

# A Complexity View of Institutions

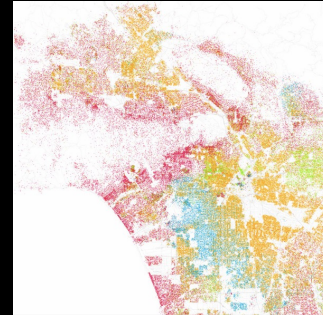
Jenna Bednar,

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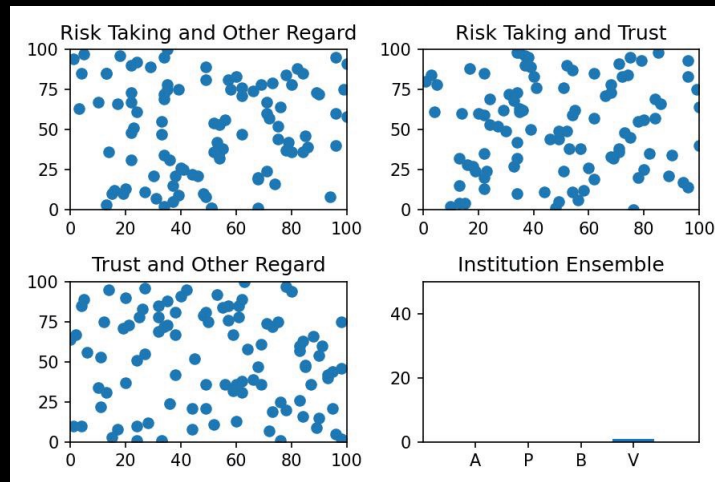
		Player II	
		C	D
Player I	C	(r, r)	(s, t)
	D	(t, s)	(p, p)



# Complexity: Best of Both “Worlds” Logic + Flexibility



		Player II	
		C	D
Player I	C	(t, f)	(s, t)
	D	(t, s)	(p, p)





Ken Arrow & Brian Arthur, SFI, 2014

Source: <https://sites.santafe.edu/~wbarthur/complexityeconomics.htm>

Feature	Neoclassical economics	Complexity economics
<b>Agents</b>	Representative with 1,2,N or distribution of types	Diverse
<b>Organizing principle</b>	Equilibrium: Agent behavior consistent with aggregate outcome	Nonequilibrium: Agent behavior reacts to aggregate outcome
<b>Metaphor</b>	Well-functioning machine	Ecology: of forecasts, actions, strategies
<b>What is faced by agents</b>	Well-defined problem	Ill-defined situation
<b>Behavior</b>	Agents optimize	Agents face fundamental uncertainty, they try to make sense, explore
<b>Structural Change</b>	The equilibrium shifts	Novelty causes endogenous restructuring
<b>Rationality</b>	Perfect and boundless	Rationality usually not defined
<b>Feedbacks</b>	Diminishing returns	Increasing, as well as diminishing, returns
<b>Time</b>	Equilibrium is timeless	History and path taken matter
<b>Dominant Theme</b>	Allocation of resources	Formation of structures
<b>System</b>	Closed to new behavior	Open. System can be exploited
<b>Methods used</b>	Mathematics (quantities, incentives in balance)	Mathematics and computation (algorithmic and event-driven)
<b>Temporary Phenomena</b>	Excluded by equilibrium	Possibly emerge
<b>Interaction</b>	Homogeneous	Channeled by networks
<b>Evolution of the Economy</b>	Outcomes usually seen as in stasis. Not evolving	Economy self-creating. In perpetual novelty

# Complexity Science and Institutions

- Elements
- Frames / Questions asked
- Tools
- Dynamic Models / Theories of Change
- Clarity of Prediction or Explanation
- References

# Analytical Elements

- North 1990: “the rules of the game ... humanly devised constraints that shape human interaction”.
- Analysis includes agents, preferences or goals, information, order of play, relations between agents, payoffs, etc
- May be formal or informal, ie norms
- Contain internal and external elements, ie beliefs and capacities
- Can include: locations / neighborhoods; limited cognitive capacity; heterogeneity / diverse populations;

# Frames / Questions Asked

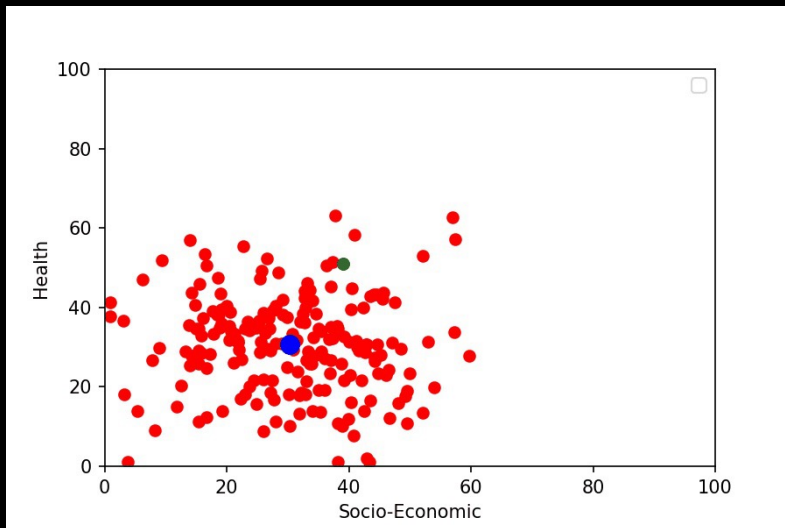
- Standard GT fare: ie why do or don't people cooperate? How do you maximize utility?
- But also:
  - How do institutions affect one another's performance, and what is a theory to explain it?
  - What is path dependence? What causes it? What are its effects?
  - How can we understand emergent phenomenon (like culture), and what are the underlying causes?
  - What is the evolvability of an institution?
  - What makes an institutional system robust?
  - How does an institution affect social cohesion? Power?
- Key difference: dynamics, not equilibria / processes, not fixed points



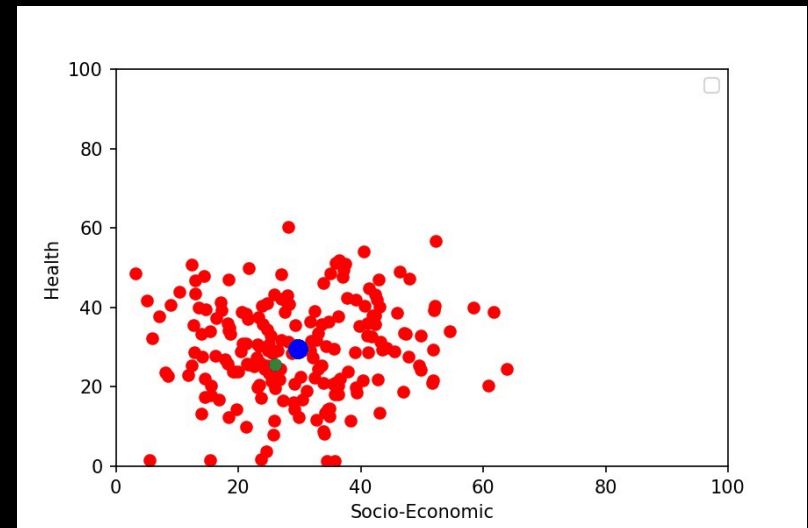
# Tools

- All the standard math models
- But also:
  - Network analysis
  - Agent based models
  - Computational models
  - Systems Dynamics
  - Cellular automata / genetic algorithms
  - Biological models: immunology, ecology, genetics

