

Honor, Shared Heroism, and Survival: An Evolutionary Approach

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Abstract

This paper develops a theory of honor and shared heroism in the framework of evolutionary game theory. Though heroes will die, their strains may not. Yet, mutual externalities within the population have no effect on the equilibrium heroism and survival of the population but the memetic effects have. The private benefit from shirking, however, is linked to the externality reducing the heroism in equilibrium. In a two-stage game, the option to cooperate in the future increases heroism in the earlier stage.

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1 Introduction

On November 30, 1939, Soviet Union attacked without warning Finland. The war, known subsequently as the "winter war" lasted 105 days. The defenders are respected as national heroes, whether they fell or survived. The war also had significant internal social implications among the Finns. The civil war in the Spring 1918 in the country had strongly divided the population between "the reds" and "the whites" and had resulted in mutual terror and fighting between the two classes. The winter war, however, united the nation and its social classes. There was a common enemy, the communist Soviet Union, which threatened the survival of the nation. At the frontier, "the whites" and "the reds" were fighting side by side against the attacking enemy. A concept "sisu" has its roots in this war experience pointing to the efforts of soldiers to maximize their input while their life was at stake. The principle of fighting to the last soldier in defending a piece of land or an island was not uncommon.¹ Another concept inherited from this war experience is known as a "Molotov cocktail", a bottle filled up with gasoline to be used when attacking at a high risk against a tank. Moreover, the principle of "not leaving a wounded soldier" behind to the enemy is still known today as a reflection of mutual commitment.² The characteristic attitude has subsequently been called *the spirit of the winter war*. After the

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¹The battle over the island Petäjäsaari in Lake Ladoga is an example of "to the last man" principle. Keeping the island was important to prevent the enemy from being able to encircle the Finnish troops. The attack was known to be shattering but the defenders stayed and fell.

²After a break, the war broke again in 1941 lasting until 1944 and being followed by a war in Lapland. During most of the time, the 1941-44 war was regarded as justified though no more quite so unanimously as the winter war.

war, the political arena became, however, deeply divided between the influential communist party, on the one hand and the social democratic and the non-socialist parties on the other hand. The war-time consensus disappeared in the political life (though it continued in the economic life in some form or another).³ To explain such phenomena among and between groups, one is tempted to suggest that an evolutionary argument could be rather indispensable. Honor and heroism are partly genetic and partly memetic phenomena. They have significance for the survival and hence for the genetic success of a population.⁴

Honor and heroism are also often associated with sports. Such phenomena tend, however, to arise from private motives rather than from social ones though it has social value.⁵ Heroism in a war is different: the personal cost can be high. Why did the defenders in the winter war take a high personal risk of sacrificing their life? This paper examines this problem. It is greatly inspired by the 2004 book *The Economy and Esteem* where Brennan and Pettit discuss the incentives of people to build self-esteem and honor. We adopt a game-theoretic approach to study the mechanisms behind social honor and the evolutionary pressures towards the demand for honor. Heroism in a war is a matter of life and death. The central principle in the evolutionary biology is that genes are selfish and "want to maximize" their own reproductive survival. How can such a strategy be compatible with heroism in a war which appears to minimize the survival chance? Samuelson (1993) claimed that "Heroes who help others will eliminate themselves doing so, and their strains will tend to die out in the population". This is, however, not so if those who have been helped carry the same genes. This is a common feature among many animals. A bee who attacks an enemy will die but its genes continue to live.⁶ By shared heroism, we refer to joint efforts analogous to joint ventures. The paper uses the winter war as an example where such mechanisms can be identified. It therefore provides an economic analysis of the social commitment and its break-down after the war in the case of Finnish history. Apparently, the experience is not unique but similar observations can be found in many other contexts.

A citation from Wikipedia is illuminating: *A hero (heroine in female) in Greek mythology and folklore was originally a demigod, their cult being one of the most distinctive features of ancient Greek religion. Later, hero (male) and heroine (female) came to refer to characters who, in the face of danger and adversity or from a position of weakness, display courage and the will for self*

³In the 1960s, President Kekkonen accepted some communists in the government. This was a reflection of internal coordination but more related to the battle for power and keeping the Soviets satisfied.

