

# **Framing Processes in Social Dilemmas.**

Formal Modelling and  
Experimental Validation.

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## Purpose of the presentation

is the validation of (some of) LINDENBERG's ideas about the microfoundations of solidarity

as they are e.g. spelled out in Chapter 3 of  
Doreian & Fararo (eds.):

*The Problem of Solidarity: Theories and Models*,  
Amsterdam 1998 (Gordon & Breach).

## How?

- The theory is an application of framing theory.
- Thus: test it by means of “framing analysis.”
- Take *social dilemmas* as test domain.

A group faces a *social dilemma* when the following two properties hold (DAWES 1980):

- ⊗ each group member is *worse off when (s)he cooperates* than when (s)he defects, irrespective of what the other group members do:

$$\forall i : v_i(\mathbf{c}_i | \cdot) < v_i(\mathbf{d}_i | \cdot)$$

- ⊗ each group members is *better off when everyone cooperates* than when everyone defects:

$$\forall i : v_i(\mathbf{c}_i | \forall j : \mathbf{c}_j) > v_i(\mathbf{d}_i | \forall j : \mathbf{d}_j)$$

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**dilemma**

# How to *solve* the social dilemma?

Suggestions in the literature:

- coordinate behaviour by obligatory rules,
- introduce punishments for defection,
- appeal to farsightedness.

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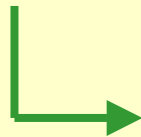
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- appeal to farsightedness:

 **GAME THEORY.**

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~~GAME THEORY.~~

not here

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 **SANCTIONING SYSTEMS.**



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- introduce punishments for defection:

 **SANCTIONING SYSTEMS.**

→ How are these provided?

# How to *solve* the social dilemma?

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 **NORMS.**

# How to *solve* the social dilemma?

Suggestions in the literature:

- coordinate behaviour by *obligatory rules*:

└─→ **NORMS.**

↑  
How does  
obligation work?

## Normative behaviour ...

... is *always stabilized* by sanctions.

*Absence* of sanctions is a telltale sign that a behavioural rule is *not* normative.

... is *internalized* .

Actors *want* to do what they *have* to do.

## Sanctions ...

... are *integral part* of normative behaviour.

*Absence* of sanctions is a telltale sign that a behavioural rule is *not* normative.

... but *do not* (directly) *influence* behaviour.

Actors *want* to do what they *have* to do.

(*the “sociologists’ dilemma”*)

## LINDENBERG's theory of norms:

- when sanctions directly influence behaviour, the actor “*is in a gain frame.*”  
(*foreground influence of sanctions*)
- when an actor “*is in a normative frame,*” sanctions only influence the strength of the norm, not its content.  
(*background influence of sanctions*)

# LINDENBERG's **framing** theory

(*Discrimination model* of framing):

- weakness of a frame leads to random preference, and vice versa.
- weakness of a frame leads to a *frame switch*.

**Experimental validation** will centre around the dynamic manipulation of frame strength by variation of sanction sizes.

## Some hypotheses:

- *sensitivity to sanction size* differs between frames:

normative frame: lower sensitivity,

gain frame: higher sensitivity.



## Some hypotheses:

- *sensitivity to sanctions* differs between frames,
- *attitude towards sanctions* differs between frames:

normative frame: positive attitude,

gain frame: negative attitude.

## Some hypotheses:

- *sensitivity to sanctions* differs between frames,
- *attitude towards sanctions* differs between frames,
- *behavioural randomness* depends on  
frame × sanction interaction:

**normative frame:** behavioural randomness  
occurs for low sanctions,

**gain frame:** behavioural randomness  
occurs for high sanctions.

## Some hypotheses:

- *sensitivity to sanctions* differs between frames,
- *attitude towards sanctions* differs between frames,
- *behavioural randomness* depends on  
frame × sanction interaction,
- *stability of frames over time:*

Actors approach decision situations with the frame they applied in the previous situation.

## Some hypotheses:

- *sensitivity to sanctions* differs between frames,
- *attitude towards sanctions* differs between frames,
- *behavioural randomness* depends on  
frame × sanction interaction,
- *stability of frames over time*:
  - *inertia of frames* and behaviour,
  - *hysteresis of frames* and *behaviour*.

## Formal modelling:

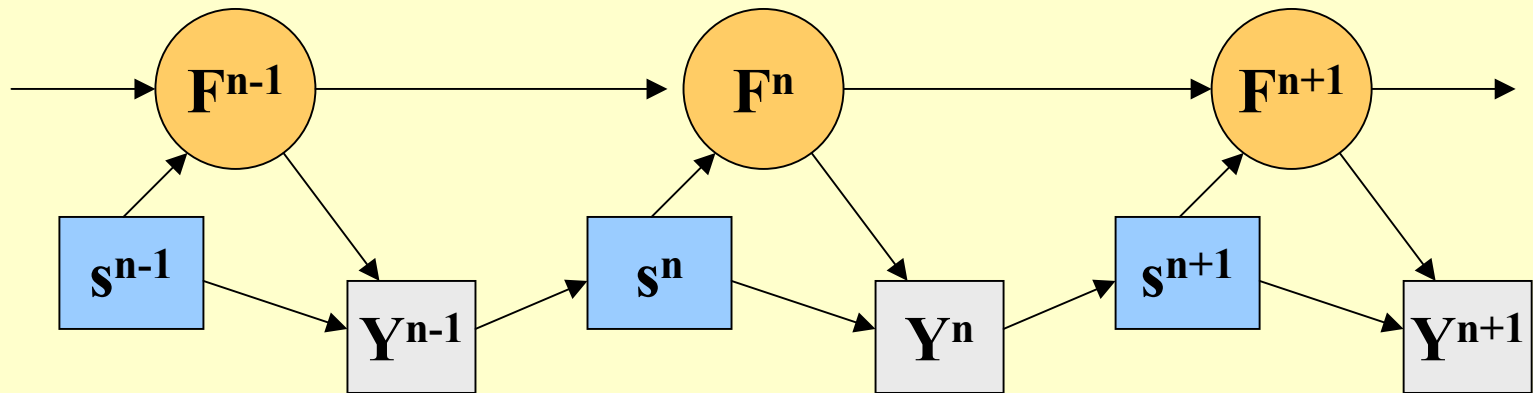
- Assume that before making a decision in a social dilemma, actors adopt either a *normative* or a *gain* frame:  
$$\mathbf{F} \in \{\mathbf{f}_{\text{norm}}, \mathbf{f}_{\text{gain}}\} .$$

This framing stage is influenced by situational parameters  $\mathbf{s}$  and the previously used frame.

- Assume that then, actors base their behaviour on a frame-dependent decision rule:  
$$\mathbf{Y} \sim \varphi (\mathbf{s} | \mathbf{F}) .$$

# Formal modelling:

The model can be summed up visually as follows:



## The experimental study:

(January 2001, **124** students, computer experiment.)

**Task**: Protection of wild animals over **N=21** days,

- cooperation was tied to a reduction in collective housing costs,
- defection meant private gain (and was sanctioned by percentage **s**).

