André

Ecologie & Evolution - CNRS - ENS, Paris, France

*Biodiversity and Environment: Viability and Dynamic Games Perspectives
Montreal, November 4-8, 2013*



On the non-evolution of reciprocal cooperation

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Humans do cooperate



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Biodiversity and Environment: Viability and
Dynamic Games Perspectives
November 4-8, 2013



Level of *organization*

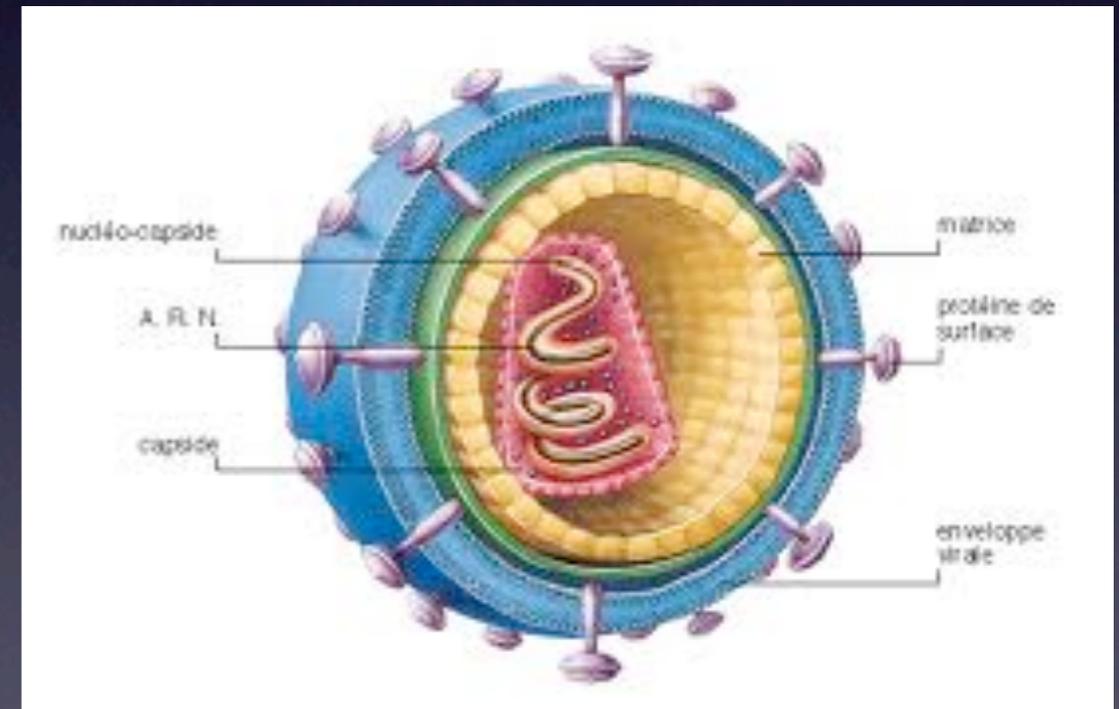
- People act so as to guarantee that the whole *group* functions efficiently
- The *group*, not the individual, is the right level of *organization*

The usual debate

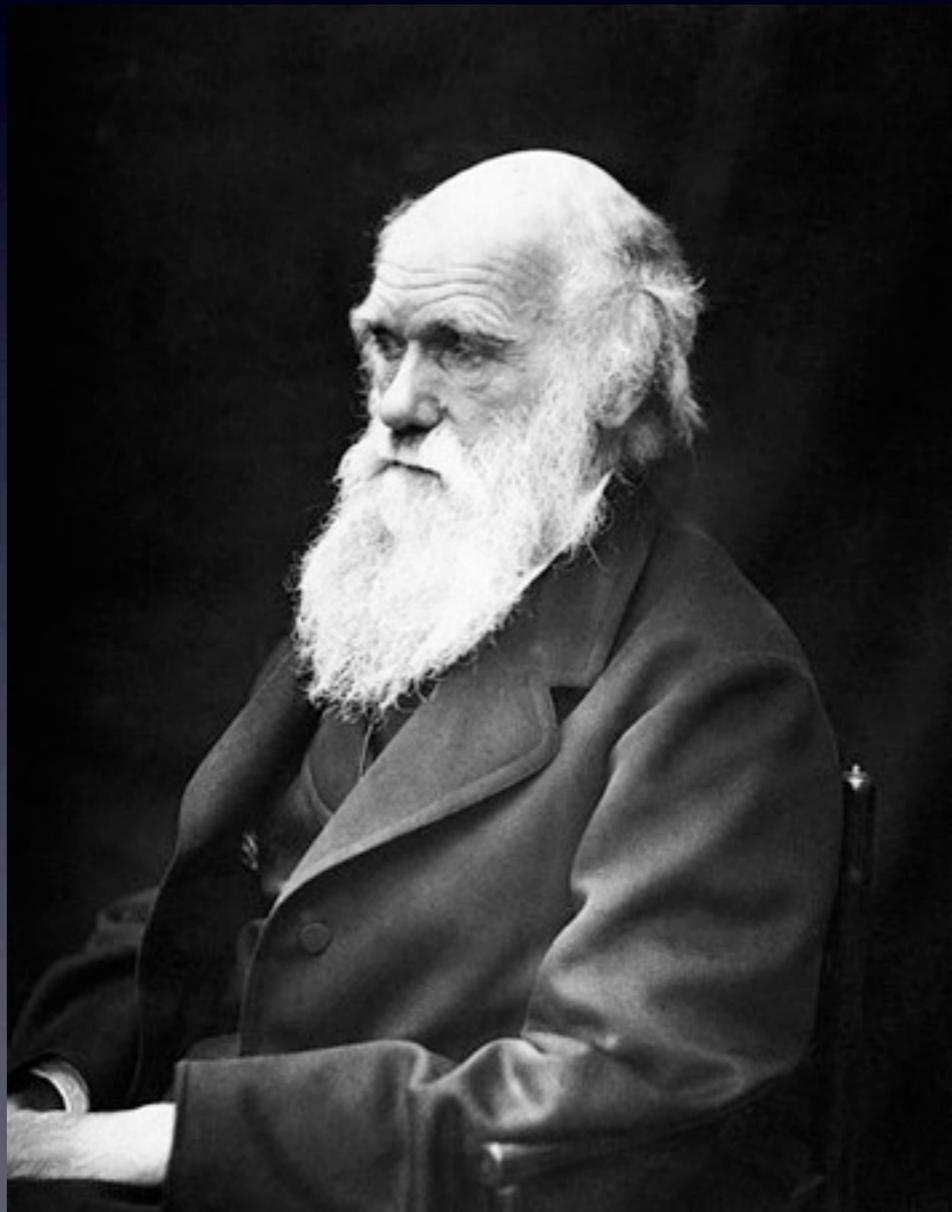
- Are humans altruists or mutualists?
Do people *really* sacrifice themselves for the group?
- If human cooperation is mutualistic, then its existence is trivial for evolutionary biologists, as everyone benefits
- This debate misses a key point

The origin of organization

Where does functional *organization* come from?
(in a world without final causes)



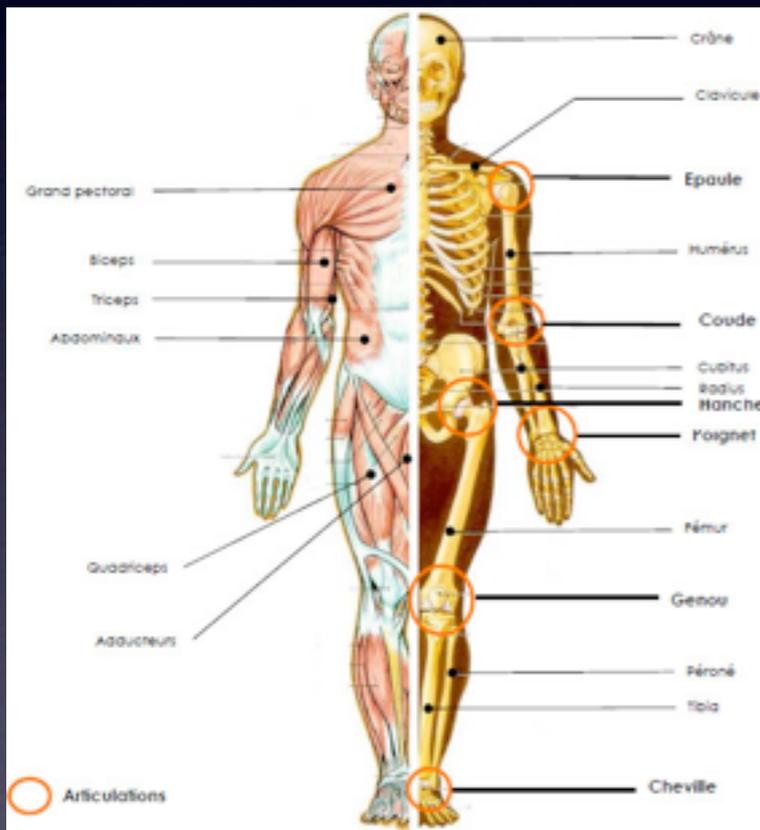
The origin of organization



Functional organization
comes from *natural selection*

Natural selection
acts on « *replicators* »

What about large scale organization?



