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## Exact Solution of the Social Learning Model

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# Outline



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- 1 The basic model of social learning and the motivation
- 2 Previous results and solutions
- 3 Problems in previous solutions of the game
- 4 An exact solution of our own
- 5 Comparison between our solution and the previous solutions on the basic and extended models

Warning: This talk is going to be fairly mathematical, but I promise the ideas will be emphasized.



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# The questions

- Question: If every individual is learning the truth about the world individually, can the population find the true state of the world?
- Examples: Buying an iPhone or an android phone, considering to adopt or not one newly invented technology, choosing restaurants from observing number of customers.



Figure : Lineup before Apple store Shanghai, China



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# The basic model

- One state of the world  $s_w = \pm 1$ , randomly chosen with probability  $q^{\text{ext}}$  that  $s_w = 1$ , fixed during the game.
- $N$  learners, every learner receives private signals  $s^j$  (with probability  $p \geq 0.5$   $s^j = s_w$ ) and acts in a given sequence, actions of all previous learners are available to all later learners,  $\vec{a}^{j-1} = (a^1, a^2, \dots, a^{j-1})$ .
- Payoffs are not public knowledge,  $p^j = 1$  when  $a^j = s_w$  and otherwise  $p^j = -1$ .
- The  $j$ th learner makes a decision according to  $\lambda^j = P(s_w = 1 | \vec{a}^{j-1}, s^j)$ .



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# One simple calculation of $\lambda^j$

- Counted the numbers of 1 and  $-1$  in the action history,  $N_+^{j-1}$  and  $N_-^{j-1}$ , and then choose to act according to  $\max(N_+^{j-1} + s^j, N_-^{j-1})$ .
- Using this overly simplified strategy, researcher have shown that there are information cascades and cascading towards either the true or the wrong state of the world.

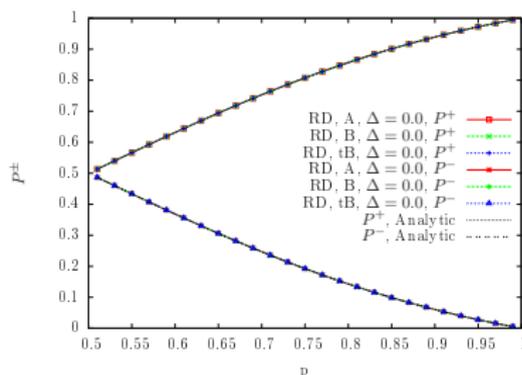


Figure : Probability of right or wrong cascade depends on  $p, q^{ext}$ .  $s_w = 1$ .



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# To get some intuition

- Start from the first learner, upon receiving  $s^1 = -1$ , then  $a^1 = -1$ .
- Assuming the second learner get  $s^2 = 1$ , then he is in a tie. Let us assume he breaks it randomly, and result happen to be  $a^2 = -1$ .
- The third learner receives  $s^3 = 1$ , but he will choose  $a^3 = -1$  according to the overly simplified counting strategy.

Table : Look at only the second row for now

$\vec{s}$	-1	1	1	1
$\vec{a}, \lambda^{j,B}$	-1	-1	-1	-1
$\vec{a}, \lambda^{j,tB}$	-1	-1	-1	-1
$\vec{a}, \lambda^{j,A}$	-1	-1	1	1



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## Other interesting open questions

- How large is the difference if I choose to act near the beginning or the end? Should I pay for that?
- If I am trying to popularize my product or my book, how much copies of the book should I secretly purchase?
- May I do better than the counting strategy? It has been shown that believing in oneself is better than the random tie break.
- Is it possible for me to take into consideration that when  $\vec{a}^{3-1} = (-1, -1)$ , it is possible that  $\vec{s}^{3-1} = \{(-1, -1), (-1, 1)\}$ ?  
**This is the key question which leads to our exact solution.**



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# $a^j (\vec{a}^{j-1}, s^j)$ from counting or Bayesian

- Counting strategy implies that  $a^j = (N_+^{j-1} + s^j > N_-^{j-1} ? 1 : -1)$
- Maybe we can try a Bayesian analysis,

$$\begin{aligned} \lambda^j &= P(s_w = 1 | \vec{a}^{j-1}, s^j) = \frac{P(s_w = 1, s^j | \vec{a}^{j-1})}{P(s^j | \vec{a}^{j-1})} \\ &= \frac{P(s^j | s_w = 1, \vec{a}^{j-1}) P(s_w = 1 | \vec{a}^{j-1})}{P(s^j | \vec{a}^{j-1})} \\ &= \frac{P(s_w = 1 | \vec{a}^{j-1}) P(s^j | s_w = 1)}{P(s^j | s_w = 1) P(s_w = 1 | \vec{a}^{j-1}) + P(s^j | s_w = -1) P(s_w = -1 | \vec{a}^{j-1})} \end{aligned} \quad (1)$$

where everything except  $P(s_w = 1 | \vec{a}^{j-1})$  is known already.



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# Twisted Bayesian, continued

- This twisted Bayesian analysis uses

$$\begin{aligned} P(s_w = 1 | \vec{a}^{j-1}) &= P(s_w = 1 | \vec{a}^{j-2}, s^{j-1}) \\ &= P(s_w = 1 | \vec{a}^{j-2}, s^{j-1} = a^{j-1}) \\ &= \lambda^{j-1} (\vec{a}^{j-2}, s^{j-1} = a^{j-1}) \end{aligned} \quad (2)$$

so that  $\lambda^{j-1} \rightarrow \lambda^j$  is a complete formula.

- But how can we effectively assume that  $s^{j-1} = a^{j-1}$  ( $s^{j-1}$  is **unknown to learner  $j$** ) upon observing  $a^{j-1}$  (**known to learner  $j$** )?



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# Twisted Bayesian, continued

- There is no justification in assuming that  $s^{j-1} = a^{j-1}$  at all.
- In a sense, since we assume that  $s^{j-1} = a^{j-1}$  upon observing  $a^{j-1}$ , this twisted Bayesian is no better than the counting strategy, where actions are treated like signals.
- If signals are public knowledge, then indeed counting strategy is correct:

$$\vec{s}^{j-1} = \{1, -1, 1, -1, -1, -1, 1, \dots\} \quad (3)$$



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## Another Bayesian, the idea

- The idea is to convert  $\vec{a}^{j-1} \implies (\vec{s}^{j-1}, P(\vec{s}^{j-1}))$ , then calculate  $\lambda^j(\vec{s}^{j-1}, s^j)$  for each  $P(\vec{s}^{j-1})$  and then combine them to find  $\lambda^j$ .
- Upon observing  $\vec{a}^{3-1} = (-1, -1)$ ,

$$P(\vec{s}^{3-1} = (-1, -1) | \vec{a}^{3-1} = (-1, -1)) = \frac{2}{3}, \quad (4a)$$

$$P(\vec{s}^{3-1} = (-1, 1) | \vec{a}^{3-1} = (-1, -1)) = \frac{1}{3}, \quad (4b)$$

$$P(\vec{s}^{3-1} = (1, -1) | \vec{a}^{3-1} = (-1, -1)) = 0, \quad (4c)$$

$$P(\vec{s}^{3-1} = (1, 1) | \vec{a}^{3-1} = (-1, -1)) = 0. \quad (4d)$$

- This is potentially different from considering only  $\vec{s}^{3-1} = (-1, -1)$ , which is the case of the counting strategy and also the twisted Bayesian



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## Another Bayesian, formal expressions

- The above idea becomes

$$\lambda^j = \frac{P(\vec{a}^{j-1}, s^j | s_w = 1) P(s_w = 1)}{P(\vec{a}^{j-1}, s^j | s_w = 1) P(s_w = 1) + P(\vec{a}^{j-1}, s^j | s_w = -1) P(s_w = -1)} \quad (5)$$

where  $P(\vec{a}^{j-1}, s^j | s_w = 1) = P(\vec{a}^{j-1} | s_w = 1) P(s^j | s_w = 1)$

- So only unknown is  $P(\vec{a}^{j-1} | s_w = 1)$ , but  $\vec{a}^{j-1}$  is determined by  $\lambda^{j-1}$ , so in a sense we have complete formula  $\lambda^{j-1} \rightarrow \lambda^j$  without assuming anything.