## Experimental conditions:

- sanctioning pattern:  $\forall$  versus  $\Lambda$ ,
- semantic framing **a** (for *accessibility* manipulation):  
*environmentalist group* versus *leisure time brokers*.

## Dependent variables:

- sanctioning attitude **x** (adequate sanctions in %),
- contribution **y** to common task (in hours out of **10h**).



## Analytical framework:

- initial frame probabilities:  $\mathit{logit}[\Pr(F^0 = \mathbf{f}_{norm})] = \alpha^0 + \alpha^1 \mathbf{a}$

- rules for frame updating:

$$\mathit{logit}[\Pr(F^n = \mathbf{f}_m | F^{n-1} = \mathbf{f}_m)] = \beta_m^0 + \beta_m^1 \mathbf{a} + \beta_m^2 \mathbf{s} + \beta_m^3 \mathbf{y}^{n-1} + \beta_m^4 \mathbf{n}$$

- rules for frame-dependent behaviour:

$\mathbf{Y} \sim \mathbf{beta}(\mathbf{p}, \mathbf{q})$  with  $\mathbf{p}$  mean contribution:

$$\mathit{logit}(\mathbf{p}_f) = \pi_f^0 + \pi_f^1 \mathbf{a} + \pi_f^2 \mathbf{s}$$

and  $\mathbf{q}$  corrected variance:

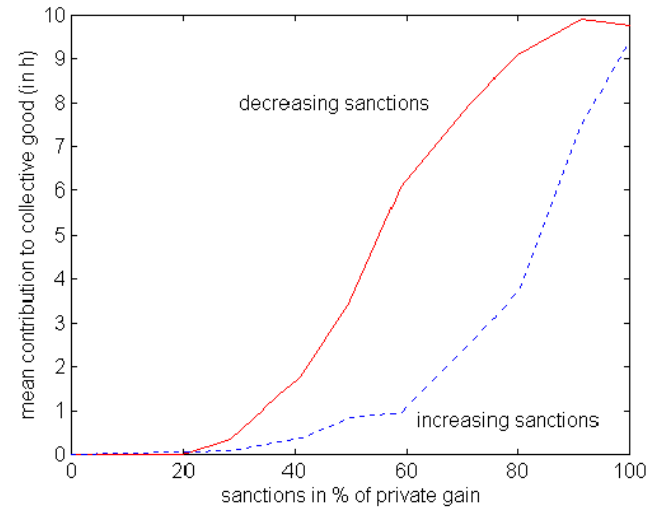
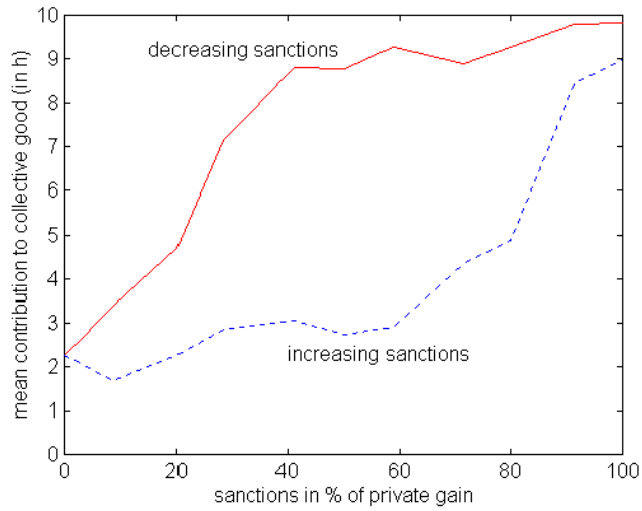
$$\mathit{logit}(\mathbf{q}_f) = \kappa_f^0 + \kappa_f^1 \mathbf{a} + \kappa_f^2 \mathbf{s}$$

# Descriptive results:

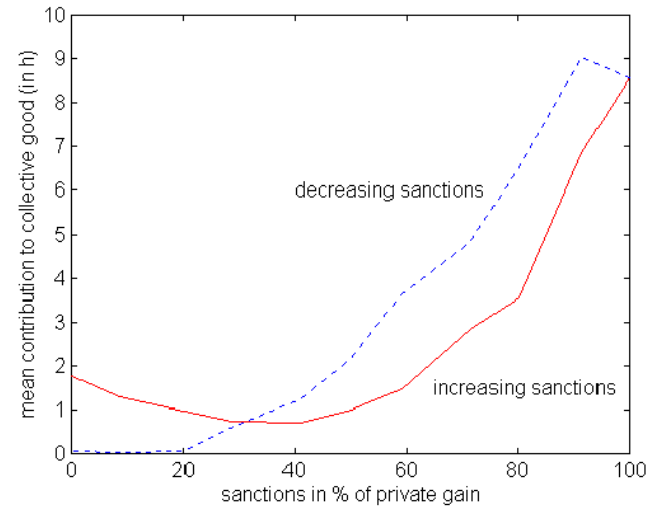
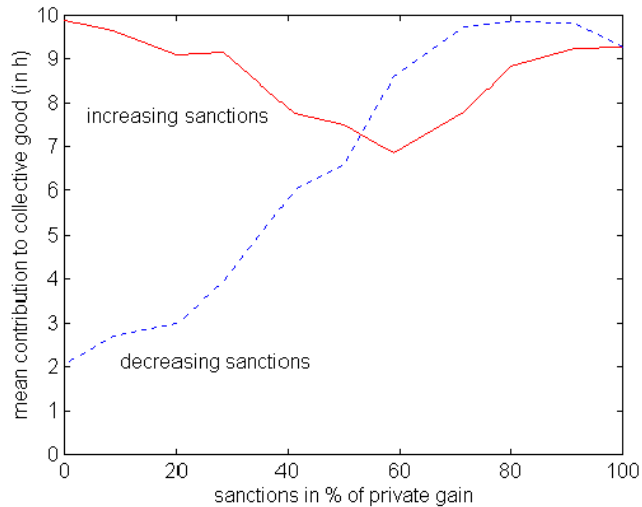
## normative semantics