Major transitions

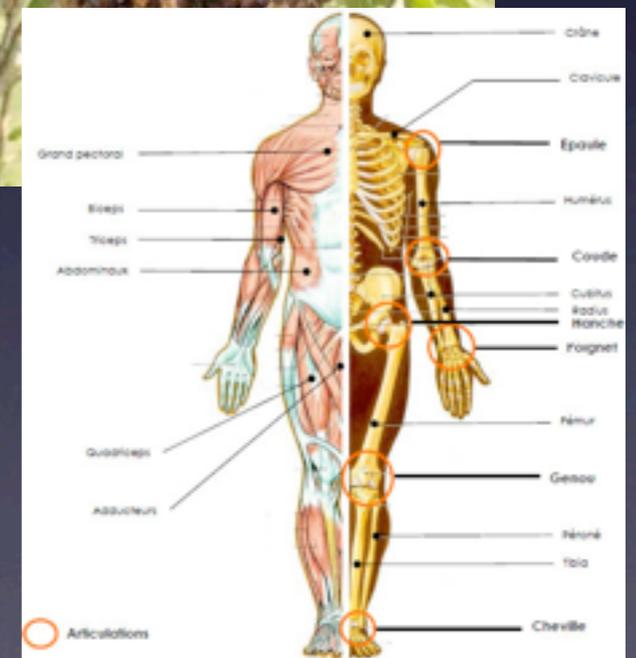
Maynard-Smith and Szathmary 1995

Kin selection

Individuals interact with genetically related partners

Natural selection acts on the group

Queller (1997) calls this a *fraternal* transition

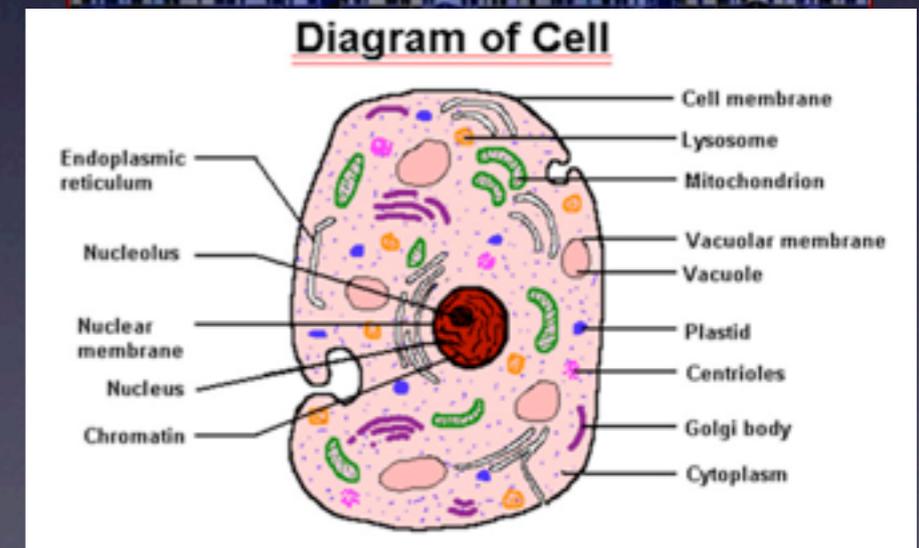


Common interest

Individuals have their fate linked
(e.g. by co-transmission and/or fair
meiosis)

Individual properties become
group properties, hence
natural selection acts on the group

Queller (1997) calls this
an *egalitarian* transition



Level of selection

- In either case, the *level of organization* is scaled up because the *level of selection* is also scaled up
- The new *level of selection* comes as a result of a new *level of heritability*

(mistaken) Application to the human case

- Human groups have functional features
- Natural selection must have acted *on groups* to shape these features
- *Culture* must play a key role because only cultural traits can be heritable at the group level

Reciprocity is an alternative

Cooperation in individual A
causes cooperation in individual B

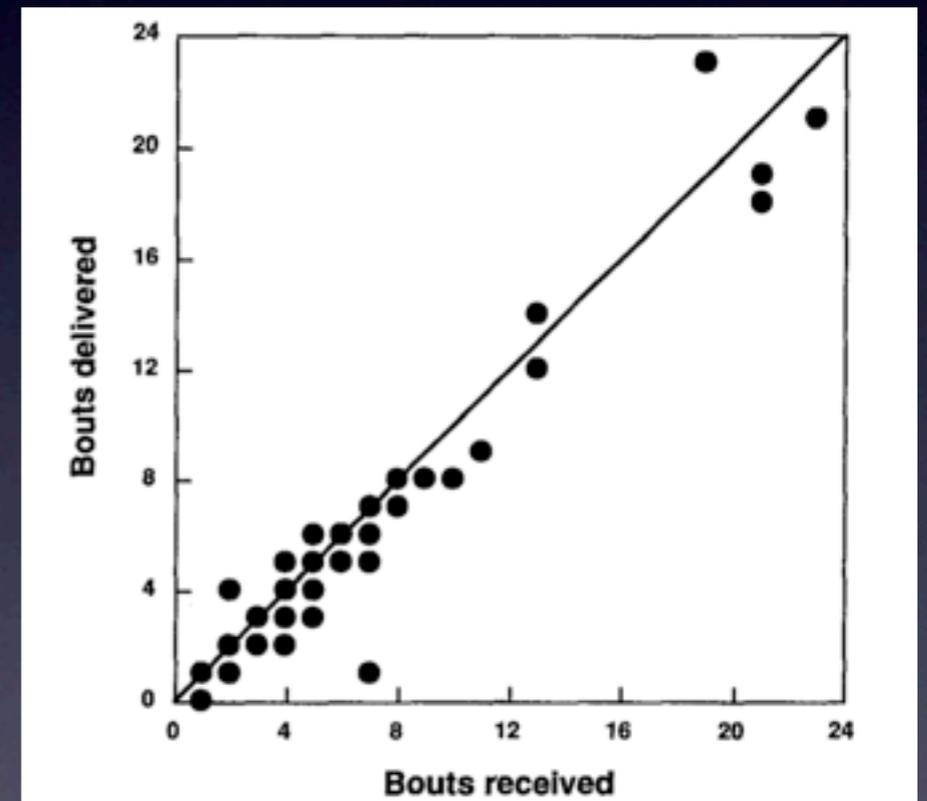


Trivers 1971; Axelrod and Hamilton 1981; etc.

Reciprocity *sensu lato*

- *Direct reciprocity:*
back and forth exchanges between A and B
- *Indirect reciprocity and partner choice:*
A helps B and receives benefits from C in return
- *Punishment:*
A helps B and avoids being punished by C

Examples



Hart & Hart 1992

Examples



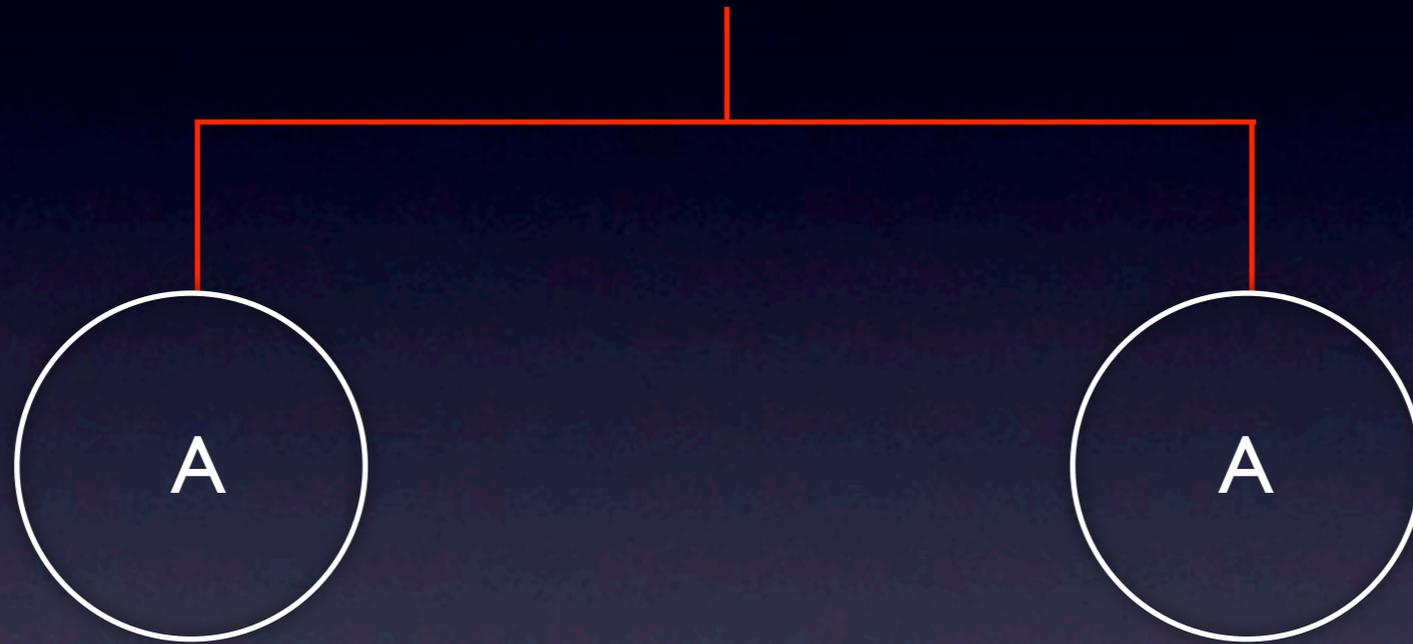
Gurven 2004



Alvard and Nolin 2002

see also e.g. Barclay and Willer 2007 ; etc.

The fraternal transition



Cooperation is made adaptive
by *genetic relatedness*

The egalitarian transition



Cooperation is made adaptive
by objective common interest

The egalitarian transition



Cooperation is made adaptive
by *objective common interest*



The liberal transition



Cooperation is made adaptive
by *individuals themselves*



and yet...

Reciprocity is rare

- Reciprocal exchanges are seldom observed outside humans
- Each purported example is subject to controversy

Connor 1986 ; Hammerstein 2003 ; West et al. 2007
Bergmuller et al. 2007 ; Clutton-Brock, 2009 ; Leimar & Hammerstein 2010 ; etc.

Reciprocity is *extremely* rare

Genes in a genome,
cells in a body,
ants in a colony,
act in a coordinated fashion for a
common benefit

because they are genetically related
or have a common interest



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Reciprocity is *extremely* rare

In principle, with reciprocity,
all individuals on earth could
be cooperating together
in a similar fashion

but they generally don't



Connor 1986 ; Hammerstein 2003 ; West et al. 2007
Bergmuller et al. 2007 ; Clutton-Brock, 2009 ; Leimar & Hammerstein 2010 ; etc.

Three questions

- Why is reciprocity so rare outside humans?
- Why is it sometimes present?
- Why is it so developed in humans?