# Dynamics / Theories of Change

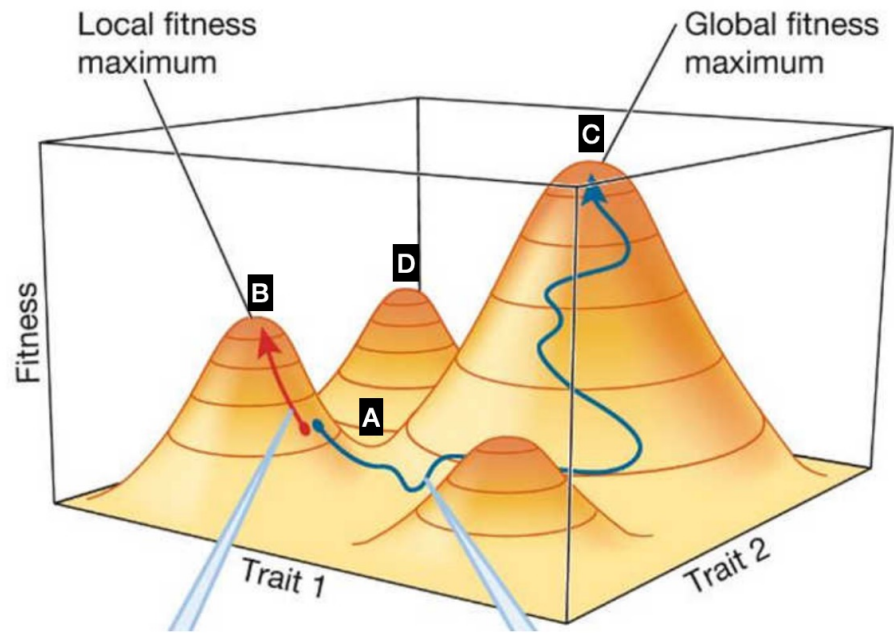
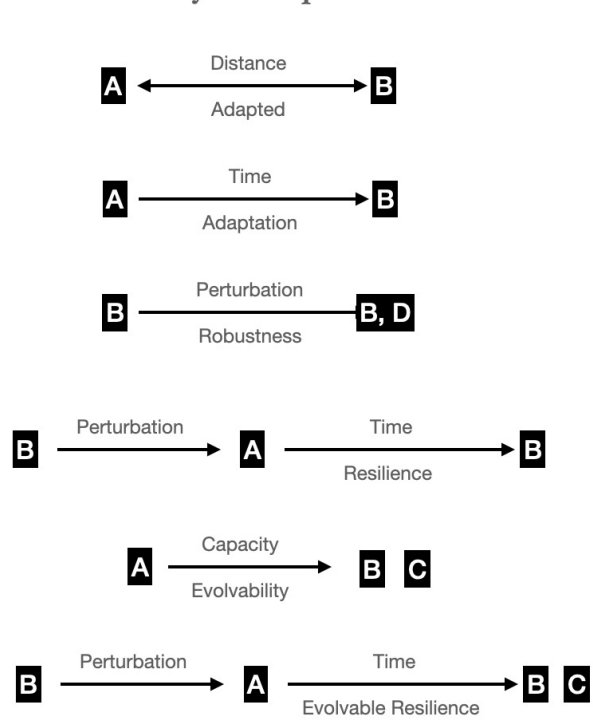