## gain semantics

pattern  $\vee$



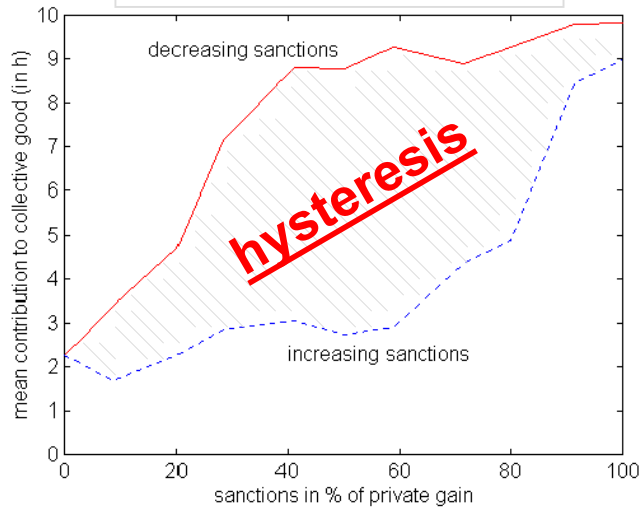
pattern  $\wedge$



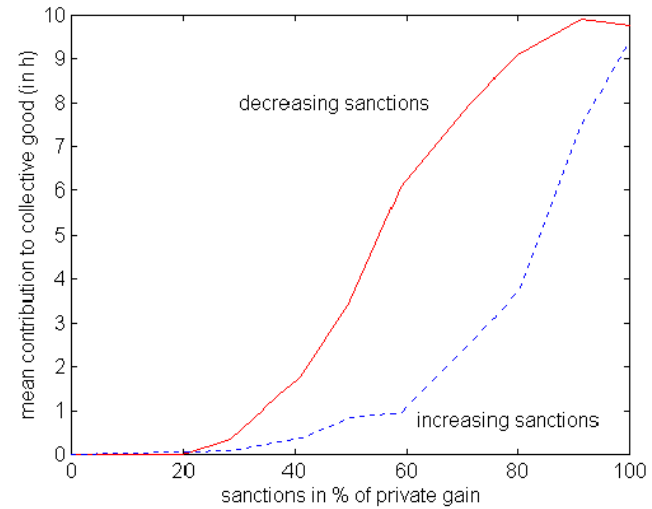
# Descriptive results: *hysteresis hypothesis* confirmed.

pattern  $\vee$

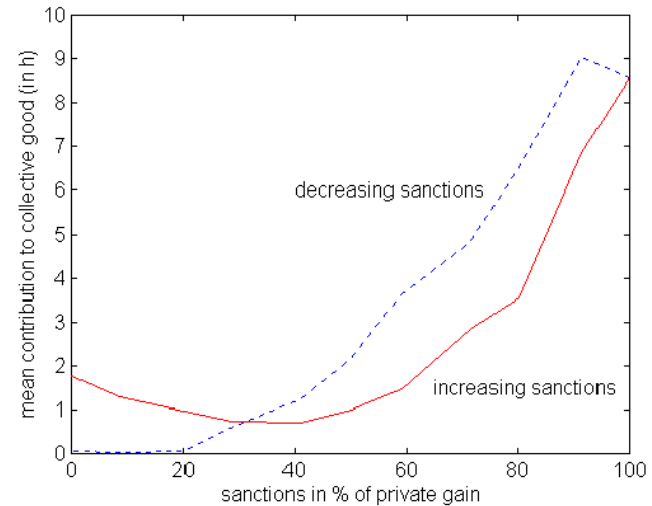
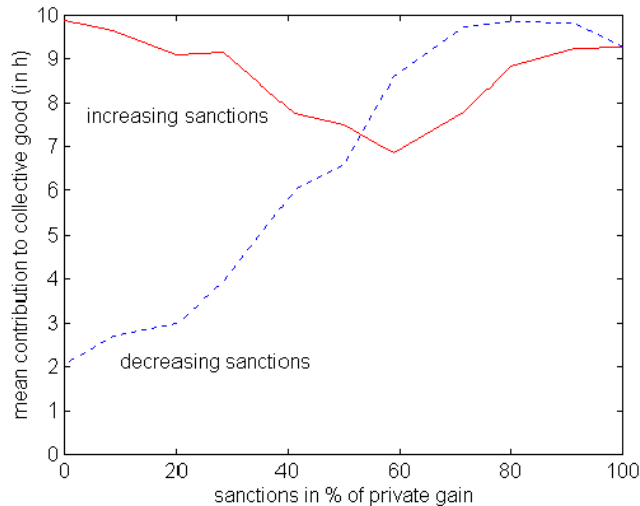
normative semantics



gain semantics



pattern  $\wedge$

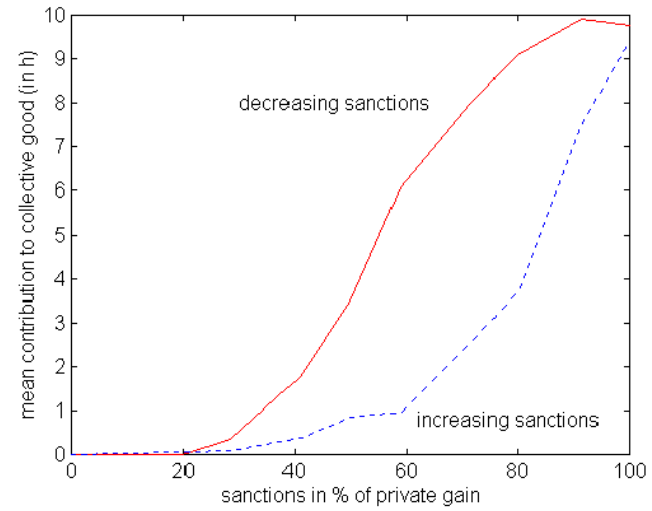
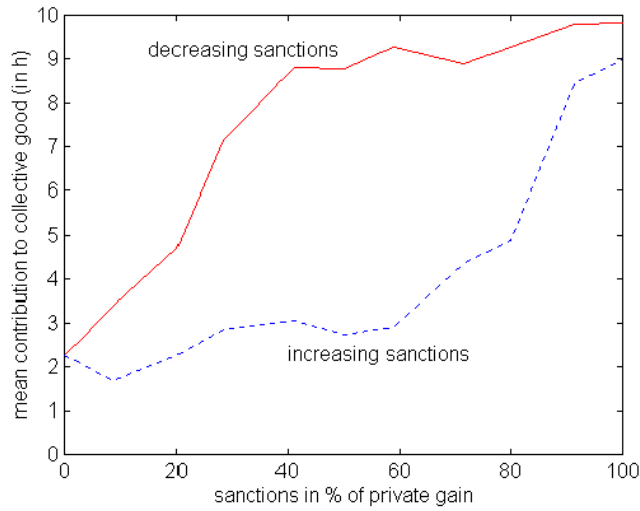