Three questions

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A matter of cognitive complexity?

« cognitive limitations such as temporal discounting, numerical discrimination and memory make reciprocity difficult for animals »

Stevens & Hauser 2005

see also Hammerstein 2003

A matter of cognitive complexity?

896543326678
+543378876 = ?



Neutral



Anger



Disgust



Fear

A matter of cognitive complexity?

The complexity argument entails a confusion
between proximate and ultimate causes

896543326678
+543378876 = ?



Neutral



Anger



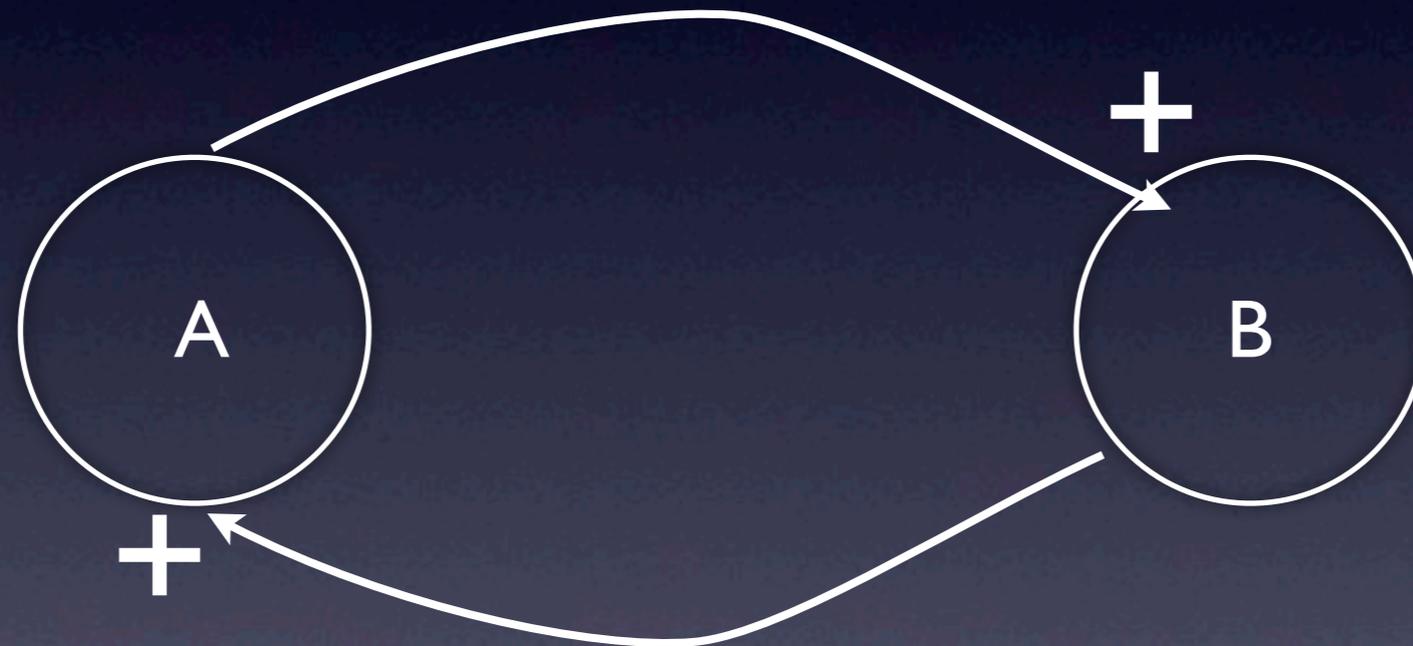
Disgust



Fear

Hypothesis:

The problem is that
reciprocity is *circular*



A's cooperation
is adaptive because it triggers
B's cooperation

B's cooperation
is adaptive because it triggers
A's cooperation

Circularity is a problem for *evolution*

- Being a reciprocator is adaptive when others are reciprocators, *i.e. reciprocity is an adaptation to itself*
- Reciprocity may be evolutionarily *stable*, but how can it evolve?

Why does reciprocity evolve in many models?

- Most models follow an (implicit) facilitating assumption
- With more natural assumptions, reciprocity is very unlikely to evolve

Usual models

individuals are characterized by two traits:

- γ_c : cooperative tendency after cooperation
- γ_d : cooperative tendency after defection

$\gamma_d \backslash \gamma_c$	γ_c	0	1
0		AIID 	TFT
1		Perv.	AIIC

→ a *single mutation** transforms a defector into a reciprocator

e.g. Nowak and Sigmund 1992; etc.

The analysis

- Evolution follows a Moran process, i.e. every time step one individual dies and is replaced by the offspring of another (with a probability proportional to fitness)
- The population is characterized by the number of individuals playing each of the four strategies.
- Evolution is a markov process in the 4-simplex

The analysis

- The mutation rate is assumed to be very small, hence the population is almost always in a homogeneous state
- Evolution is a markov process on the vertices of the 4-simplex

The analysis

Transition probability from state s_1 to state s_2 :

$$u_{12} \times p_{12}$$

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probability of mutation from strategy s_1 to strategy s_2

The analysis

Transition probability from state s_1 to state s_2 :

$$u_{12} \times p_{12}$$

probability of mutation from strategy s_1 to strategy s_2

probability of fixation of a single mutant playing strategy s_2
in a population of $N-1$ individuals playing s_1

$$p_{12} = \frac{1}{1 + \sum_{k=1}^{N-1} \prod_{n=1}^k \frac{F(s_1, s_2, N-n)}{F(s_2, s_1, n)}}$$

The analysis

$\gamma_d \backslash \gamma_c$	0	1
0	AIID	TFT
1	Perv.	AIIC

The diagram illustrates a cycle of four strategies based on the parameters γ_c and γ_d . The strategies are arranged in a 2x2 grid:

- Top-left (0, 0): AIID
- Top-right (0, 1): TFT
- Bottom-left (1, 0): Perv.
- Bottom-right (1, 1): AIIC

Arrows indicate a clockwise cycle between these strategies: AIID → TFT → AIIC → Perv. → AIID.

The analysis

$\gamma_d \backslash \gamma_c$	0	1
0	AIID	TFT
1	Perv.	AIIC

The analysis

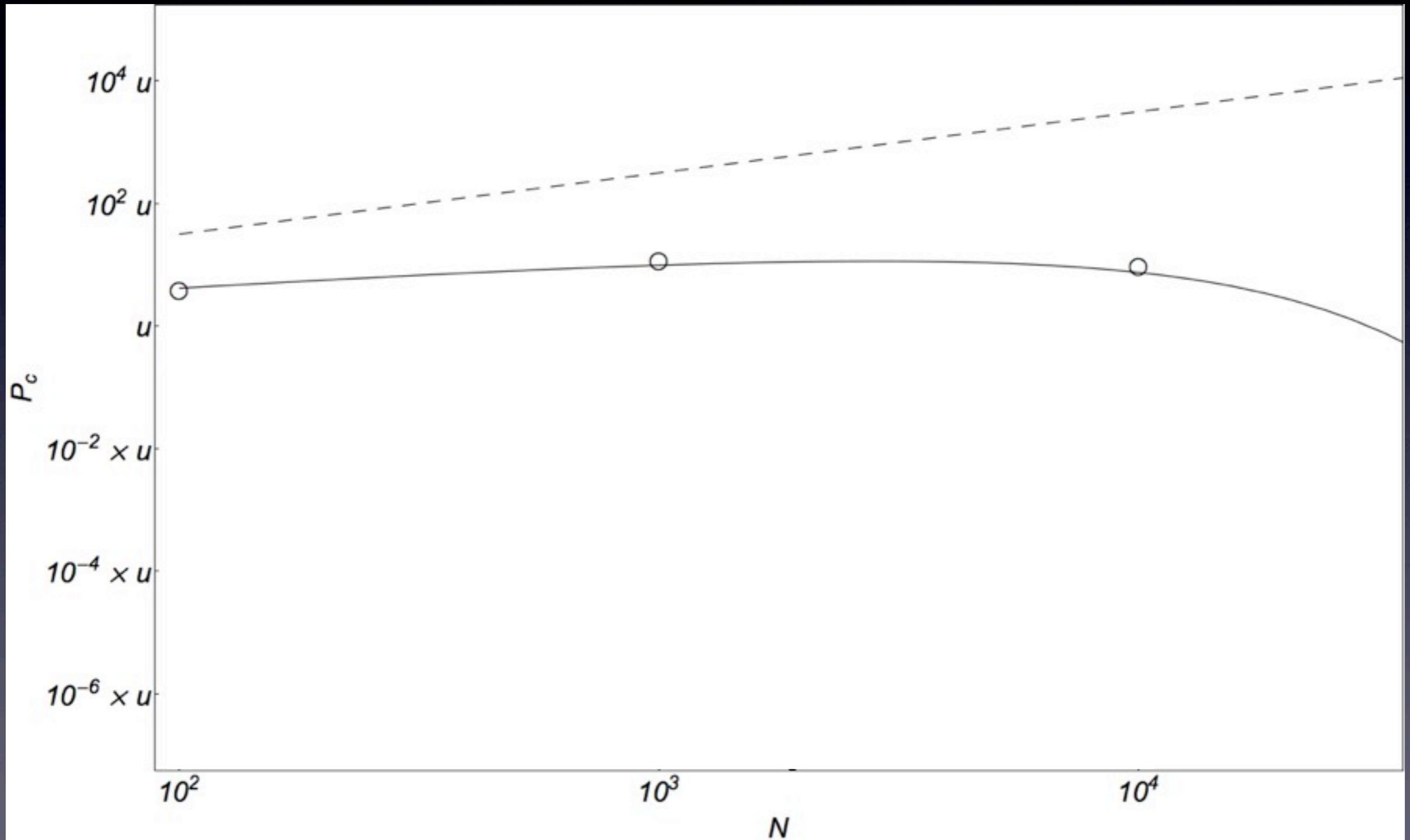
$\gamma_d \backslash \gamma_c$	0	1
0	AIID	TFT
1	Perv.	AIIC

How long to reach AIIC for the first time?