⁴The long history of confrontation between the Swedish and the Russian empires goes back to the 14th century and military conflicts have been repetitive. A condition for a meme to develop is satisfied.

⁵In his well-known book, Edward Wilson notices the words of Paavo Nurmi, the legendary Finnish hero in long distance running: "The national pride has never been in my mind, always my own personal honor." Heroism in sports in a zero-sum game which we do not consider in this paper.

⁶Ridley (1996) describes that with an example of a species which jointly monitor the predator.

sacri...ce – that is, heroism – for some greater good, originally of martial courage or excellence but extended to more general moral excellence. Stories of heroism may serve as moral examples. In classical antiquity, hero cults – veneration of deified heroes such as Heracles, Perseus, and Achilles – played an important role in Ancient Greek religion. Politicians, ancient and modern, have employed hero worship for their own apotheosis (i.e., cult of personality). The literal meaning of the word is "protector" or "defender" and etymologically it is thought to be cognate with the name of the goddess Hera, the guardian of marriage. It is also thought to be a cognate of the Latin verb servo (original meaning: to preserve whole) and of the Avestan verb haurvaiti (to keep vigil over), although the original Proto-Indo-European root is unclear. According to the American Heritage Dictionary of the English Language, the Indo-European root is ser meaning "to protect". According to Eric Partridge in Origins, the Greek word Hērōs "is akin to" the Latin seruāre, meaning to safeguard. Partridge concludes, "The basic sense of both Hera and hero would therefore be 'protector'.

Apart from Brennan and Pettit (2004), there is hardly any earlier economic work on honor and heroism. However, the studies of animal behavior protecting their descendants are related. The work on altruism, cooperation and mutual helping is related. Theory on status-seeking is related. Books on the heroes of industrial revolutions (like Edison, Steve Jobs and Bill Gates) are related.

Our paper studies honor and heroism in an evolutionary context. Its approach follows the earlier paper by Hirshleifer (1999). It is also related to the earlier literature on kinship as a candidate hypothesis for cooperative behavior in evolutionary psychology, first developed by Hamilton (1964), cf. also Frank (2004). It focuses on a case where players may cooperate or shirk in a context where commitment to cooperate gives rise to mutual positive externalities. The payoffs are given in terms of fitness. However, costly action gives rise to shirking incentives and a potential prisoners' dilemma. While Brennan and Pettit (2004) discuss a phenomenon where attracting attention can be absent, our paper studies honor where attracting attention may be excluded. Cooperation is a precondition for shared heroism.

We provide an explanation for why young men from the same village were made to fight together when military combat units were set up. There are monitoring gains against shirking and free-riding and advantages in terms of reputation. The risk of exclusion helped to build the group effect. Section 2 of the paper introduces the basic model and Section 3 the extension to a two-period variety. Other extensions are discussed in Section 4 where they are interpreted as memetic or derived from moral sentiments. Multiplicity of equilibrium is also considered. While there is nothing normative in the nature, a planning solution can be thought as pointed out in Section 5. Making the Hamilton's Rule normative is discussed in Section 6 and Section 7 concludes.

2 Heroistic strategies and genetic survival

We consider a population of individuals with non-identical genetic structures. The individuals encounter pair-wise one another in a joint venture, say "keeping the island from an enemy". Each has a choice between two strategies, i.e. provide a risky heroistic effort subject to cost, $c > 0$, or abstain from it. The strategies will be called a hero strategy (s_1) and a chicken strategy (s_2). The payoffs are provided in terms of increased fitness, valued as e_1, e_2 .⁷ We introduce the following assumptions:

- (i) If neither partner provides the effort, the increase in fitness is zero.
- (ii) There is a positive externality, measured by $\phi > 0$: if one of the partners provides the effort but the other does not, also the other benefits in terms of increased fitness.⁸
- (iii) If both partners provide the effort, there is a joint venture effect in terms of mutual externality.
- (iv) There is potential for the Prisoners' Dilemma: by shirking one can eliminate one's effort cost but benefit from the externality of the partner providing the effort. The benefit has a bonus return or private return $\epsilon > 0$, making the shirking an attractive option.