# Descriptive results: *semantic framing* successful.

## normative semantics

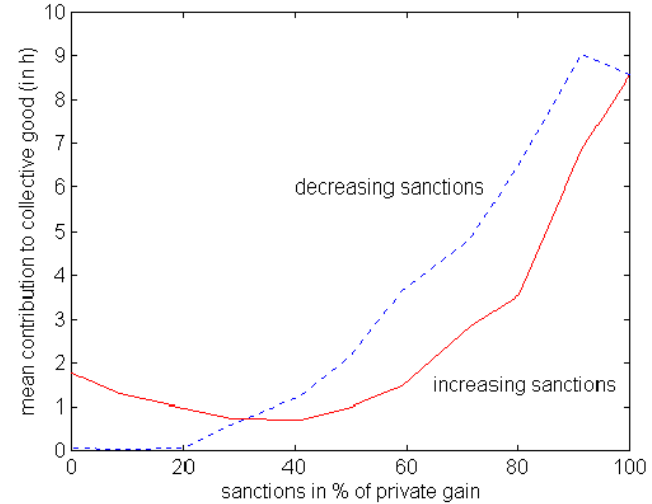
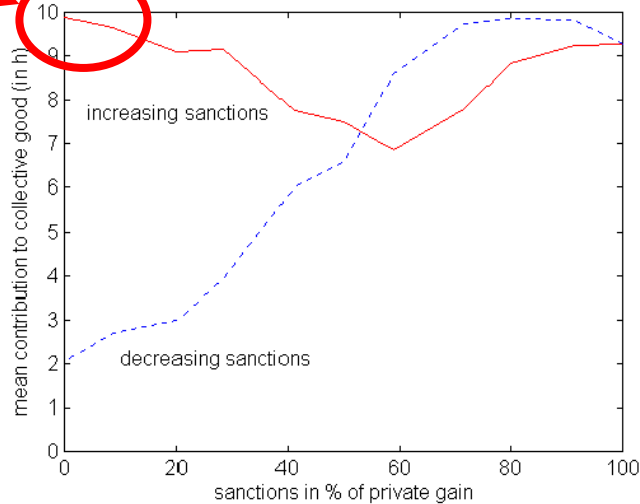
## gain semantics

pattern  $\vee$




semantics


pattern  $\wedge$



Model estimates:

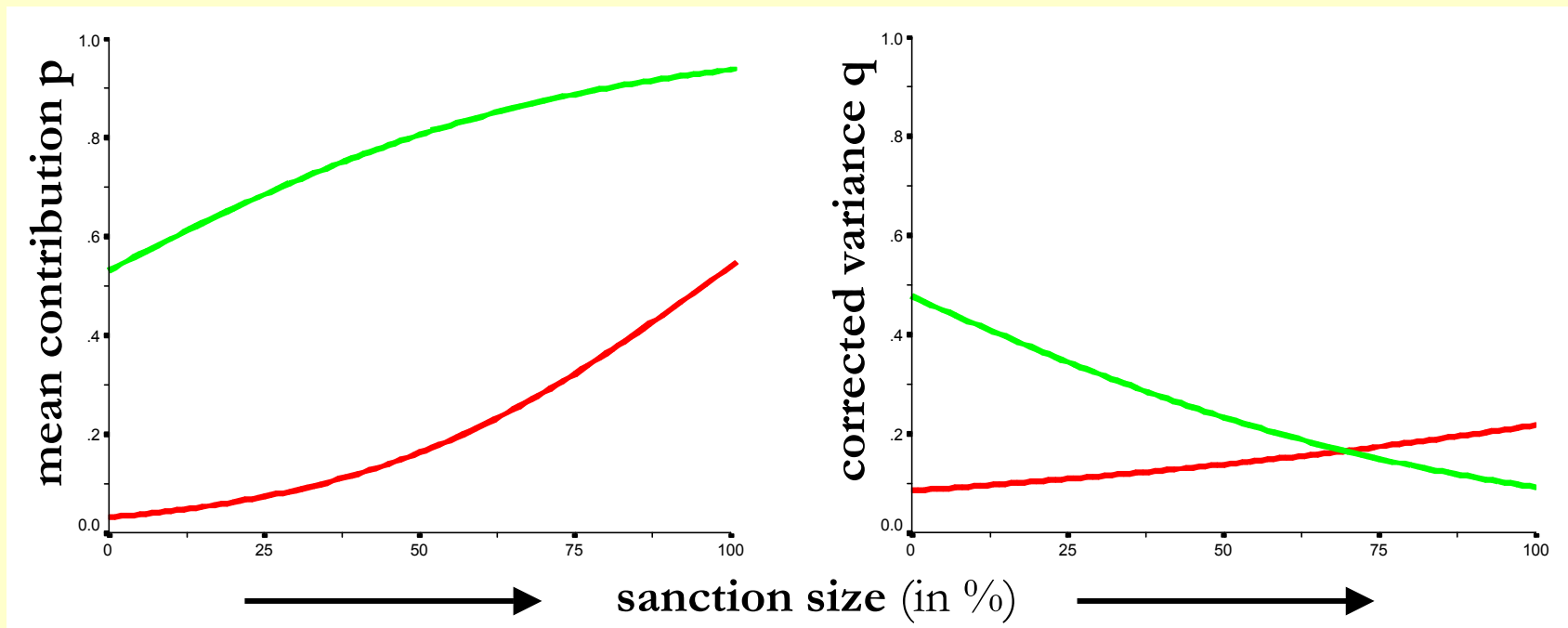
 *gain frame*

**Behavioural rules per frame**

 *normative frame*

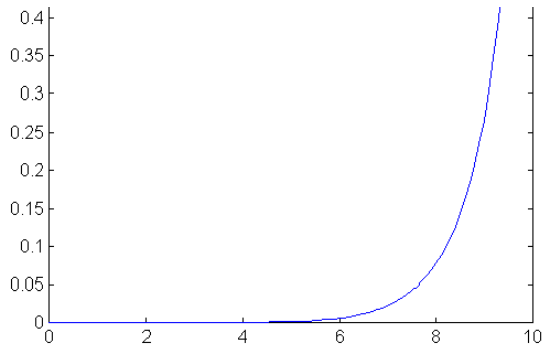
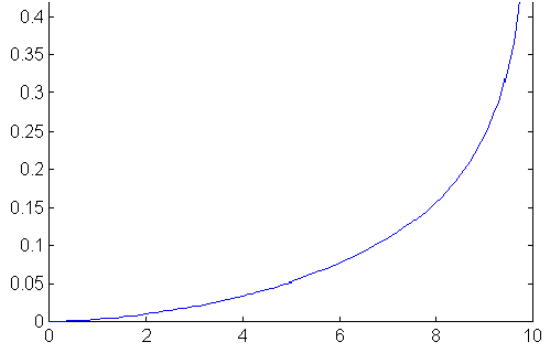
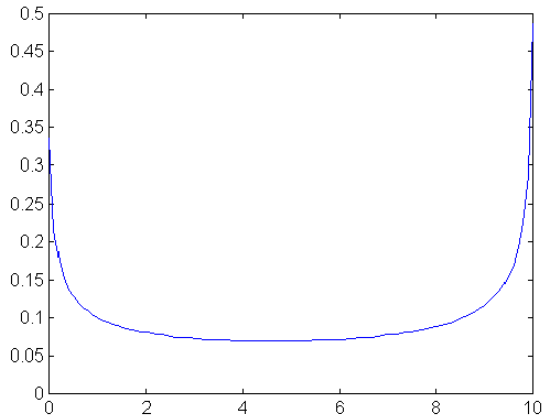
*sensitivity hypothesis*  
confirmed