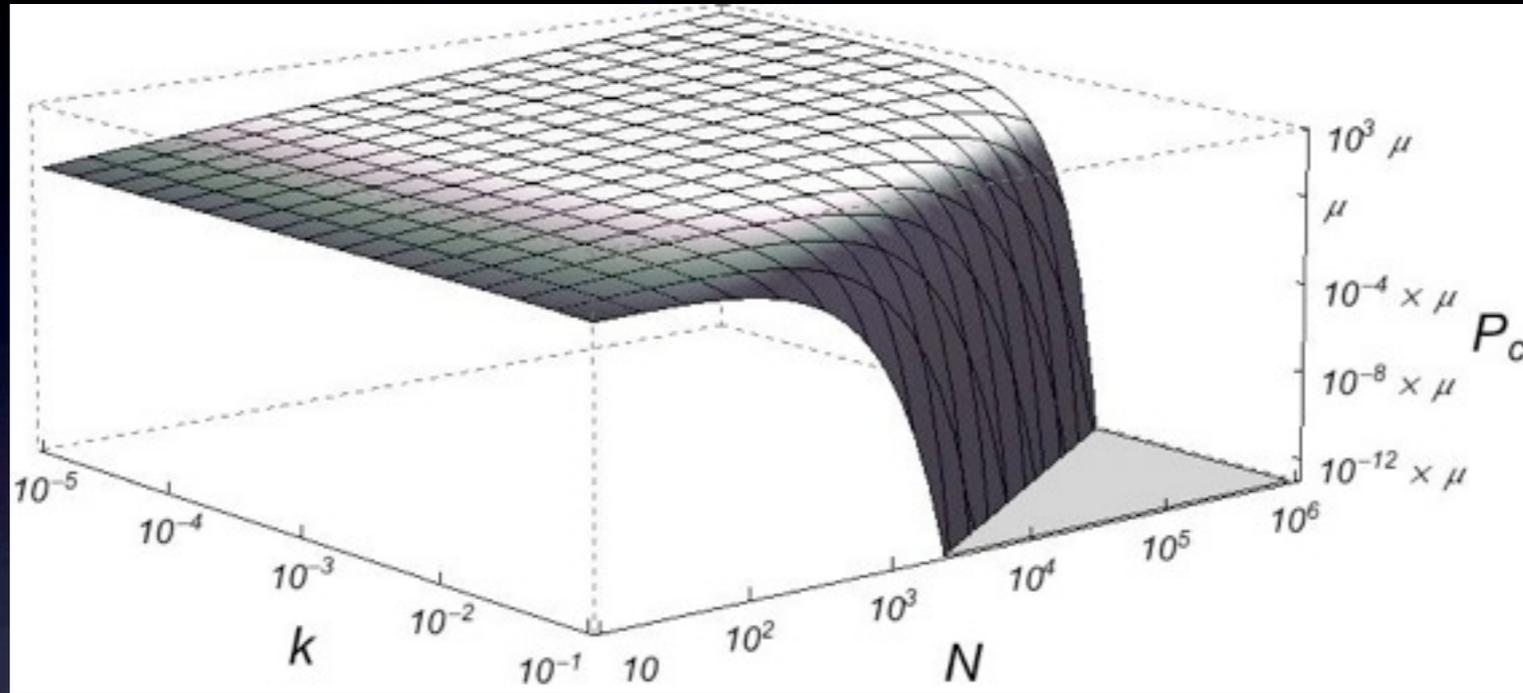
Invasion barrier

- A single reciprocating individual is always counter-selected
- But several reciprocating individuals *together* can become favored
- Reciprocity needs to overcome an *invasion barrier*, which can occur with genetic drift (e.g. Nowak et al. 2004)

Results



Results



A biological problem with this model

$\gamma_d \backslash \gamma_c$	0	1
0	AIID	TFT
1	Perv.	AIC

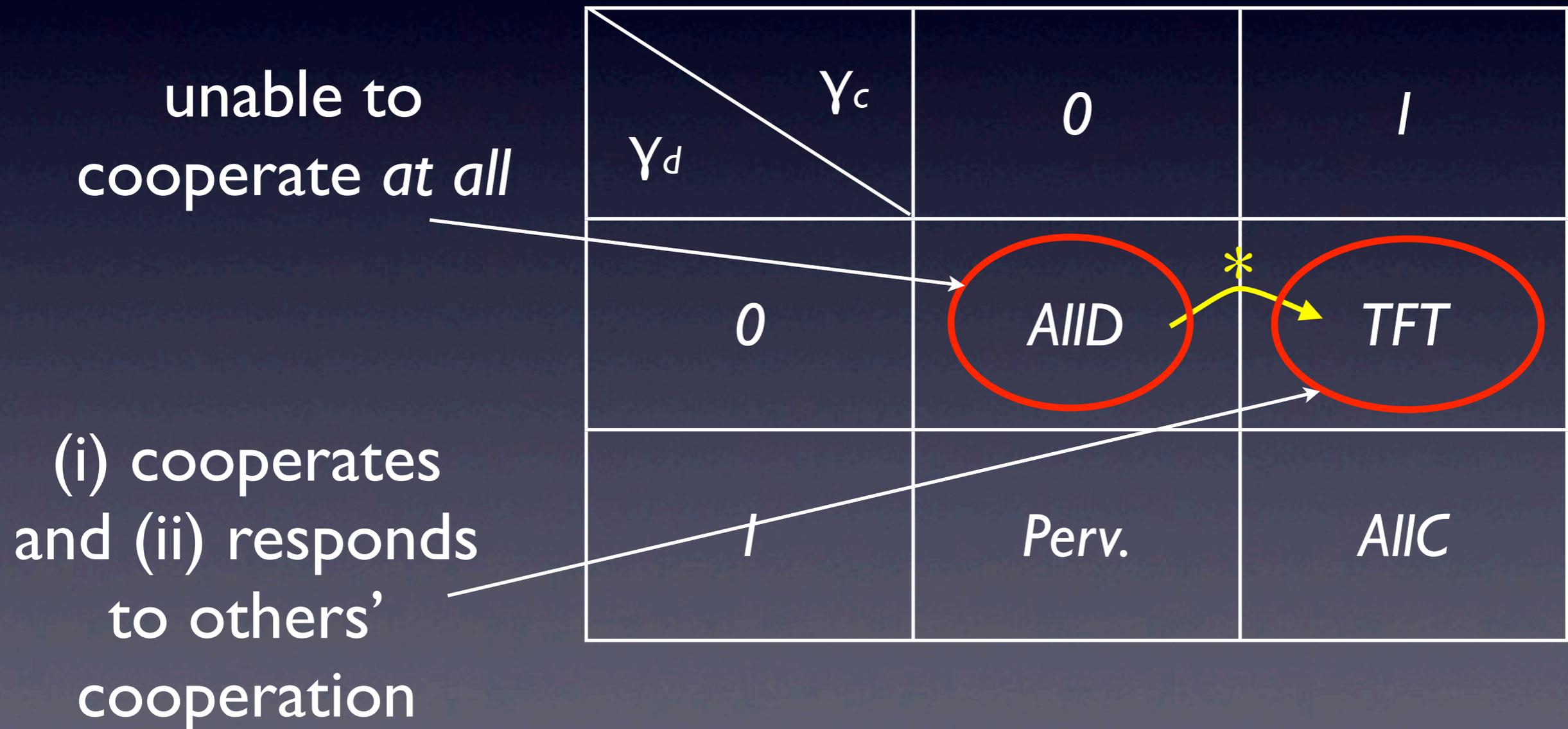
A yellow asterisk is placed at the intersection of the first row and second column, with a yellow arrow pointing to the right towards the 'TFT' cell.

A biological problem with this model

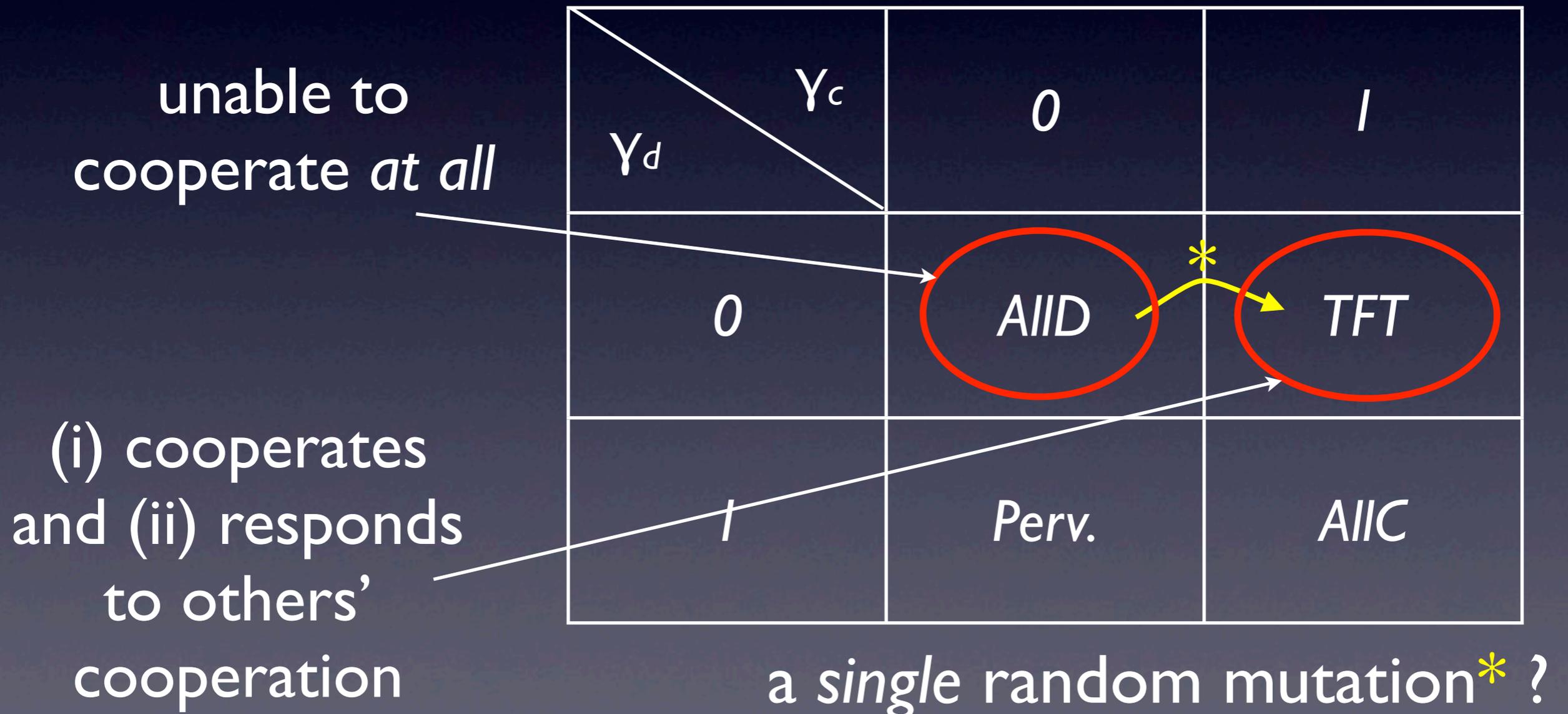
unable to cooperate *at all*

γ_d / γ_c	0	1
0	AIID	TFT
1	Perv.	AIC

A biological problem with this model



A biological problem with this model



What if reciprocity was a composite trait?

What if, like most complex functions, reciprocity required *several independent mutations* rather than one?

Reciprocity entails at least *two* novel features:

- (i) the ability to cooperate, and
- (ii) the ability to detect and respond to others' cooperation

A simple model where reciprocity is a composite trait

individuals are characterized by two traits:

- γ : cooperative tendency « in general »
- ρ : conditional ability

$\rho \backslash \gamma$	γ	0	1
0		<i>AIID</i>	<i>AIIC</i>
1		<i>AIID'</i>	<i>TFT</i>

see also García and Traulsen (2012)

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→ two mutations* are needed to transform a defector into a reciprocator

see also García and Traulsen (2012)

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→ two mutations*
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A simple model where reciprocity is a composite trait

ρ \ γ	0	1
0	<i>AID</i>	<i>AIC</i>
1	<i>AID'</i>	<i>TFT</i>

A simple model where reciprocity is a composite trait

Cooperation is never favored in the absence of reciprocity

ρ \ γ	0	1
0	AID	AIC
1	AID'	TFT

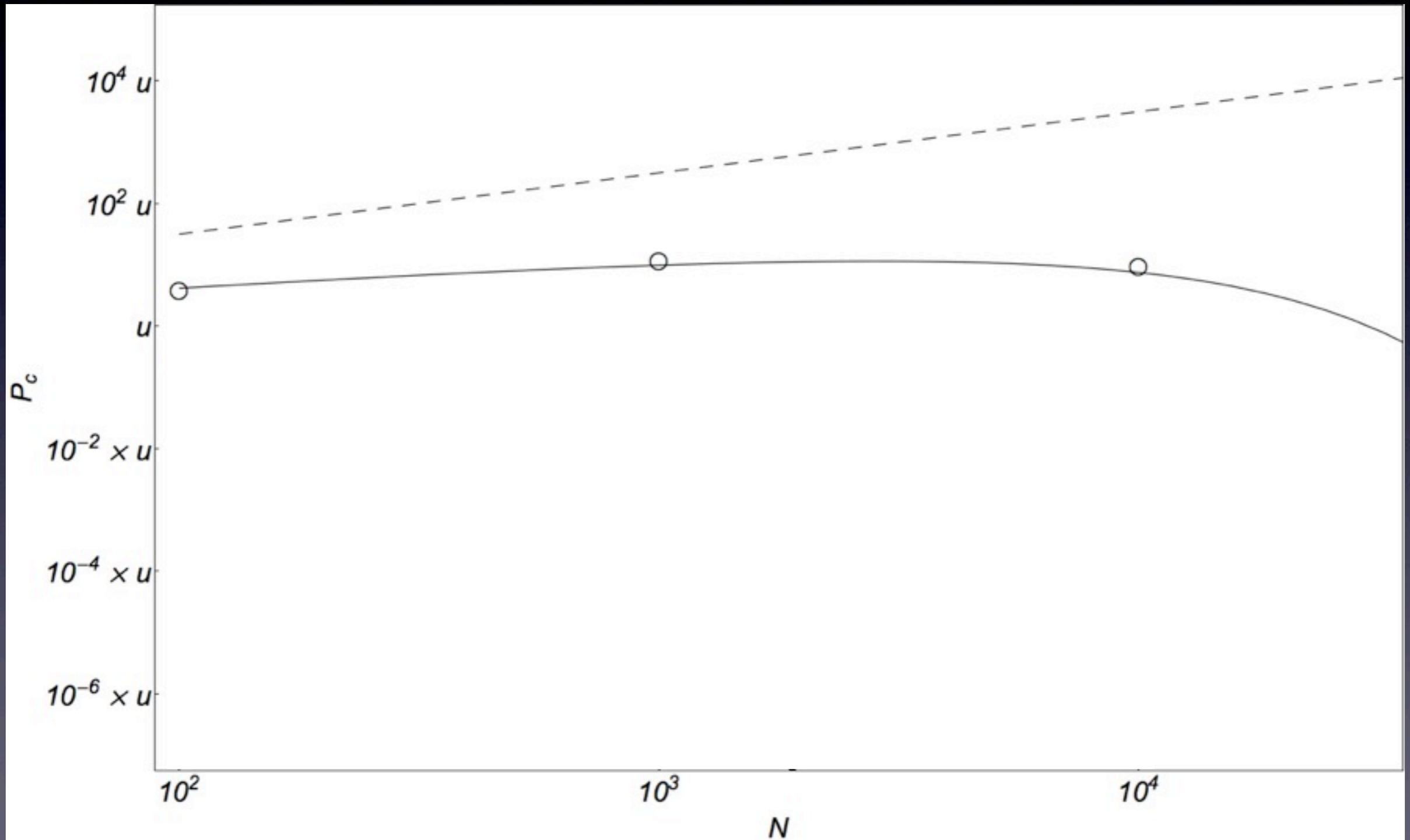
A simple model where reciprocity is a composite trait

Cooperation is never favored in the absence of reciprocity

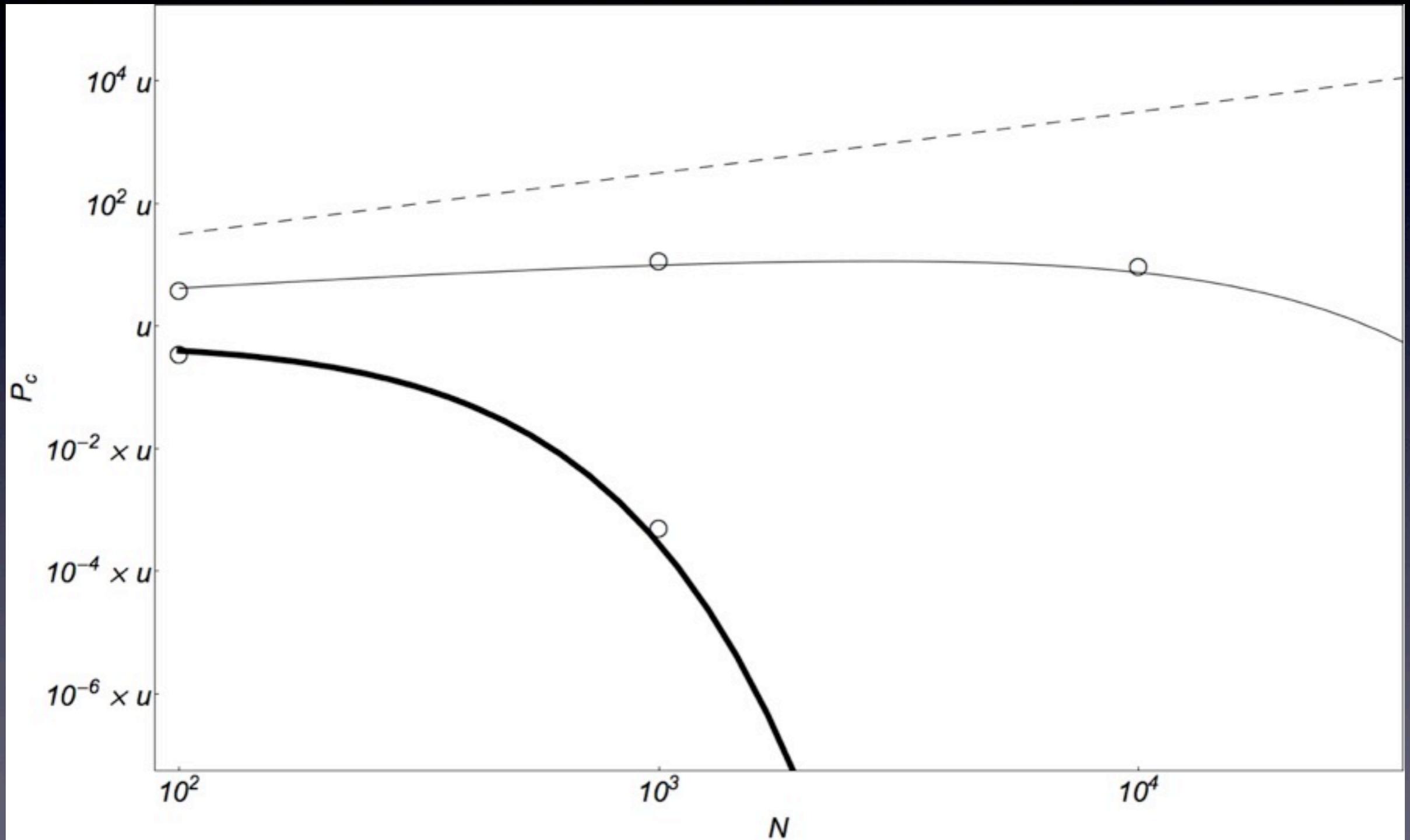
Conditionality is never favored in the absence of cooperation

ρ \ γ	0	1
0	AID	AIC
1	AID'	TFT

Results

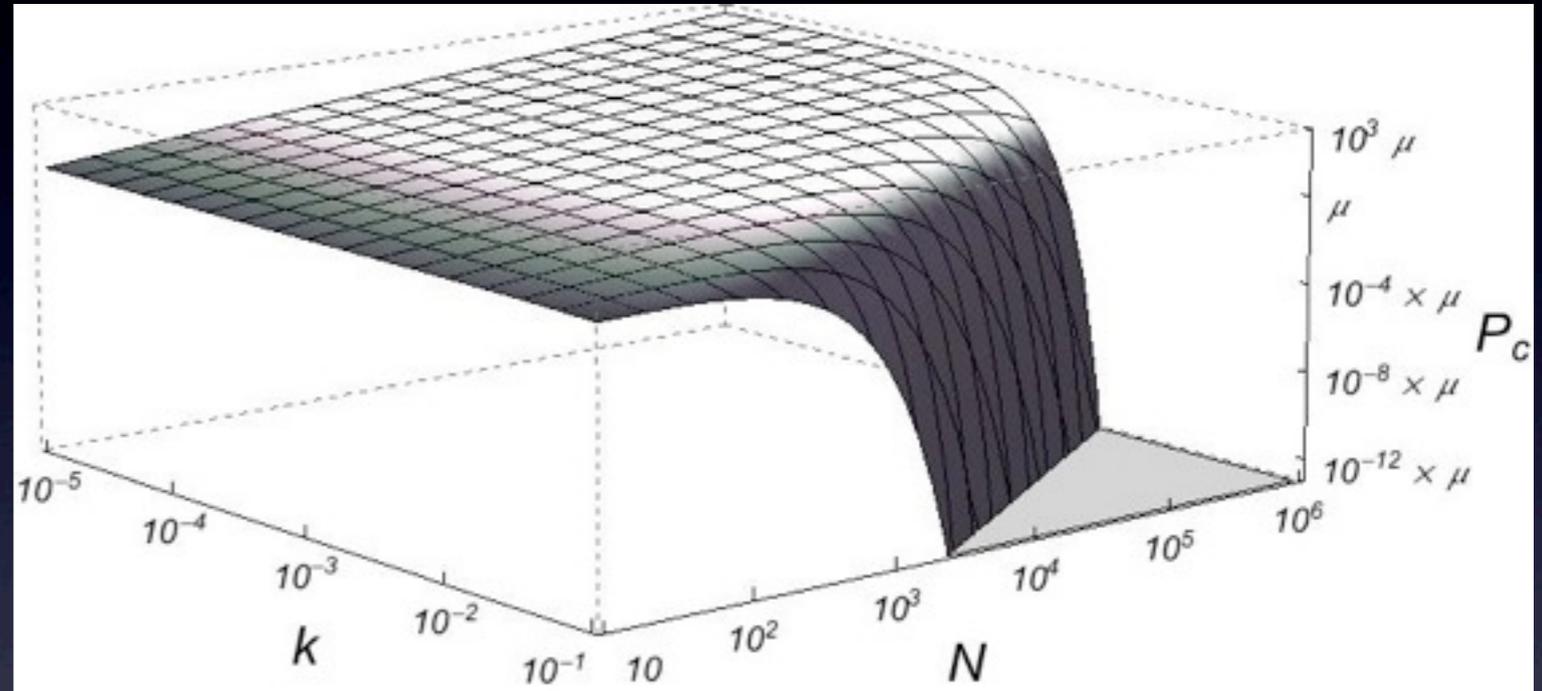


Results

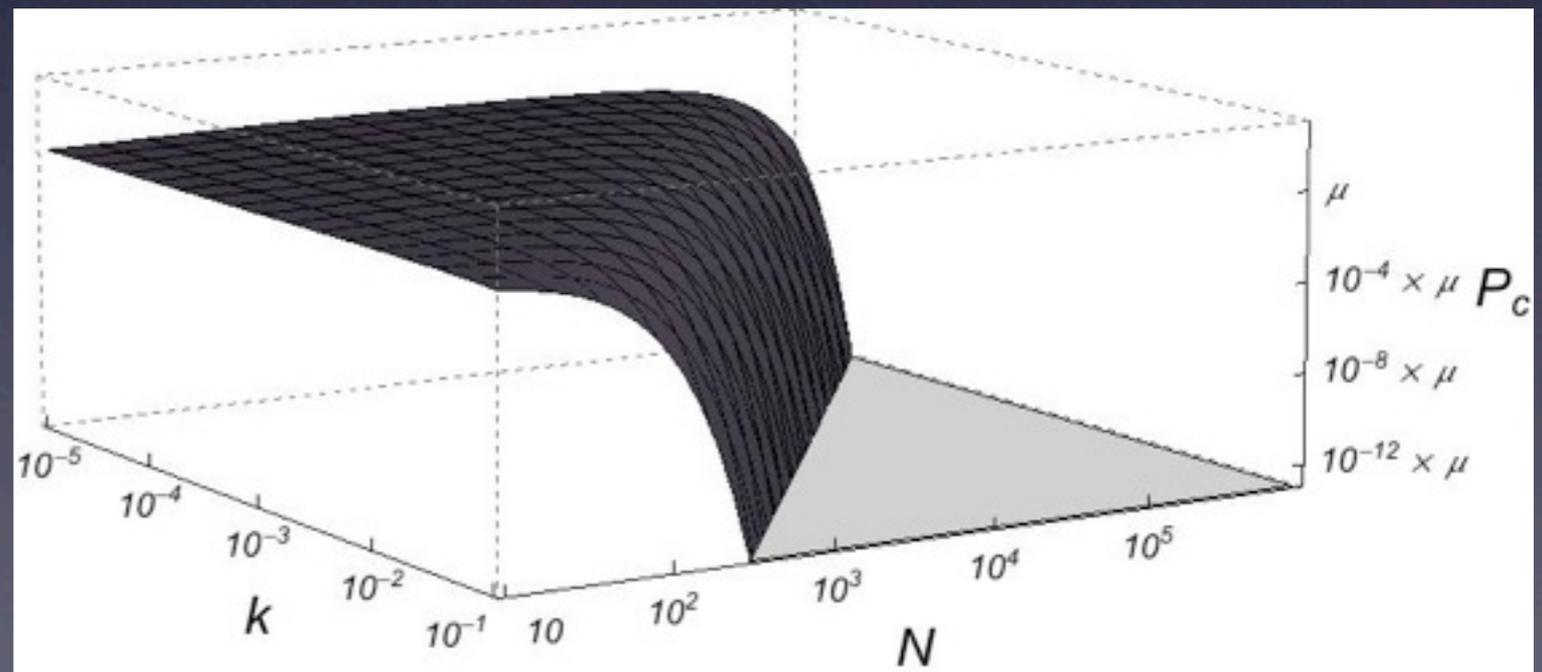
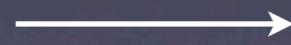