Linear

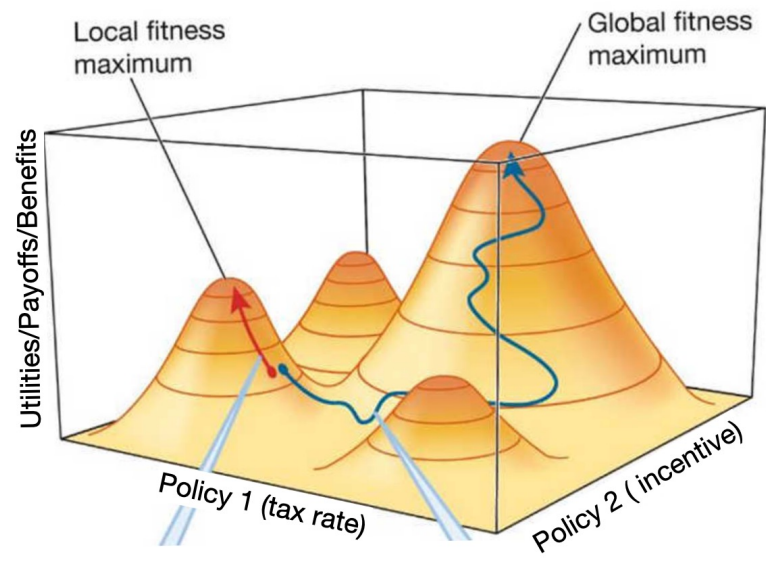


Complex

### Key Concepts

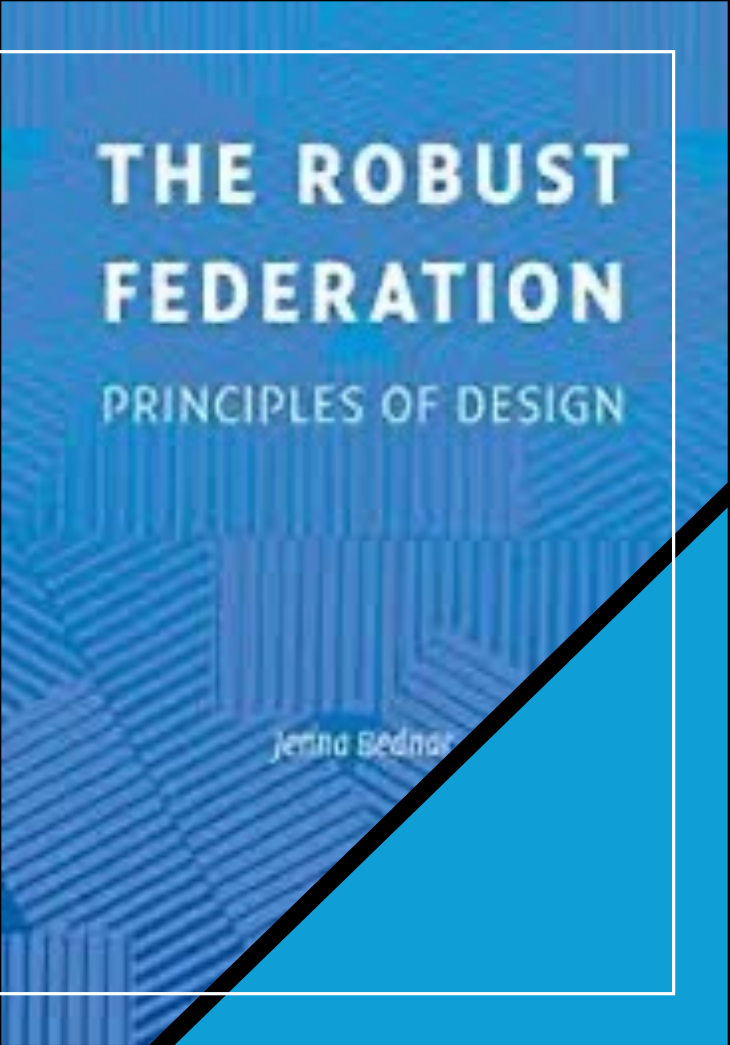


Source: Krakauer



# Ex: The Robust Federation

- Question: How are federal constitutions both strong enough to be meaningful and flexible enough to adapt to changing circumstances over time?



**THE ROBUST  
FEDERATION**  
PRINCIPLES OF DESIGN

Jerina Bednar

# Robustness

- Focus on **functional continuity**, minimize risk of functional failure
- Implies ability to **recover from stress**
- Functional continuity may mean **structural adaptation**
- Adaptation requires a means of **exploration of alternatives** and a **method of change**
- Interconnected systems prone to nonlinear effects including **tipping and collapse**

# Robust System Design

- Principles: enable search, minimize / manage interconnectedness, facilitate adaptation
- Qualities: Redundancy, Modularity, Diversity
- MUST manage failure by managing the interconnectedness: the components of the system should fail for different reasons

# The US Constitution created a robust institutional framework

- Robustness (not optimality): adaptive, maintain functionality
- Robust system design: redundancy, modularity, diversity
- Democratic system of safeguards:
  - Redundancy from overlapping instits, ie sep of powers, bicameralism, staggered elections, etc
  - Diversity from different aggregations of voters, sequential elections
  - Modularity from state and local authority



Bednar (2009)



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If the anti-tyranny system isn't robust the democracy will fail.

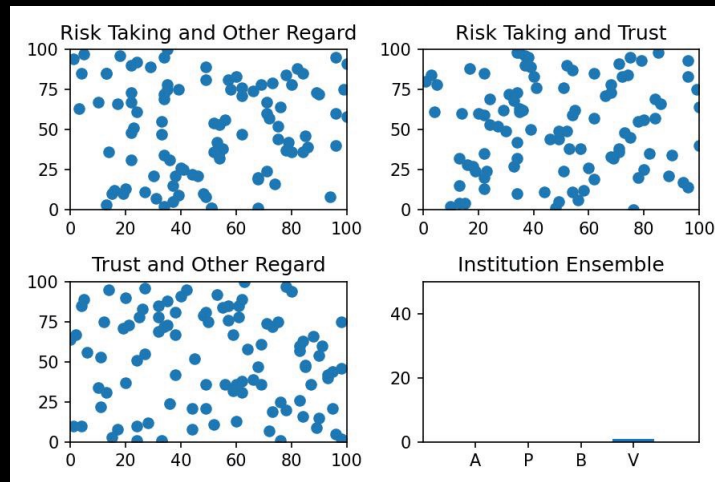
# Sources of Failure / Correlation of Vulnerability

- Overly aligned party system
  - System of personal loyalty
  - Lack of adaptive mechanisms, including diverse input and exploration
- 
- Diversity protects against these failures
  - Federalism is a double security against these flaws

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# Want to dive in? Start here....

- Melanie Mitchell Complexity Explorer
- Model Thinker Coursera & Book
- Complex Adaptive Social Systems
- Harnessing Complexity
- Micromotives and Macrobehavior