*behavioural variation hypothesis*  
confirmed



# Model estimates: Distribution of contributions per frame

normative frame

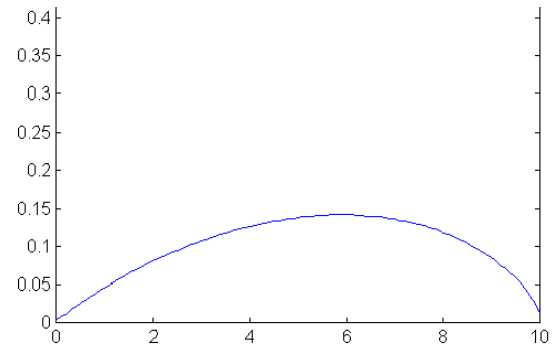
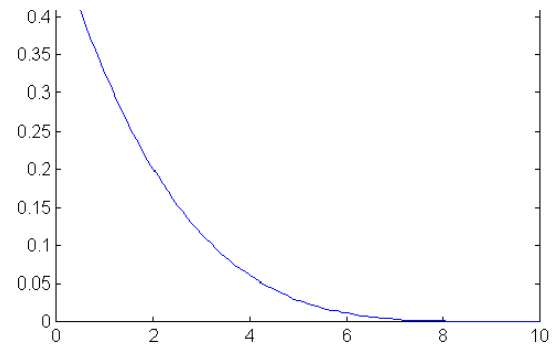
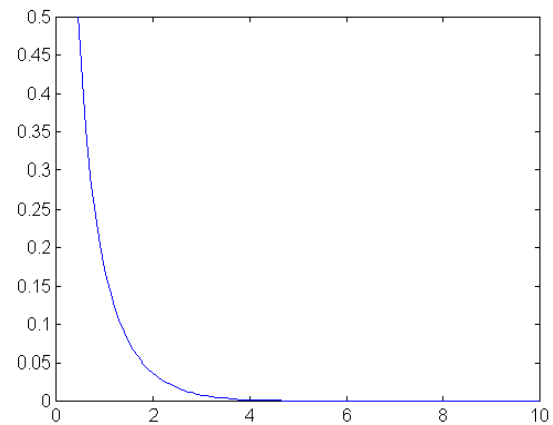


no  
sanctions

50 %  
sanctions

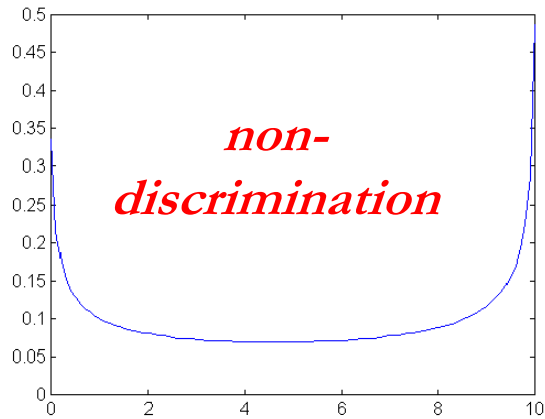
100 %  
sanctions

gain frame

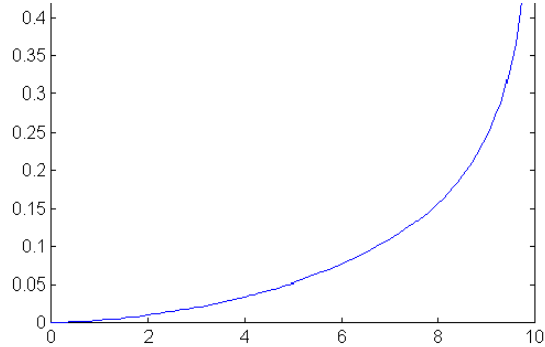


# Model estimates: once more *behavioural variation*

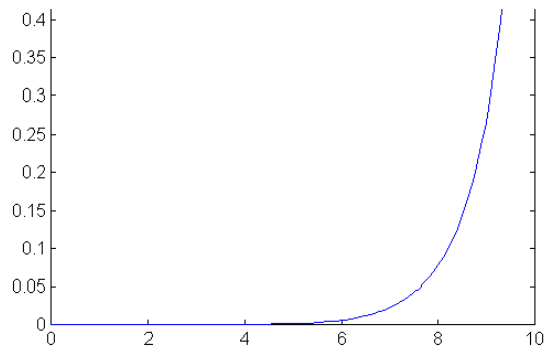
normative frame



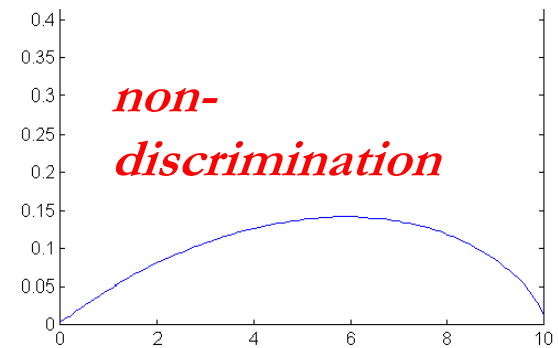
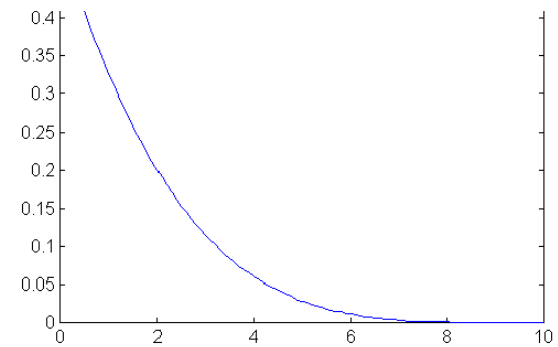
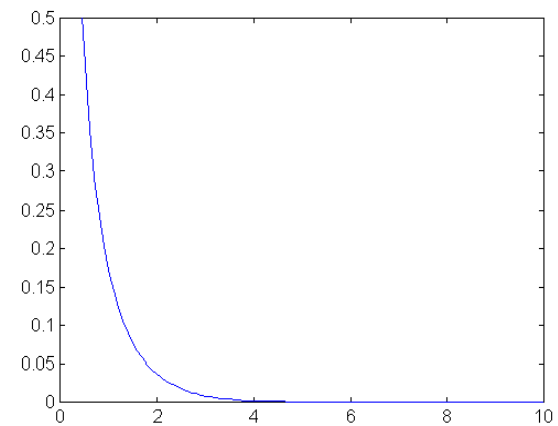
no  
sanctions



50 %  
sanctions



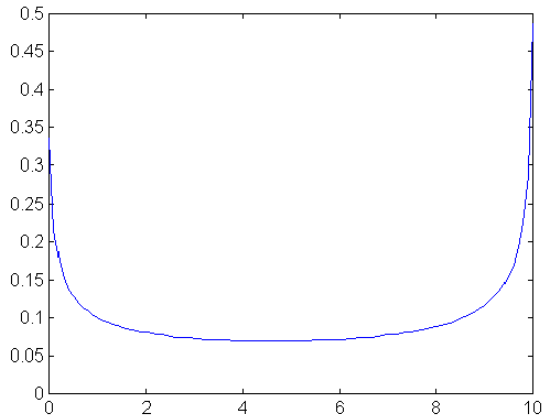
100 %  
sanctions



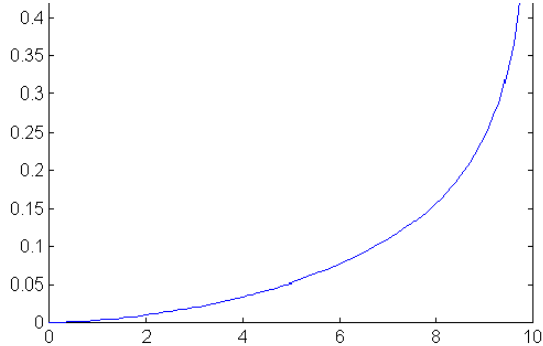
gain frame

# Model estimates: “rationality” of gain frame’s rule ?

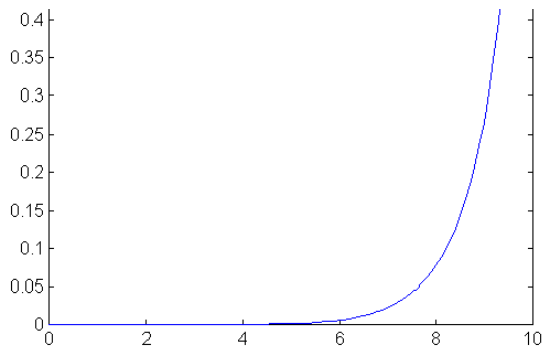
normative frame



no  
sanctions

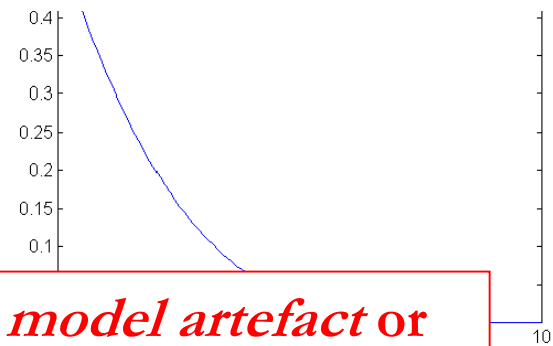
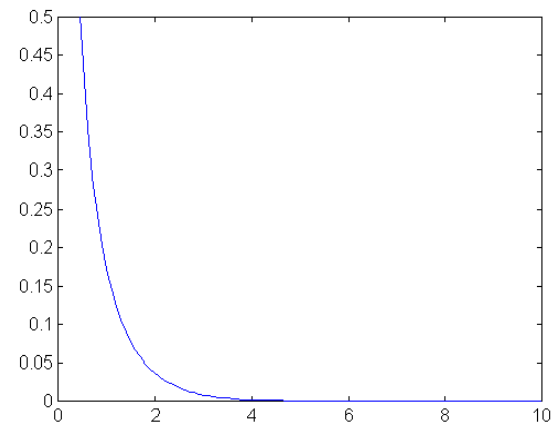


50 %  
sanctions

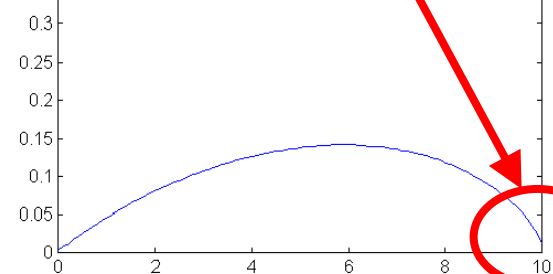


100 %  
sanctions

gain frame



*¿ model artefact or  
background effect ?*







## Model estimates:

### Frame updating:

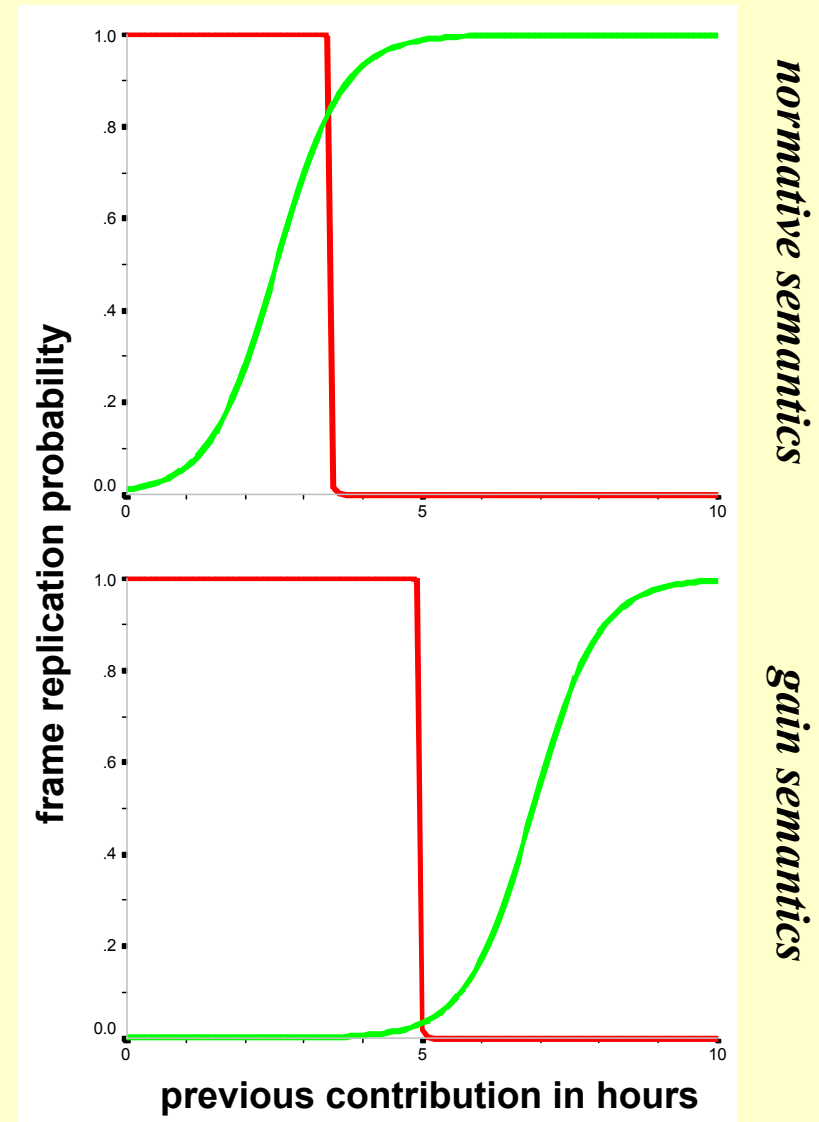
regions of frame stability

 gain frame

 normative frame

The *inertia hypothesis* is partly confirmed by *threshold shape* :

Frames are stable in the region of compatible behaviour.