Results

Reciprocity is a simple trait

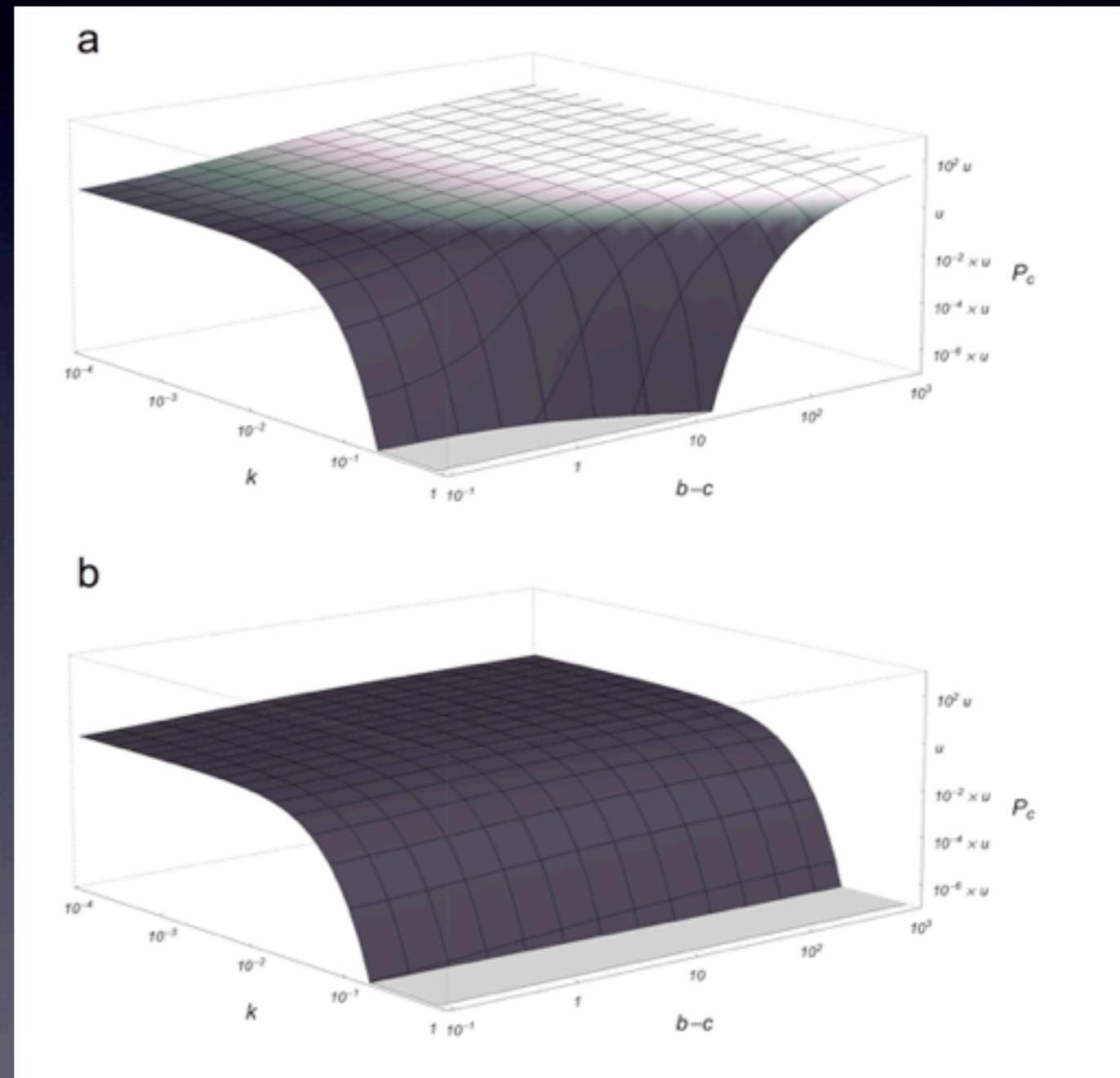


Reciprocity is a composite trait



The net benefit of cooperation

Reciprocity is a simple trait



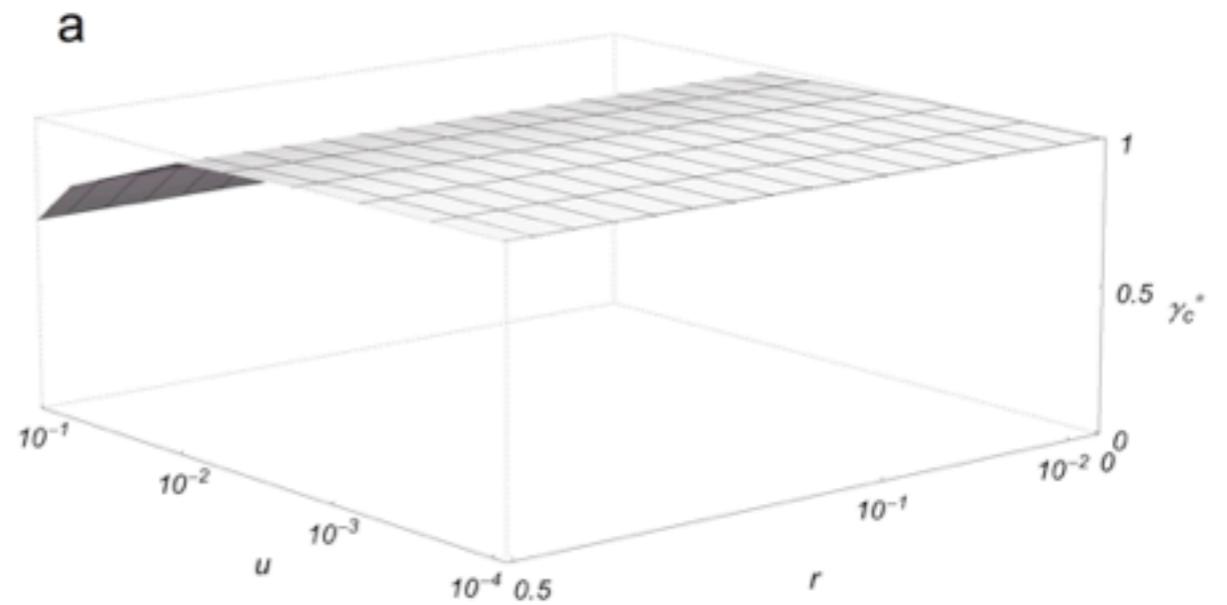
Reciprocity is a composite trait



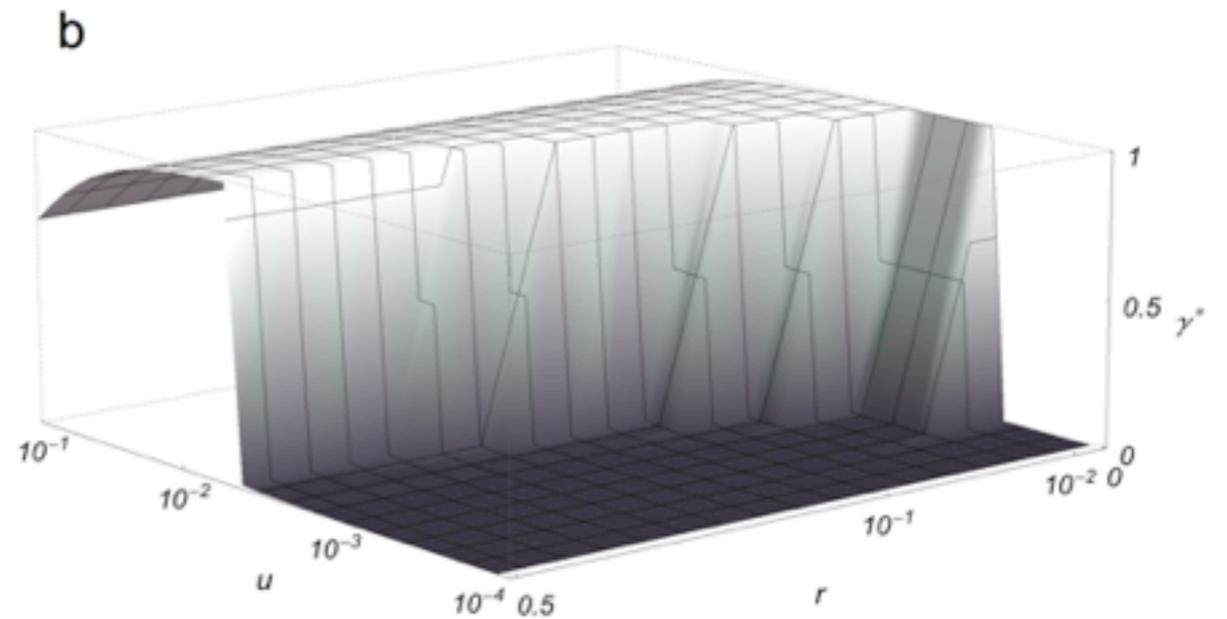
b-c

Recombination

Reciprocity is a simple trait

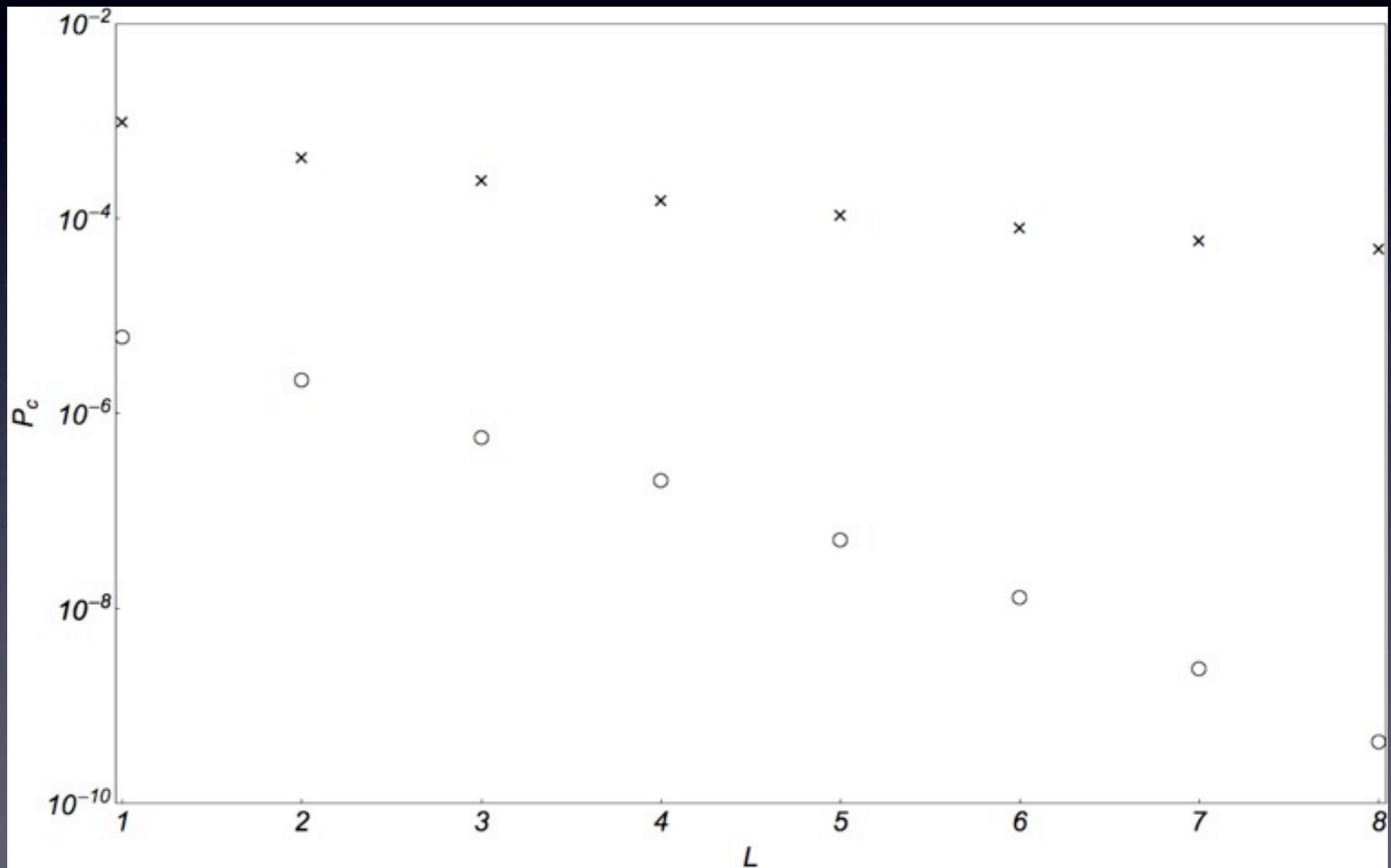


Reciprocity is a composite trait

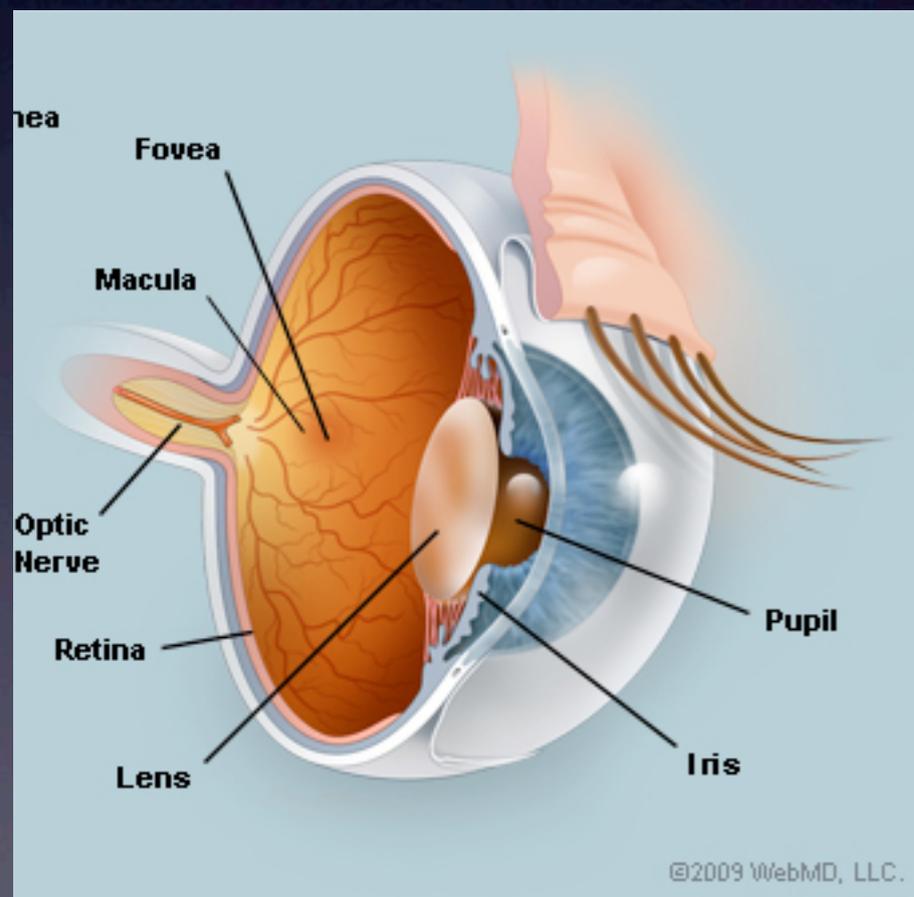


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What if reciprocity required more than two mutations?



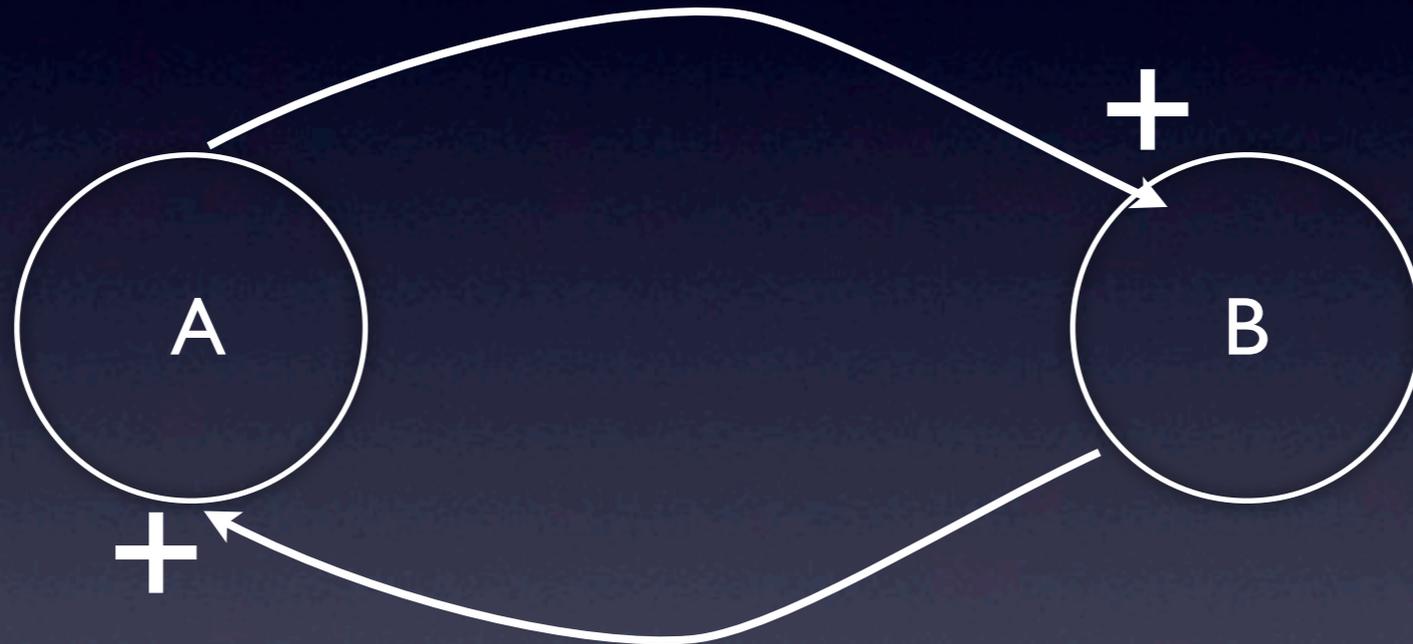
The origin of complex functions



Complex functions are shaped
by *directional selection*
exherted by the « environment »

Directional selection allows the
accumulation of adaptive mutations

A problem for reciprocity



Complex functions cannot evolve
when they constitute the very selective pressure