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# On the original model

- Let us now compare the three.

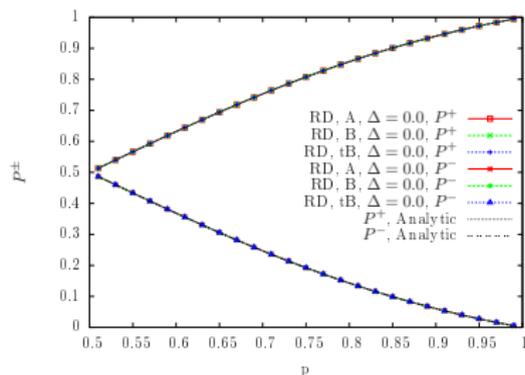


Figure : There is no difference at all

- So our solution is just in principle better than the other two, but not practical difference. Why?



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## On the extended model

- Values of  $\lambda^{j,A}$  is different from those of  $\lambda^{j,tB}$  and  $\lambda^{j,A}$ , for example, when  $q^{ext} = 0.5, p = 0.7$ ,

$$\lambda^{3,A} (s_w = 1 | a^{12} = -1 - 1, s^3 = 1) = 0.43 \quad (6)$$

$$\lambda^{3,B,tB} (s_w = 1 | a^{12} = -1 - 1, s^3 = 1) = 0.3 \quad (7)$$

- Both less than 0.5, so  $a^3 = -1$  will be chosen. No difference in actions
- $1 - 0.43 = 0.57$  is less likely than  $1 - 0.3 = 0.7$ , can we make use of this information?
- What if we decide not to act when  $|\lambda^{j,A} - 0.5| < \Delta$ . So we extended the model by introducing a level of reservation,  $\Delta$



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# On the extended model

- We may now take another look at Table 1, which is reproduced in the following

Table : Actions due to  $\lambda^{j,A}$  is different from the other two

$\vec{s}$	-1	1	1	1
$\vec{a}, \lambda^{j,B}$	-1	-1	-1	-1
$\vec{a}, \lambda^{j,tB}$	-1	-1	-1	-1
$\vec{a}, \lambda^{j,A}$	-1	-1	1	1



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# On the extended model, continued

- Extended model with  $\Delta \neq 0$ ,

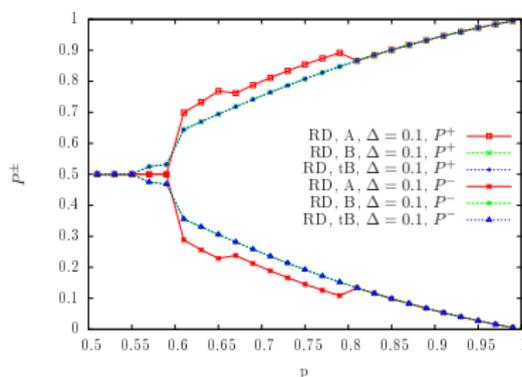


Figure : There is a difference in actions when  $\Delta \neq 0$

- Using  $\lambda^{j,A}$ , Probability of cascading when  $\Delta \neq 0$  towards the true state is higher than that of  $\Delta = 0$
- Using  $\lambda^{j,B,tB}$ , even when  $\Delta \neq 0$ , Probability of cascading is the same as that of  $\Delta = 0$



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## Conclusions and discussion

- $\lambda^{j,A}$  is different from  $\lambda^{j,B}$  and  $\lambda^{j,tB}$  both in principle and in practice when  $\Delta \neq 0$
- $\lambda^{j,A}$  is better than the other two in the sense that: Firstly, it is generally applicable to the social learning game even with other extra modifications; Secondly, learners using it overall achieve larger payoffs.
- Other investigations making use of the counting strategy or the twisted Bayesian analysis can be revised to be based on this new strategy evolution process

# Time for questions



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