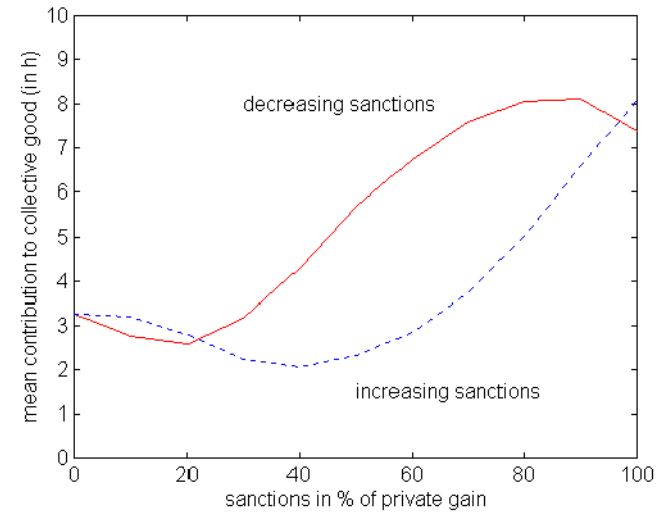
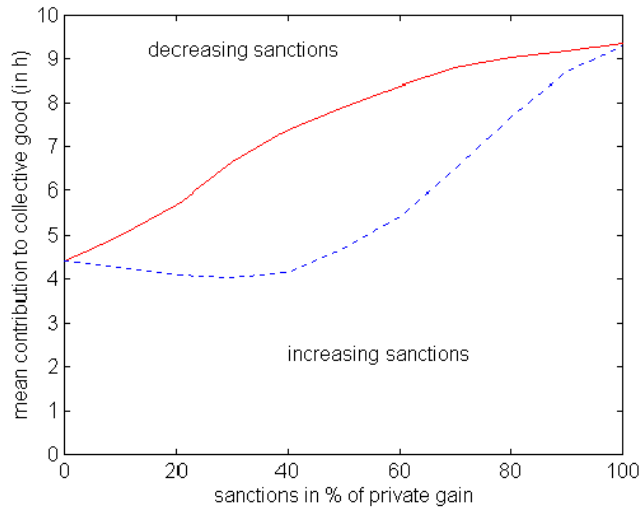


# Model-derived simulations: *goodness of fit* visualised.

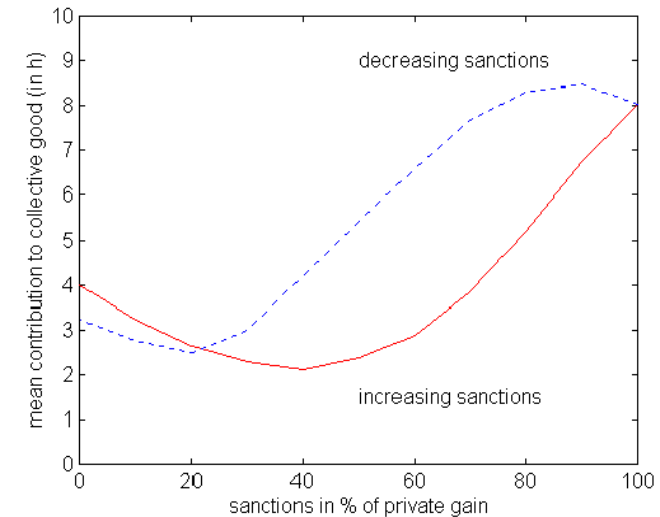
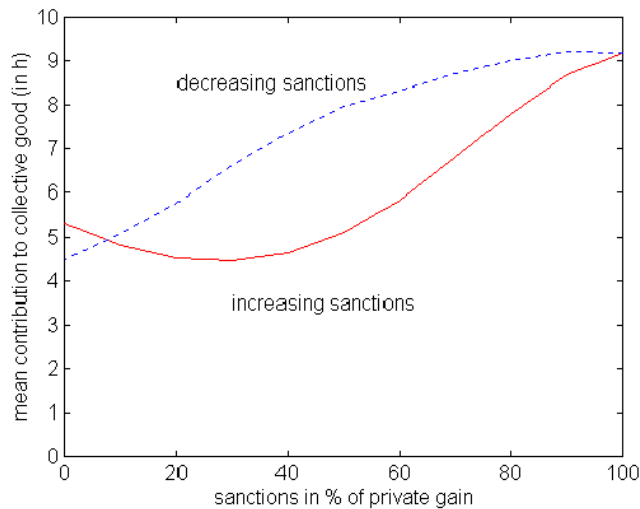
**normative semantics**

**gain semantics**

**pattern  $\vee$**



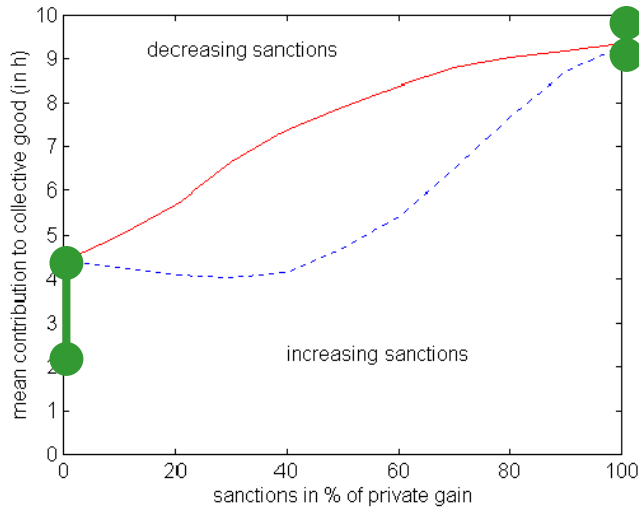
**pattern  $\wedge$**



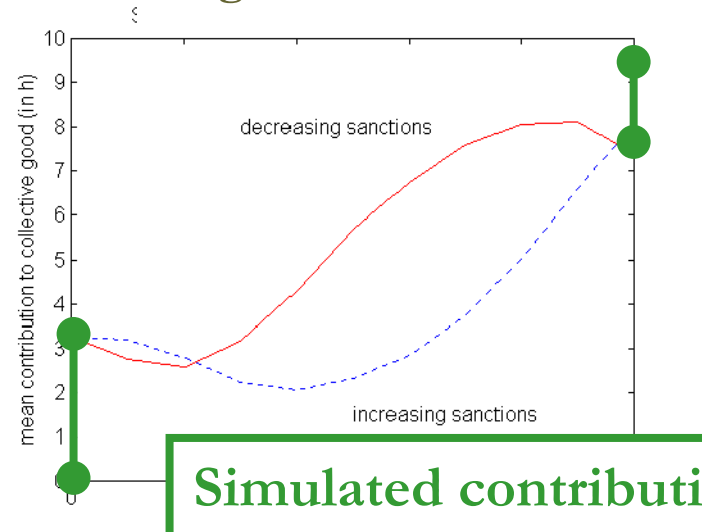
# Model-derived simulations: fit problems

pattern  $\vee$

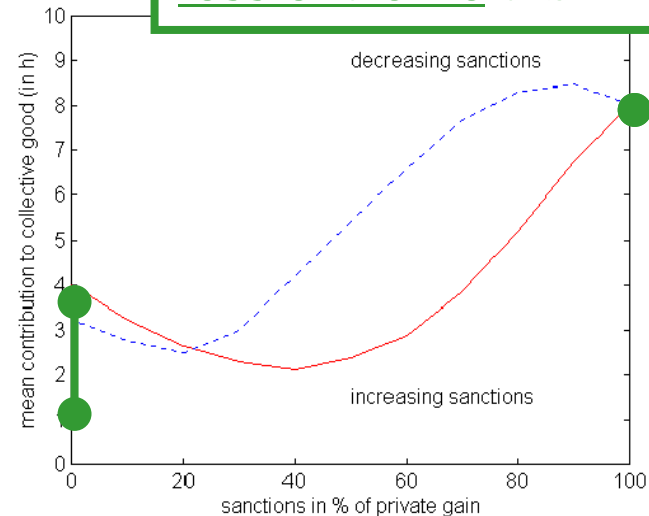
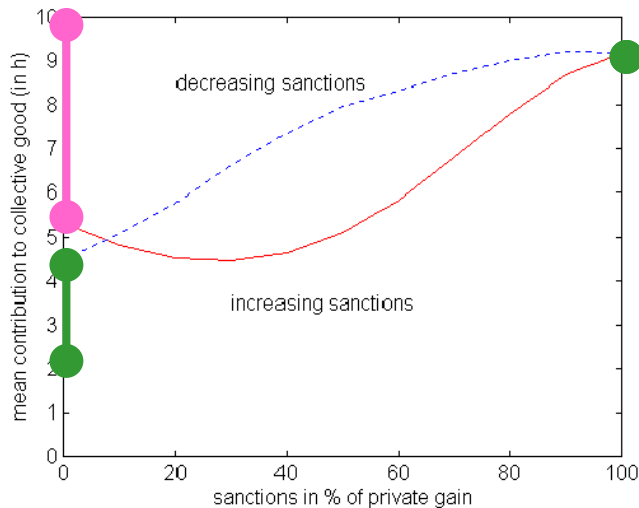
normative semantics



gain semantics



pattern  $\wedge$



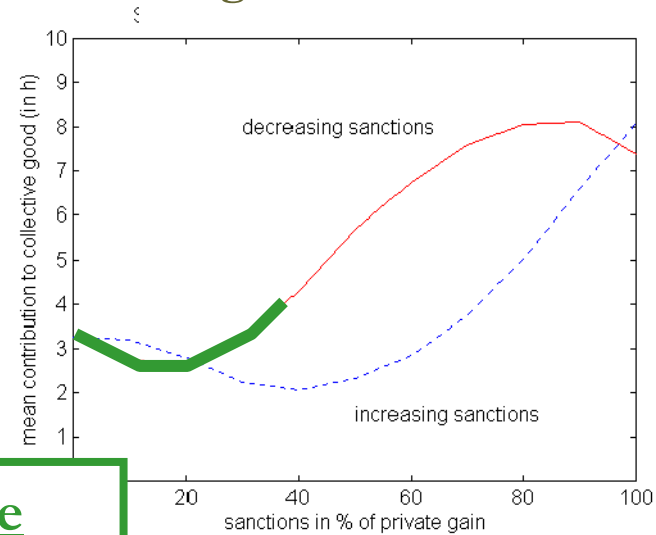
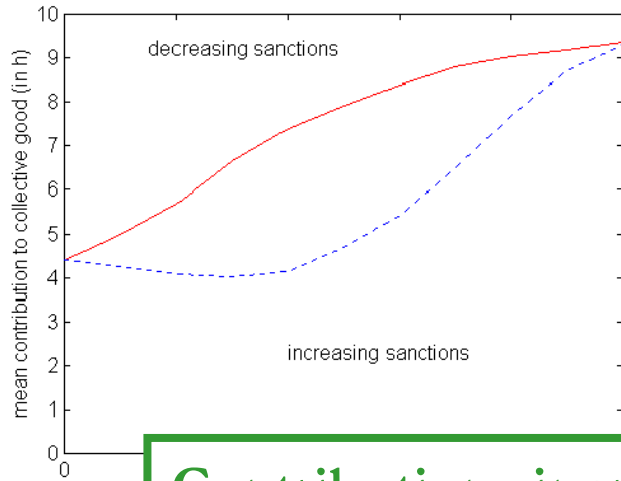
**Simulated contributions  
less extreme than in data.**

# Model-derived simulations: fit problems

normative semantics

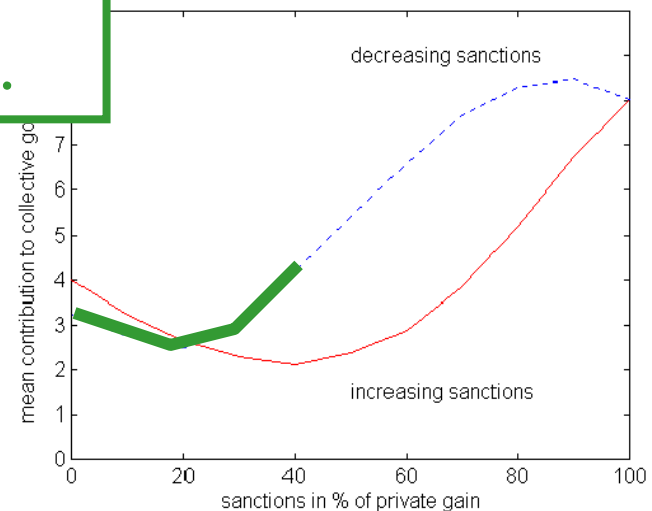
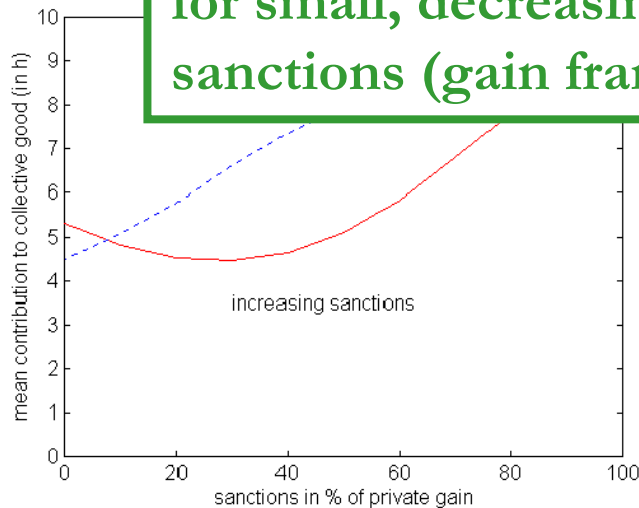
gain semantics

pattern V



**Contributions increase  
for small, decreasing  
sanctions (gain frame).**

pattern A



## External validity of the model:

The estimates are solely based on actors' *behaviour* **Y**.

Model-derived frames can now be compared to the other dependent variable *sanction attitude* **X**:

		sanction attitude	
		positive	negative
estimated frame	normative	1129	183
	gain	198	1094

The *sanction attitude* hypothesis is confirmed.

## Conclusions:

- *Framing theory* gives a valid account of behaviour.
- The *theory of normative behaviour* is confirmed.
- The *model-fitting procedure* does a good job  
(*but suffers from rigid specifications*).