The payoff matrix then takes the form

$$\begin{matrix} & \begin{matrix} e_1 + \phi e_2 & e_1 - c \end{matrix} \\ \begin{matrix} e_1 + \phi e_2 & e_1 - c \end{matrix} & \begin{matrix} \phi e_2 + \epsilon, e_2 - c \\ e_1 + \phi e_2 + \epsilon \end{matrix} \\ \begin{matrix} e_1 - c & e_1 - c \end{matrix} & \begin{matrix} e_1 - c, \phi e_1 + \epsilon \\ 0, 0 \end{matrix} \end{matrix} \quad (1)$$

In principle, the cost of effort c depends on the forcefulness of the threat. The share of those playing the hero strategies is p while the share of those playing the chicken strategy is $1 - p$. Therefore, the expected return of those strategies in terms of an increase in fitness is provided (for Player 1) by

$$E(s_1) = p(e_1 + \phi e_2 - c) + (1 - p)(e_1 - c) \quad (2)$$

$$E(s_2) = p(\phi e_2 + \epsilon). \quad (3)$$

If

$$E(s_1) > E(s_2) = p(e_1 + \phi e_2 - c) + (1 - p)(e_1 - c) > p(\phi e_2 + \epsilon) > 0, \quad (4)$$

heroism is increasing in the population. But this is just one of many cases. There are others. The potential equilibria hinge upon the return to heroism, the strength of the externality, the bonus return and the effort cost. By equilibria, we refer to the ESS, evolutionary stable strategies introduced by Maynard Smith.

⁷These do not refer to the players themselves but instead are viewed as the survival chances of the family at home.

⁸Intuitively, a heroism raises the survival chance not only of the own family but also the that of the neighbor's family.

Heroes surrounded by chicken Heroism is increasing in the population, $dp/dt > 0$ if

$$e_1 i - c_i p \epsilon > 0, \quad (5)$$

i.e. if the "initial" share of heroists is small,

$$p < \frac{e_1 i - c}{\epsilon}.$$

If the initial share of heroism is large, it holds that $dp/dt < 0$. The replicator dynamics is then given by a downward sloping curve (Figure 1). It crosses the p -axis at point

$$p^* = \frac{e_1 i - c}{\epsilon}. \quad (6)$$

This intersection represents an ESS (we take that the numerator is positive). We can see that

$$\partial p^* / \partial e_1 > 0. \quad (7)$$

In other words, the greater is the impact of heroism on the fitness of the own family, the greater is the equilibrium amount of heroes. This is not surprising in the light of the Hamilton's Rule on inclusive fitness. The effort cost reduces the heroism.⁹ The bonus return on shirking, ϵ , is part of the externality when shirking and it reduces the equilibrium heroism. Not surprisingly, the externality plays no role in the private choice between strategies and heroism in the ESS is independent of the externality. We summarize

Proposition 1. A sufficient and necessary condition for the evolutionary stable strategies for producing a well-defined amount of heroism in a given population is that the private return exceeds the effort cost. The externalities within the population have no impact on the equilibrium heroism. The private benefit from shirking, however, is linked to the externality and reduces the heroism in equilibrium.

They were all heroes: The Finnish equilibrium in the winter war The ESS equilibrium

$$p^* = 1 \quad (8)$$

is obtained when

$$\frac{e_1 i - c}{\epsilon} \geq 1. \quad (9)$$

For the attacking bee, this condition is satisfied.

⁹Notice that publicity, discussed by Brennan and Pettit (2004) is not needed for heroism in this model.

No heroes: The Italian equilibrium (Prisoners' Dilemma) Commitment to heroism is not evolutionary stable when

$$\frac{e_1 i c}{\epsilon} < 1. \quad (10)$$

Once this condition is satisfied, we have the Prisoners' Dilemma. Given the reputation of the Italian army in the Second World War, we call it "an Italian Equilibrium". The replicator dynamics is towards the origin. In this equilibrium, there are no heroes and no mutant hero can successfully invade the population.

3 Life Thereafter: A Second Sub-Game

Heroism is a one-and-for-all phenomenon. Providing heroism in the first game, however, leads to an option to participate in the second sub-game.¹⁰ With no heroism, the population goes extinct. But it has implications for the life thereafter for those populations who survive. In this section, we consider an extended game where the players of their descendants are expected to meet again after the first sub-game. In the second game, heroism has no value. The second game is subject to the commitment problem but also provides room for cooperative strategies. During the first sub-game, the players only know probabilistically what game they will be playing in the second stage.

