9.916 Ingroups and Outgroups

Today's Lecture

One mind thinking about another:

- stable
- universal

Social relationships:

- dynamic
- co-dependent
- context-bound

Social relationships depend on a continuous trade-off between competition and cooperation

- (I) Today: Between-group competition, within-group cooperation
- (2) Aggression & Dominance: Within group competition
- (3) Mating & Parenting: Within group cooperation

Today's Lecture

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- universal

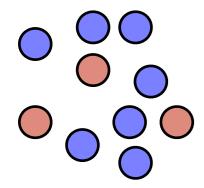
Social relationships:

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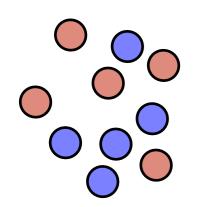
What is a social group?
Why does group living evolve?
Why feel hostility towards other groups?

Ethology Psychology Economics

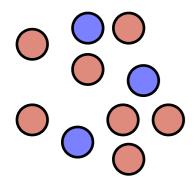


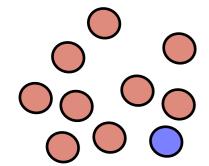
what is a "social group"?

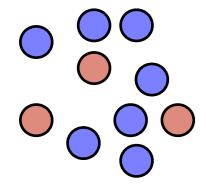
- stable association of conspecifics excluding mates & parent-child pairs
- division / coordination of labor

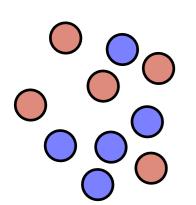


NB social psychological usage == category e.g. firemen, homeless, black businessmen









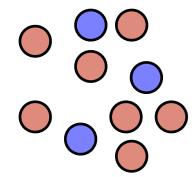


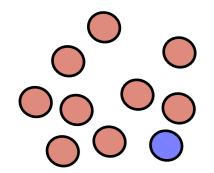
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why does group living evolve?

Costs:

- tolerate competitors
- sometimes, altruism



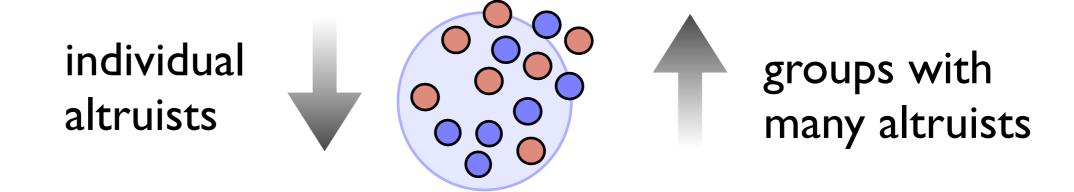


favouring groups:

benefits to whole group ~ proportion coordination. e.g. warfare (decrease likelihood of loss, slaughter), large prey (increase food supply to all), variance reduction: pool risk (avoid starvation), pool information.

favouring individualism:

costs of altruism e.g. opportunity cost, extra risk



Intergroup Public Goods Game

- each person gets an endowment
- each person privately decides whether to contribute or defect
- group with majority of contributions shares whole prize
- tie splits the prize in half
- loser gets nothing

The dilemma

Group benefits most when everyone contributes Individual benefits most when others make up the majority

favouring groups:

benefits to whole group ~ proportion coordination.

favouring individualism:

costs of altruism

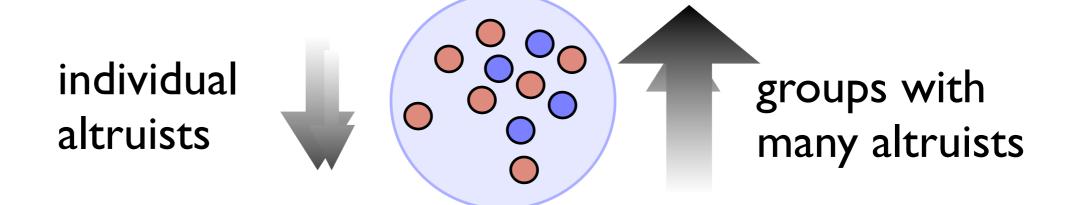
2 solutions:

- minimize relative cost to individuals

e.g. kinship?

- maximize relative benefit to groups

e.g. rare resources



Path to sociality

Insect eusociality:

- ~2% species
- >60% insect biomass



hard to reach very successful

Precondition 1: persistent, defensible resource

e.g. aculeate wasps: persistent nests

vs parasitoid wasps: lay eggs in prey

Precondition 2: division of labor in forced groups

e.g. Lasioglossum bees, in forced pairs, divide guarding

Step 1: progressive provisioning

feed larva successively, with "prepared" food often requires opening and resealing cells

Step 2: daughters stay, help raise next generation

e.g. sweat bee *Halictus sexcinctus*: polymorphism determines cooperative provisioning of nest

Wilson (2008)

Path to sociality

Insect eusociality:

- ~2% species
- >60% insect biomass



hard to reach very successful

depend on high relatedness? e.g. haplodiploidy

BUT new evidence:

- (I) common in diplodiplod species uncommon in parthenogenetic species
- (2) ingroup recognition by odor acquired by imprinting in first 12 hours not correlated with relatedness

favouring groups:

benefits to whole group ~ proportion coordination.

favouring individualism:

costs of altruism

2 solutions:

- minimize relative cost to individuals

e.g. kinship

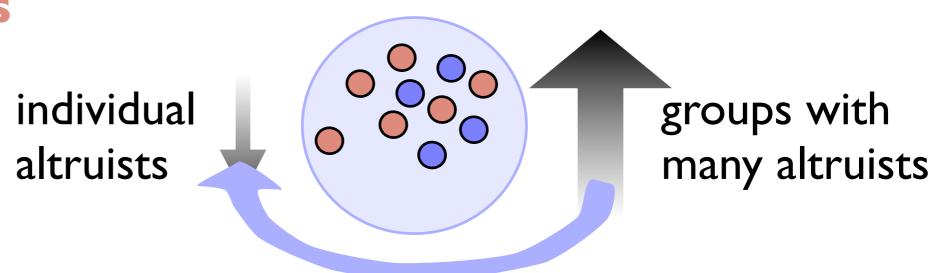
 maximize relative benefit to groups

e.g. rare resources, war

solidarity norms

e.g. patriotism, commitment

leveling norms e.g. equality, monogamy



favouring groups:

benefits to whole group ~ proportion coordination.

favouring individualism:

costs of altruism

solidarity norms

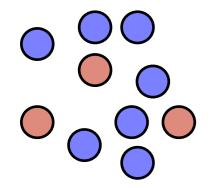
e.g. patriotism, commitment

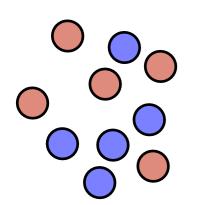
Costly signalling:

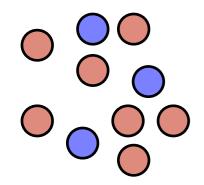
e.g. learning "giving charity" influenced by model donation, not by verbal statements

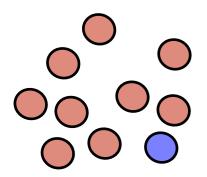
permanent signals of group membership: e.g. visible scars, piercings

Henrich (2009)









What is a "social group"?

- stable association of conspecifics
 excluding mates & parent-child pairs
- division / coordination of labor

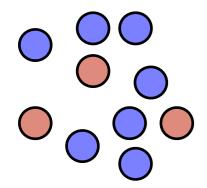
Why does group living evolve?

Costs:

- tolerate competitors
- sometimes, altruism

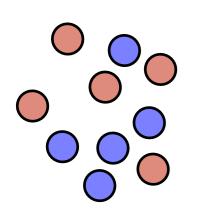
Ingroup benefits

- Direct benefits of group living
- Commitment: altruists benefit each other
- Reduced costs: levelling norms



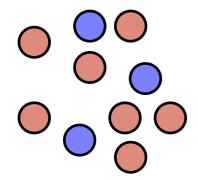


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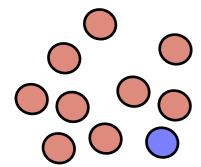
Why does group living evolve?

Why feel hostility to other groups?



Potential "super-group":

- trading partners
- mates (genetic diversity)



- Between group competition

Between group competition

Intergroup Public Goods Game

- each person gets an endowment
- each person privately decides whether to contribute or defect
- group with majority of contributions shares whole prize
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- loser gets nothing

Some results:

- more cooperation if other group equal in size & wealth
- more cooperation with conversation, commitments
- (less cooperation with larger groups)

Between group competition

4.5

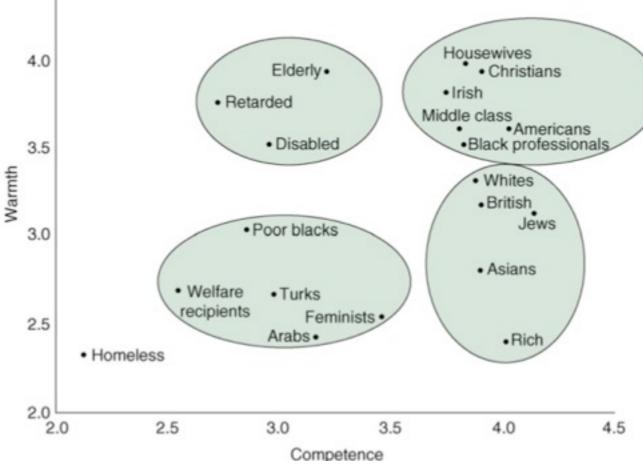
Robber's Cave

- Rattlers & Eagles
- II twelve-year-old boys
- friction raising:
 competition for territory
 direct competition in sports
- terminated early

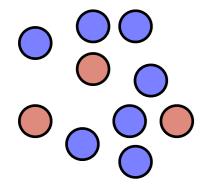
Competitive goals High competence Low warmth

- targets of envy
- passive association/ active harm
- schadenfreude

ingroup: cohesion & helping outgroup: insults & threats

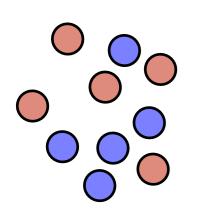


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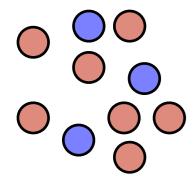


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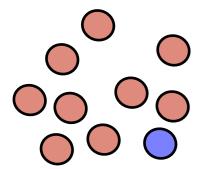
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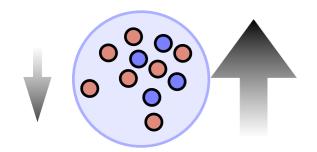
Potential "super-group":

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- Between group competition
- Direct intergroup hostility

War



maximize relative benefit to groups with more altruists

War:

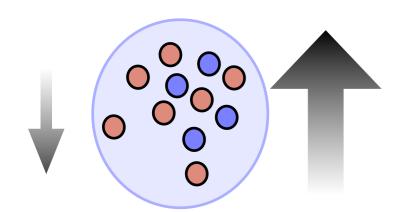
- high costs to whole group of losing war
 - ~ 4% mortality / generation, including civilians
- win more wars with more parochial altruists

tolerant of outsiders selfish towards everyone no wars

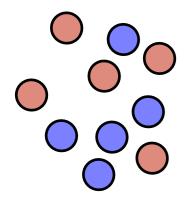
hostile to outsiders altruistic to ingroup many wars

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Choi & Bowles (2007)

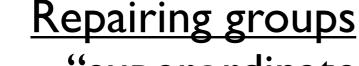


cultural groups cultural transmission flexible boundaries

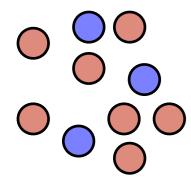


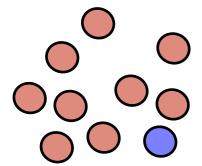
Minimal groups

abitrary, trivial groups \rightarrow ingroup favoritism



"superordinate" goals and identities e.g. Robber's Cave Contact Theory





What is the role of intergroup hostility? How are group boundaries fixed & recognised? How can intergroup hostilities be reduced?

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9.916 Special Topics: Social Animals

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