shaping themselves

Conclusion

- If reciprocity is a composite trait, its evolution by natural selection is extremely unlikely
- The evolution of reciprocity in many models is a consequence of the facilitating assumption that a *single* mutation is enough

Three questions

- Why is reciprocity so rare outside humans?
- Why is it sometimes present?
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How has reciprocity evolved?



How does evolution solve problems of circularity?

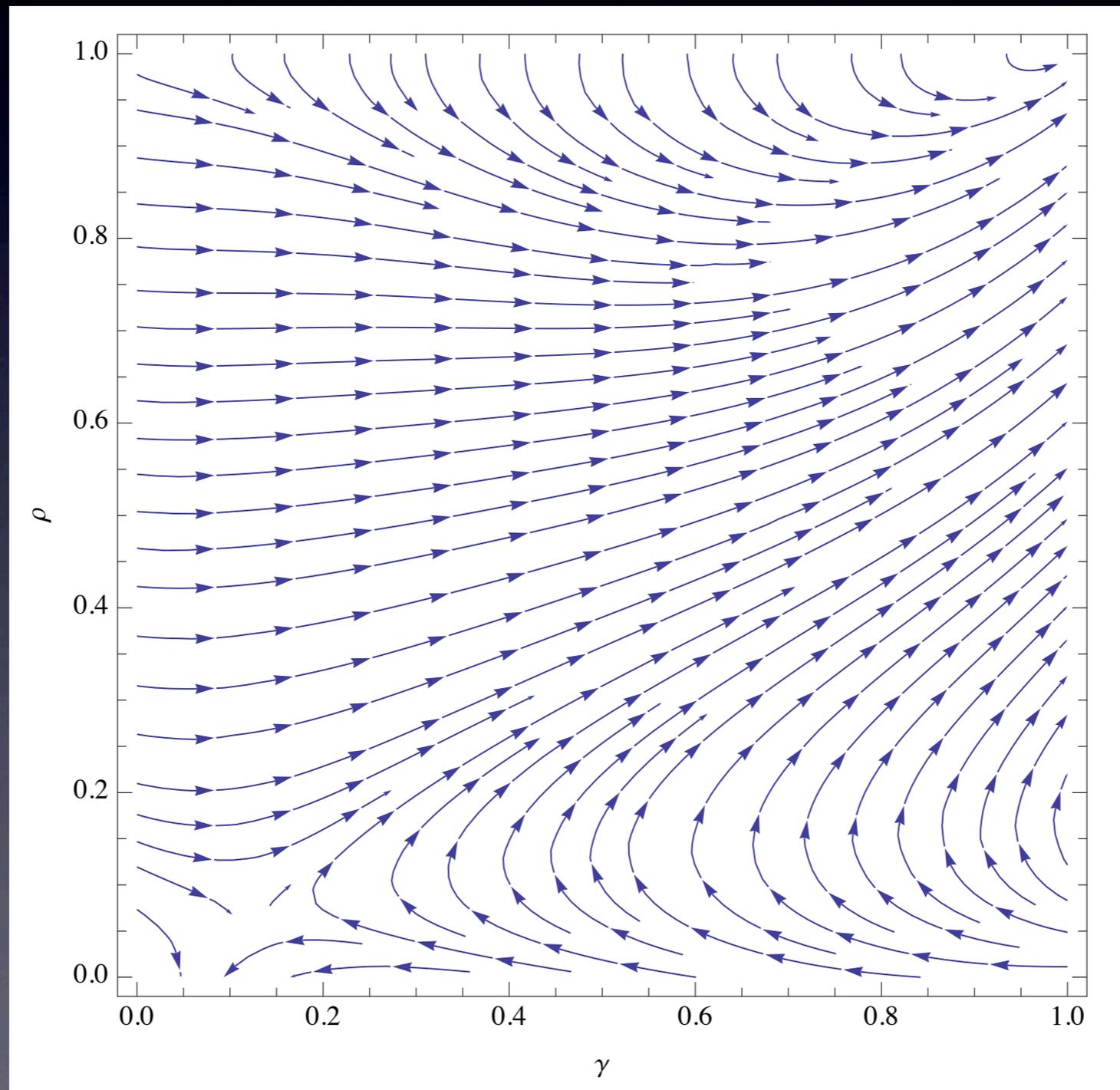


Krebs & Dawkins 1984; Scott-Phillips et al. 2011

Evolutionary recycling

- All the biological functions needed to reciprocate cannot evolve together *at once*
- Some functions needed for reciprocity must evolve before *for a different reason*

Quantitative evolution of cooperation and conditionality



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