Assume that the payoff in the second game is known probabilistically. This uncertainty arises because the players do not know what strategy the partners will be playing in the second sub-game. With probability q , the players participate in a joint venture providing a payoff a while with the probability $1 - q$ they play the Prisoners' Dilemma with payoff zero. The expected payoff thus is qa . Such a payoff is, however, only available if there was mutual heroism in the first period. The sub-game perfect equilibrium necessitates that the future return is taken into account in the choice of the first sub-game.¹¹

We now adjust the payoff matrix from above to incorporate the outcome of the second sub-game (assuming zero discount rate) as

$$\begin{matrix} e_1 + \phi e_2 + qa & i c, \phi e_1 + e_2 + qa & i c & e_1 i c, \phi e_1 + \epsilon \\ \phi e_2 + \epsilon, e_2 & i c & 0, 0 & \end{matrix} \quad (11)$$

The heroism in the first sub-game is now given by

$$p^* = \frac{e_1 i c}{\epsilon i qa}. \quad (12)$$

Thus,

$$\partial p^* / \partial (qa) > 0. \quad (13)$$

¹⁰In terms of our example in the introduction, the second game could be represented by the possibility to participate in a political cartel.

¹¹Notice that we have not introduced mixed strategies for players, only to the Nature.

Indeed, the greater is the probability of playing a joint venture in the second game, the greater is the heroism in the ...rst game.

4 Extensions

4.1 Meme Effects: guilt, punishment, pressure, conscience, following the lead, heterogeneity, mixed strategies under imperfect trust

Our model has the feature that social behavior interacts with genetic ...tness. The model could be extended to introduce memetic effects and moral sentiments like feeling guilt when avoiding heroistic actions, feeling guilt from punishment and group pressure, conscience effect, and following a lead.¹² One only needs a reinterpretation of the basic model above. One could make the sensitivity of individuals to heroism individual-sensitive, like discussed by Spichtig and Traxler (2007) on social norms and evolution of cooperation.¹³ Such memetic effects in the spirit of Blackmore (1999) could be analyzed by the reinterpretation of our model as they are analogous to a reduction in the private cost of effort, c (Figure 2). Moreover, playing mixed strategies is analogous to the imperfection of trust and commitment. The expected payoffs would have to be adjusted for the degree of trust.

4.1.1 Monitoring gains

One can study two cases of heroism (i) game with monitoring gains (ii) game without monitoring gains. With monitoring gains, the cost c would - again - be lower. This would result in increased heroism in the equilibrium. We suggest that such an effect helps to explain why combat troops were built of young men from the same village. Positive reputational effects helped to make monitoring more effective.

4.2 Multiple equilibria

How many soldiers are needed in the bee nest to safeguard? Similarly, how many heroes are needed in human population to defend successfully. The answer

¹²The memetic phenomenon of following the lead is analogous to the heard effect, studied in economics though the mechanism is not based on information rejection and adoption. It can be a rather weak mechanism, however, and is accompanied by orders to be obeyed and to be implemented. Such orders are not needed in the case of social insects with identical genetic inheritance.

¹³In their model, there is a continuum of individuals and the dynamics is based on the adaptation of social norms but individuals do not behave strategically. There are multiple ESS equilibria characterized by cooperation and free-riding. Charness and Dufwenberg (2006) provide experimental evidence that people strive to live up to others' expectations as to avoid guilt.

obviously depends on the magnitude of the threat.¹⁴ With a non-trivial threat, one hero typically does not make it: the defending population is driven extinct. The payoff to heroism is zero with a small number of heroes.¹⁵ Access to the positive externality effectively requires a great number of heroes to reinforce their mutual impact. The payoff matrix is therefore discontinuous. There is a low payoff when the number of heroes (measured by p) is small and it is great after a threshold has been exceeded. Thereafter, the payoff is subject of diminishing returns. It appears that the heroism has multiple equilibria. The payoff matrix can be expressed as

$$(i) \text{ For } p < \bar{p}, \quad \begin{matrix} & \begin{matrix} \text{hero} & \text{non-hero} \end{matrix} \\ \begin{matrix} \text{hero} \\ \text{non-hero} \end{matrix} & \begin{pmatrix} 0,0 & 0,0 \\ 0,0 & 0,0 \end{pmatrix} \end{matrix} \quad (14)$$

The replicator dynamics is given by 0 to the left of \bar{p} (with infinite number of 0-equilibria, all ESS).

(ii) For $p > \bar{p}$, the dynamics is obtained from above to the right of \bar{p} (with one ESS equilibrium).

$$\begin{matrix} & \begin{matrix} \text{hero} & \text{non-hero} \end{matrix} \\ \begin{matrix} \text{hero} \\ \text{non-hero} \end{matrix} & \begin{pmatrix} e_1 + \phi e_2 & c, \phi e_1 + e_2 \\ \phi e_2 + \epsilon, e_2 & c \end{pmatrix} \end{matrix} \quad \begin{matrix} & \begin{matrix} \text{hero} & \text{non-hero} \end{matrix} \\ \begin{matrix} \text{hero} \\ \text{non-hero} \end{matrix} & \begin{pmatrix} e_1 & c, \phi e_1 + \epsilon \\ 0,0 & 0,0 \end{pmatrix} \end{matrix} \quad (15)$$

Obviously, the value of \bar{p} depends on the strength of the threat. To obtain the external effects, one needs a sufficient mass of heroes.

Corollary. For the hunter-gatherer population to survive, the number of population and heroes had to exceed a given threshold.

5 Does the planner internalize the externalities?

In nature, there is a "war against and between all". There is nothing normative in the nature. Is the ESS socially optimal appears meaningless. Or does it? Can there be too little or too much heroism from the social point of view? One cannot attach a normative statement to an ESS. On the other hand, unlike social insects, a human population has both common joint interests but is composed of competing gene populations who compete for the option to replicate.¹⁶ Therefore, one might like to ask what a planner would do would the society of non-identical individuals would be able to nominate a planner.

Would the planner allocate the role of heroism to some individuals? Or would he instead only tell how many heroes are needed and leave the choice of

¹⁴In the beginning of the winter war, the attacking army had a six times greater manpower than the defending army not to mention the air force.

¹⁵We abstract from Sven Duva effect. He was during the Swedish governance a historical Finnish soldier who alone defended a bridge against Russian invaders.

¹⁶In consumer theory, your pleasure is negatively affected by the pleasure of your neighbour (Prisoners' Dilemma).

the role to the individuals? Would he point to an ESS equilibrium as the right target? Does the planner impose the internalization of the externalities?

If the population survives, everyone (apart from the heroes) survives. If the population is driven extinct, everyone is driven. Survival is a collective phenomenon, not a private one. Therefore, the equilibrium satisfying the ESS requirement need not be the planning solution!

If the private return on heroism is great, the winner-take-it all model (Frank and Cook (1995)) suggests that there is too much heroism from the social point of view. One can make the following two points. Suppose that the planner chooses to persuade the heroism to reach a stage where the population has a survival chance. It was suggested above that such a level of is given by $p > \bar{p}$. More is not needed if the private valuation of heroism is strong enough to make the heroism adjust towards the ESS along a downward-sloping trajectory. If it is upward-sloping, the Planner's choice has no permanent impact and the population is driven extinct.

6 Towards a Normative Hamilton's Rule?

The Hamilton's (1964) rule for kinship effect was developed from an individual's point of view. For the survival of a population, external effects between the members of the population may be important as discussed above. An adjusted rule would accommodate such social effects.

7 Final Remarks

Life has been settled on a battle field where competing populations strive to extend their market shares. Under threat, heroic actions may appear, increasing the survival chance of some sub-populations. External effects benefit other sub-populations. The resulting aggregate effects strengthen the survival of the total population. With non-identical genetic structures, the external effects are not, however, internalized though the memetic forces like the following the lead may become internalized.

Acknowledgements

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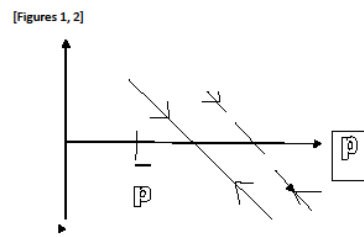


Figure 1: