Invention as cultural accumulation Evidence from patenting

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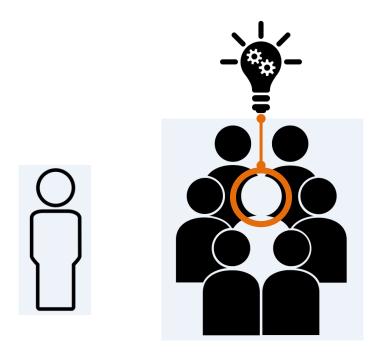
Twitter: @GomezLievano

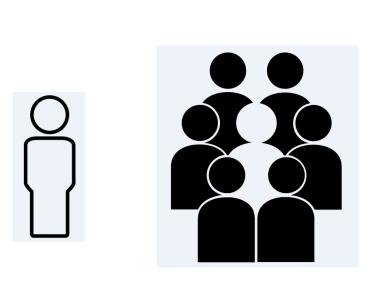
Santa Fe Institute Workshop
"The Complexity of the Patenting
System"

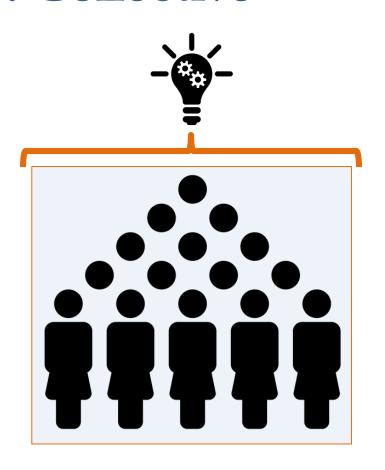
Santa Fe, New Mexico March 12-14, 2018

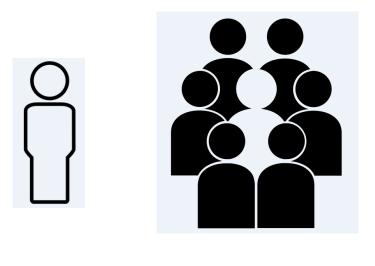
MOTIVATION





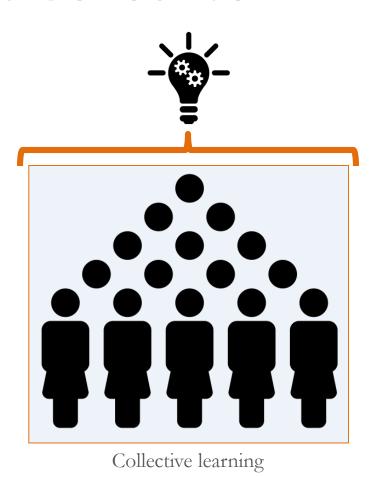


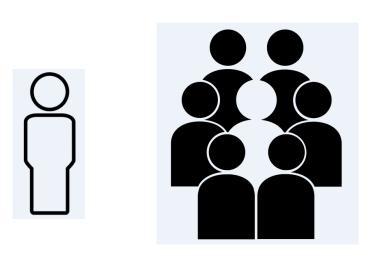




Social learning

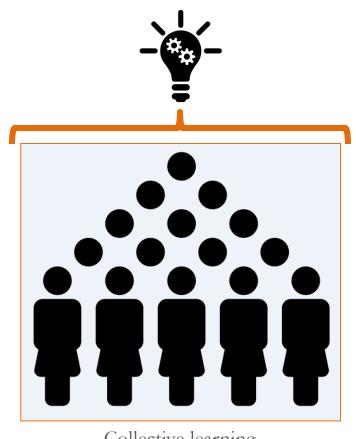
Individual learning





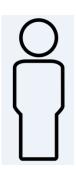
Social learning

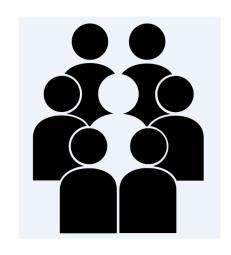
Individual learning



Collective learning

[&]quot;Standing on the shoulders of "midgets"" (Robert Boyd)

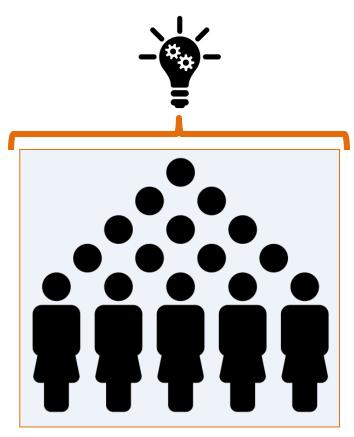




Individual learning

Social learning

- **Horizonal** transmission of information
- Spillovers



Collective learning

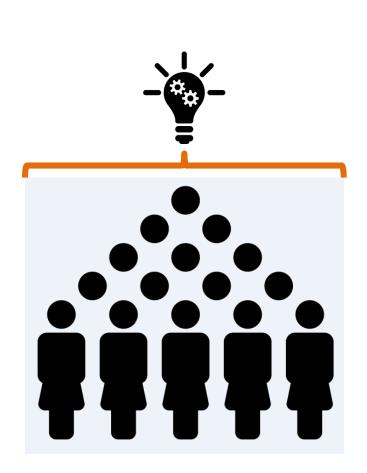
- Vertical transmission
- Cooperation
- Complementarities
- **Division** of labor/expertise
- Coordination

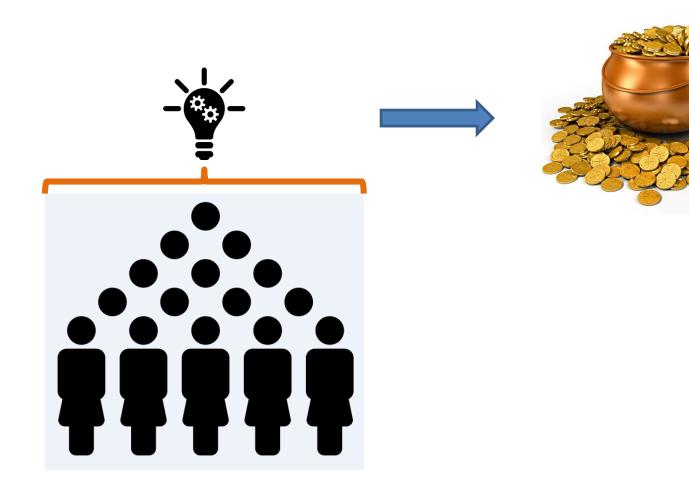
Ideas from Cultural Evolution are central

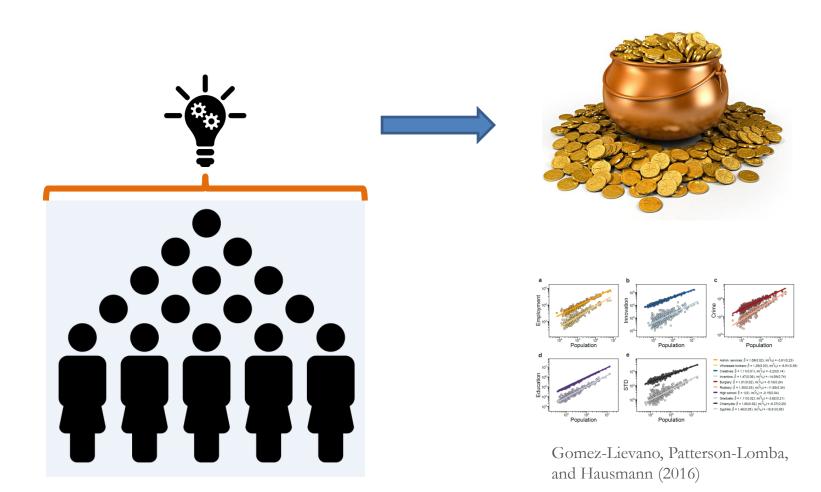
"just as thoughts are an emergent property of neurons firing in our neural networks, innovations arise as an emergent consequence of our species' psychology applied within our societies and social networks...

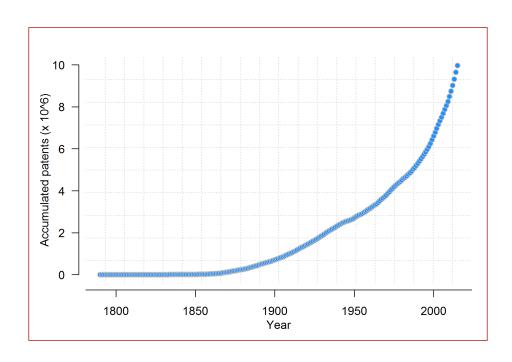
[Societies and social networks] can produce complex designs without the need for a designer—just as natural selection does in genetic evolution"

(Muthukrishna and Henrich, 2016, "Innovation in the collective brain")

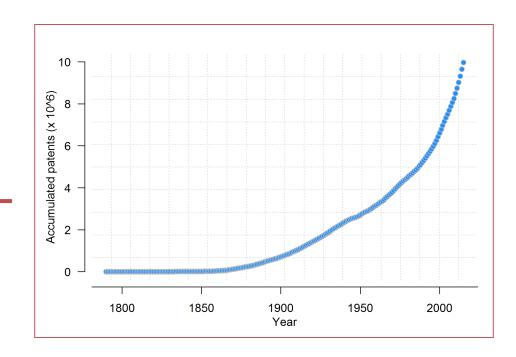






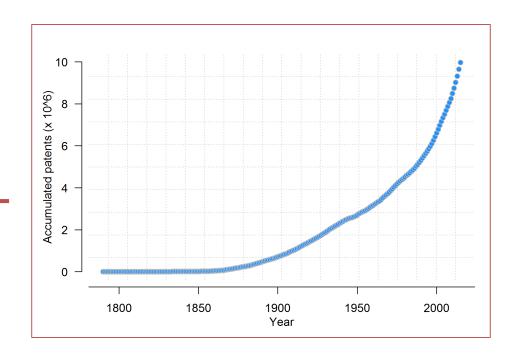


Is this collective learning?



Is this collective learning?

... or just a **trivial** process of accumulation in one type of historical record...



Related questions

- Should there be a distinct quantitative signal?
- How do we measure collective knowhow?... Are patents a good proxy???
- If we had a measure, Why/How would it grow?
- What would be the **functional form** for such a process?

• Proposed proxy: The **number** of "things" you **know how to do**.

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"how many languages do you *know how* to speak?"

"how many different mathematical problems do you *know how* to solve?"

"how many cooking recipes do you *know how* to cook?"

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 The **number** of "things" you **know how to do**.
- "Collective know-how" = the number of things a **collective** knows how to do

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 The **number** of "things" you **know how to do**.
- "Collective know-how" = the number of things a **collective** knows how to do
- "Collective learning" = increases of collective knowhow that are **not accounted** by increases in individual know-how

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- Proposed proxy:
 The **number** of "things" you **know how to do**.
- "Collective know-how" = the number of things a **collective** knows how to do, that no individual would know how to do.



Know-how = size of Set

(Olsson 2000, Knowledge as a Set in Idea Space)

• Collective learning is a process of accumulation.

Trivial VS.

Non-trivial

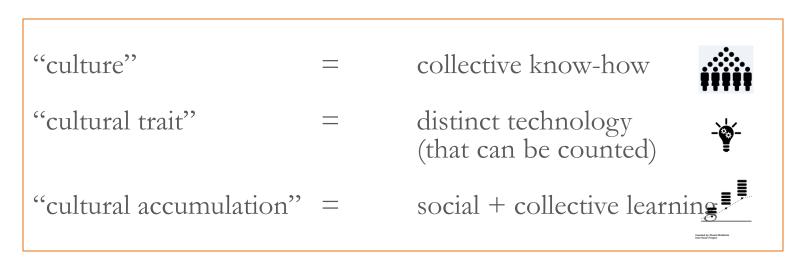
Know-how = size of Set

(Olsson 2000, Knowledge as a Set in Idea Space)

• Collective learning is a process of accumulation.

Trivial VS.

? Non-trivial • Collective learning as a "self-propelled" process of accumulation.



(Cavalli-Sforza & Feldman 1981, Boyd & Richerson 1985)

Table 1. Kinds of dependencies of a cultural element, x, upon another cultural element, y. x, y, cultural elements; S_0 , culture state without x and y; thicker lines indicate higher probability of transition.

dependence	histories	examples
facilitation	$S_0 \xrightarrow{x} x$	y is a tool, material or knowledge necessary to create x x is a modification of y x is a combination of y and another element (e.g. the harpoon combines spear and rope) y is a social institution that promotes x y is a technology that makes x cheaper
neutral	$S_0 \longrightarrow x$	y is wholly unrelated to x
inhibition	$S_0 \longrightarrow x$ $y \longrightarrow x$	y is a taboo that forbids x y is an alternative to x, e.g. a solution to the same problem

• If invention is a process of cultural accumulation, there will be path dependency, and past and present inventions will affect future inventions permanently (positively or negatively).

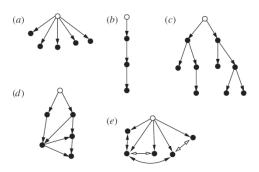
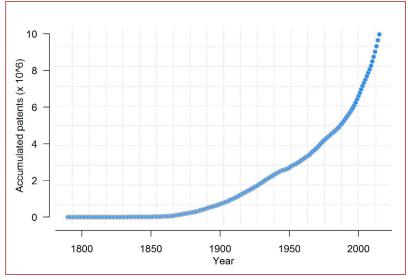


Figure 1. Examples of dependencies between cultural elements: (a) independent elements; (b) linear succession of elements; (c) differentiation of elements; (d) pairwise combinations of elements; (e) systems of cultural elements (open arrowheads represent inhibitory relationships). The open circle represents a state in which no culture is present.

Figures from: Enquist et al. (2011), "Modelling the evolution and diversity of cumulative culture"

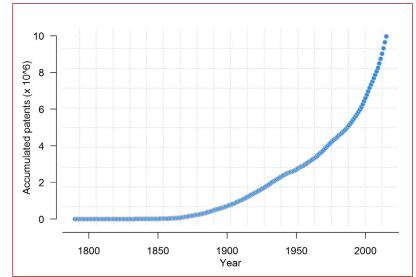




Are patents an instance of cultural accumulation?

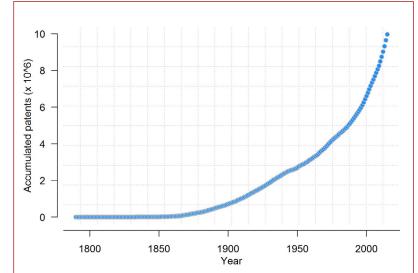


Affected by previous inventions.

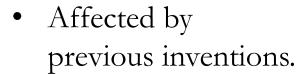




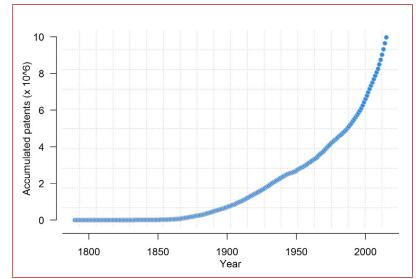
- Affected by previous inventions.
- Path-dependent.



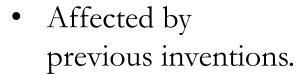




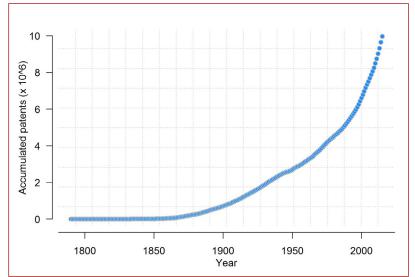
- Path-dependent.
- Non-stationary.







- Path-dependent.
- Non-stationary.
- Self-propelled.



Hypotheses

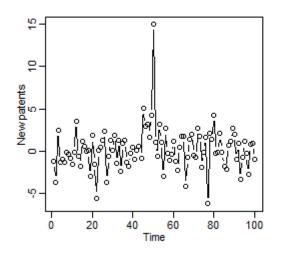
- 1. If accumulation of patents <u>is not</u> cultural, but determined by <u>independent contributions</u>, the series of patents should lack a "unit root".
- 2. If accumulation <u>is</u> cultural, the time-series of patents should display some sort of "memory".

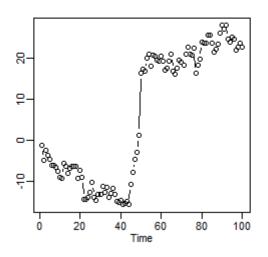
USPTO

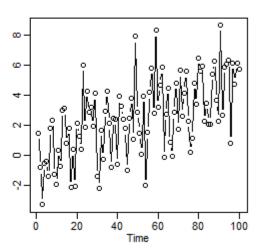
Total patent applications per year 1840-2015

EMPIRICAL RESULTS

Toy Example

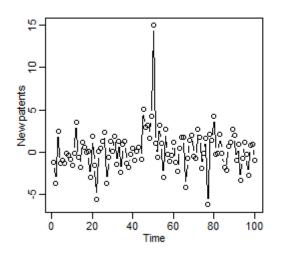


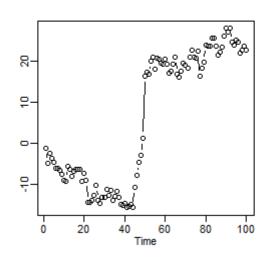


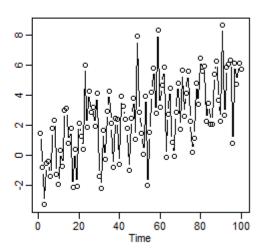


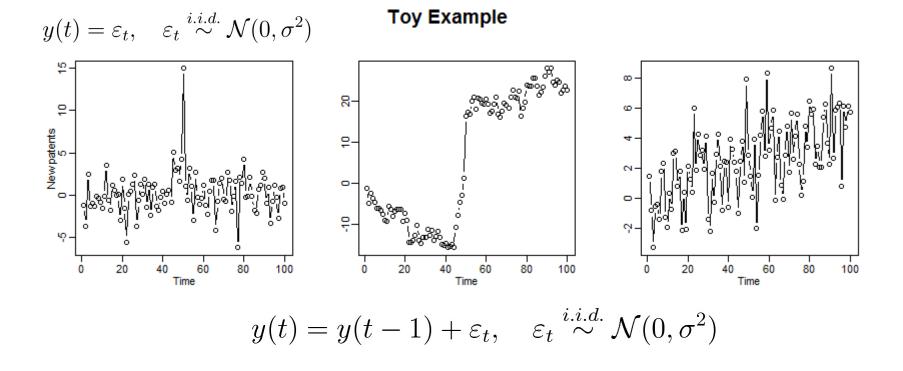
$$y(t) = \varepsilon_t, \quad \varepsilon_t \stackrel{i.i.d.}{\sim} \mathcal{N}(0, \sigma^2)$$

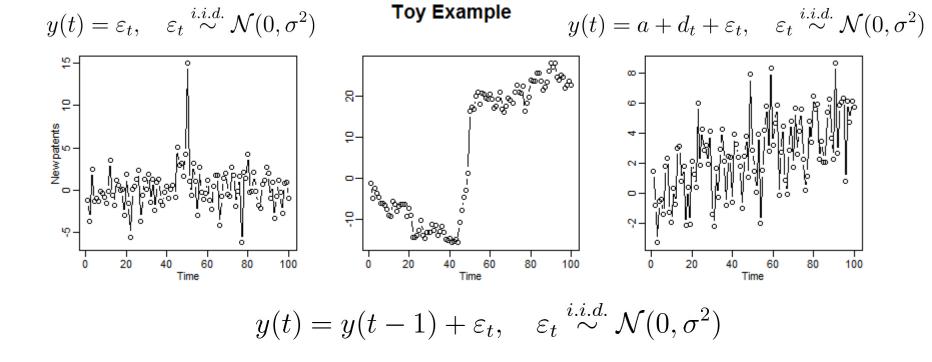
Toy Example

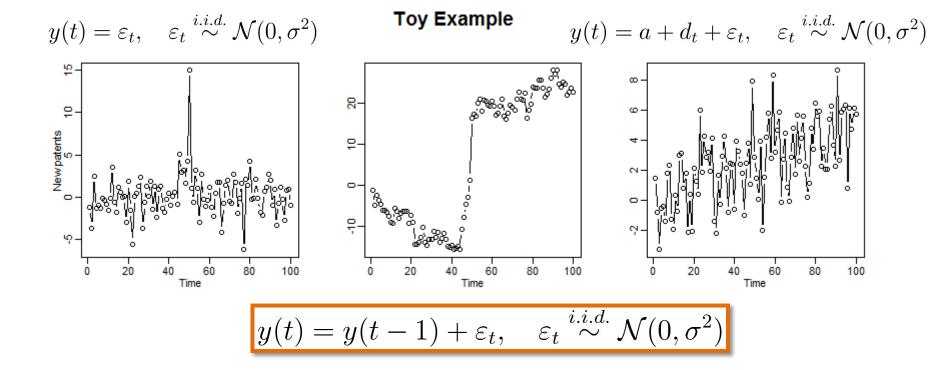






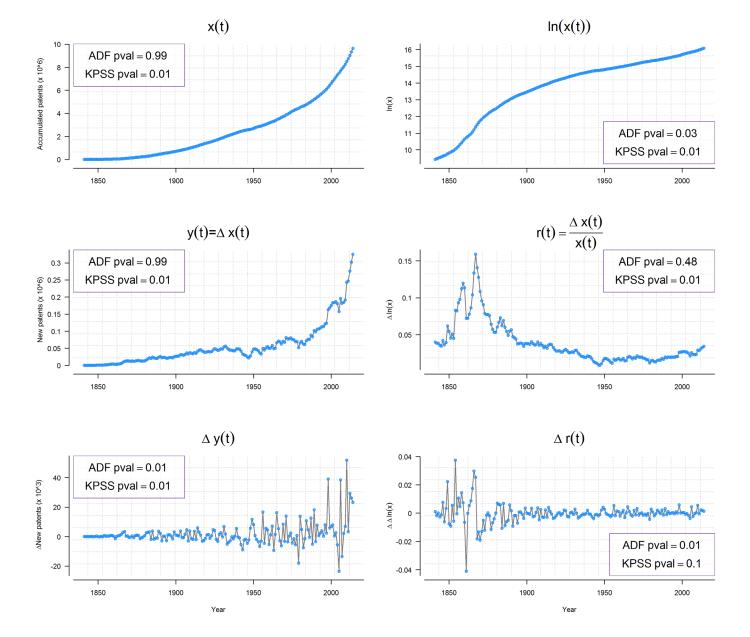


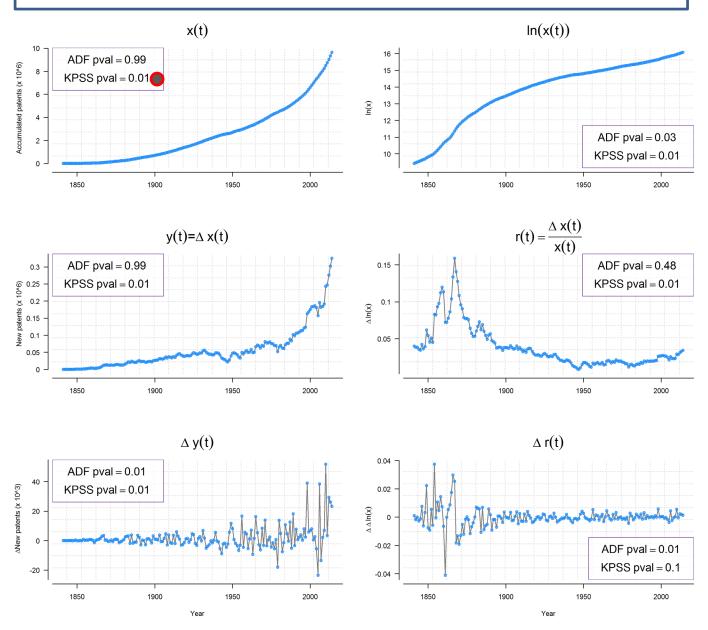


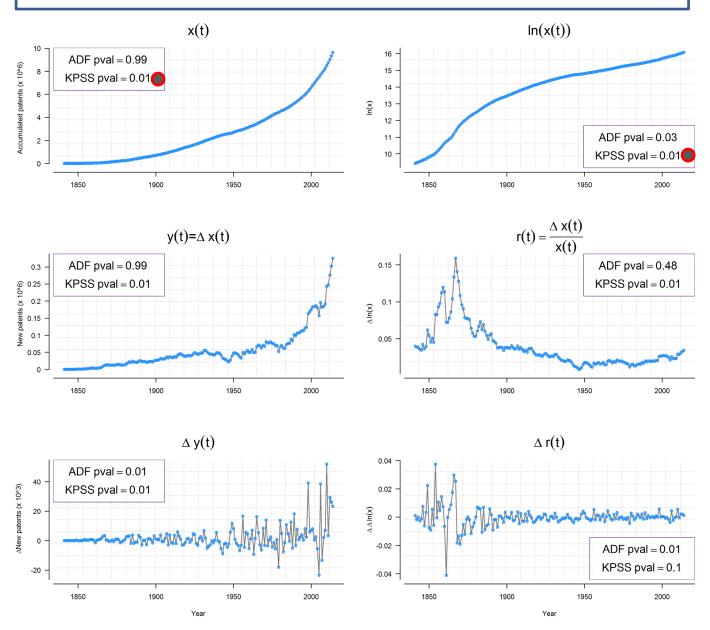


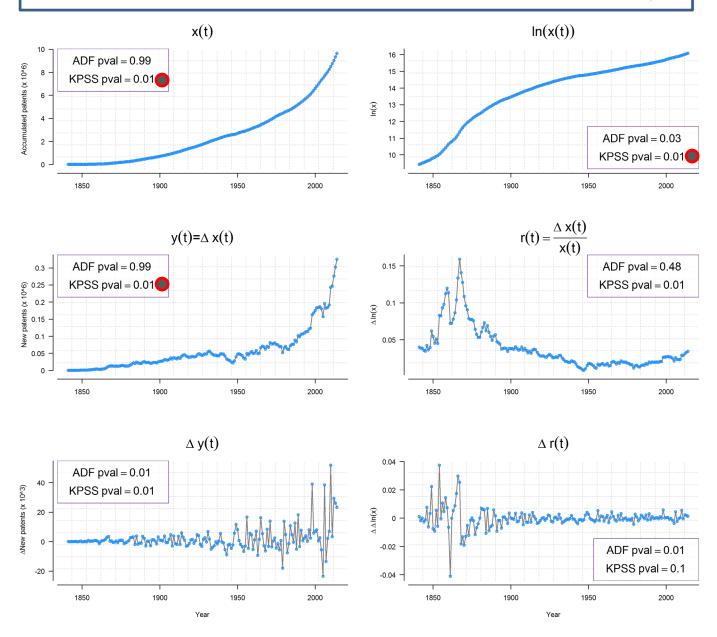
In words...

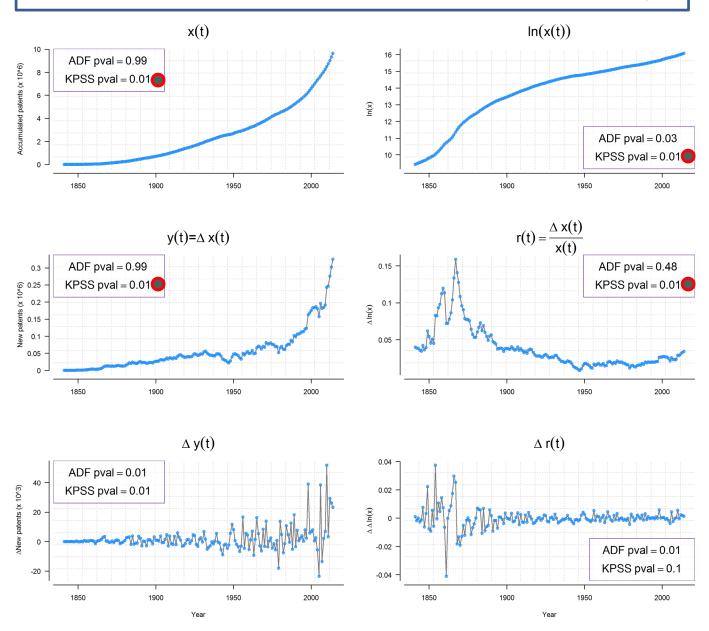
- When "unit roots" are <u>rejected</u>, we expect some <u>reversion</u> to a trend.
- Conversely, when the series does have a unit root, a shock shifts the series **permanently**.
- When the KPSS trend-stationarity is rejected, the series may behave not-trivially.

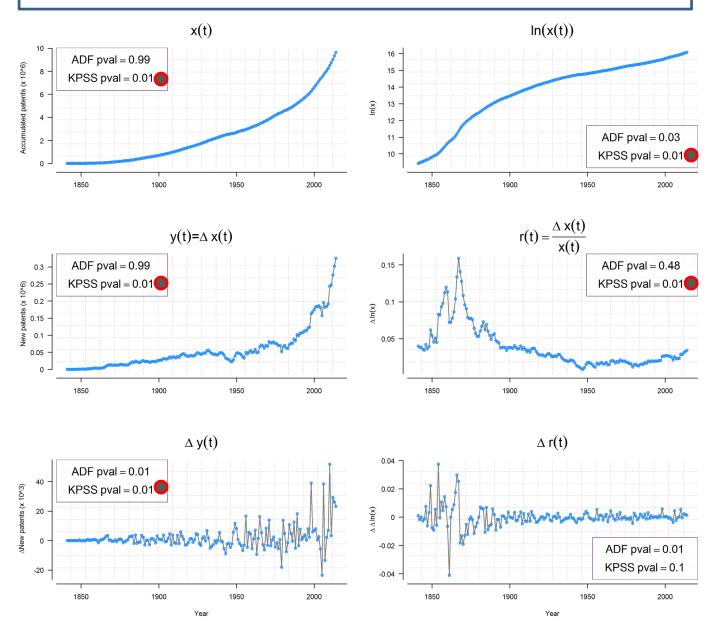


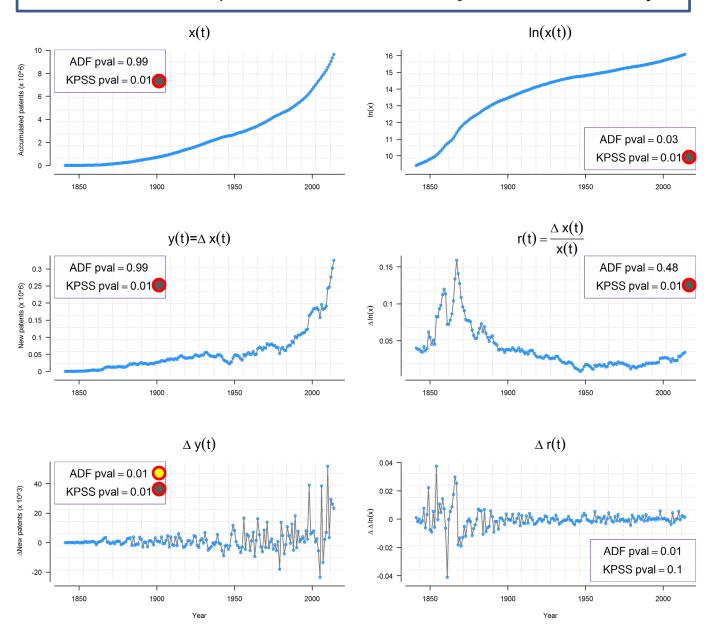


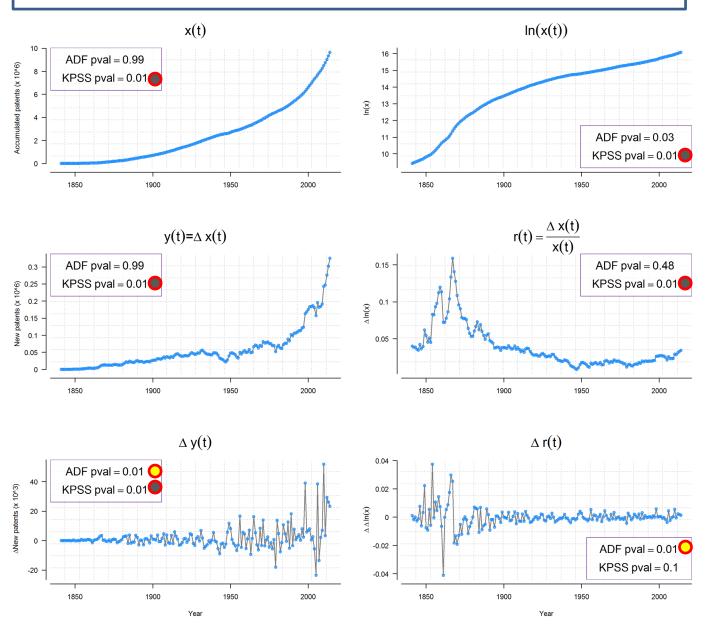




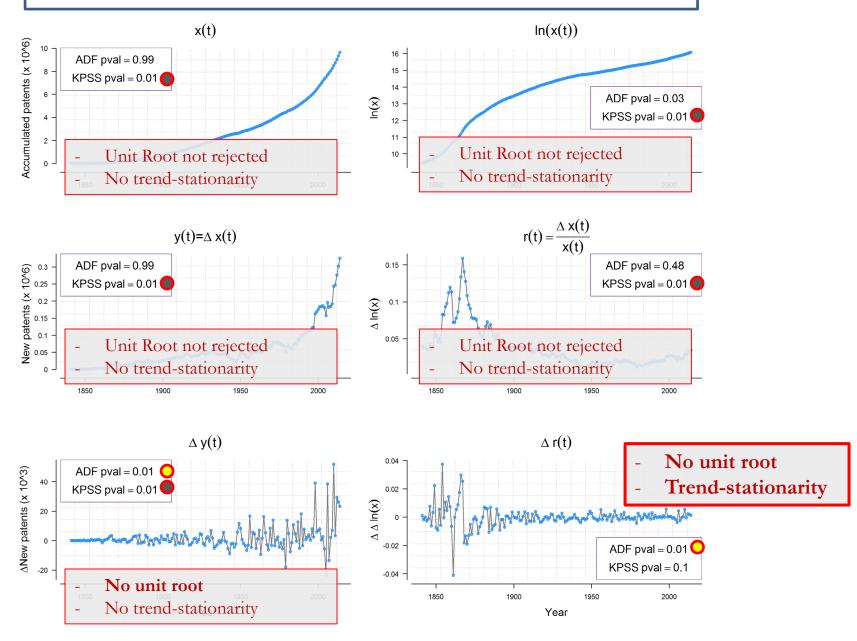






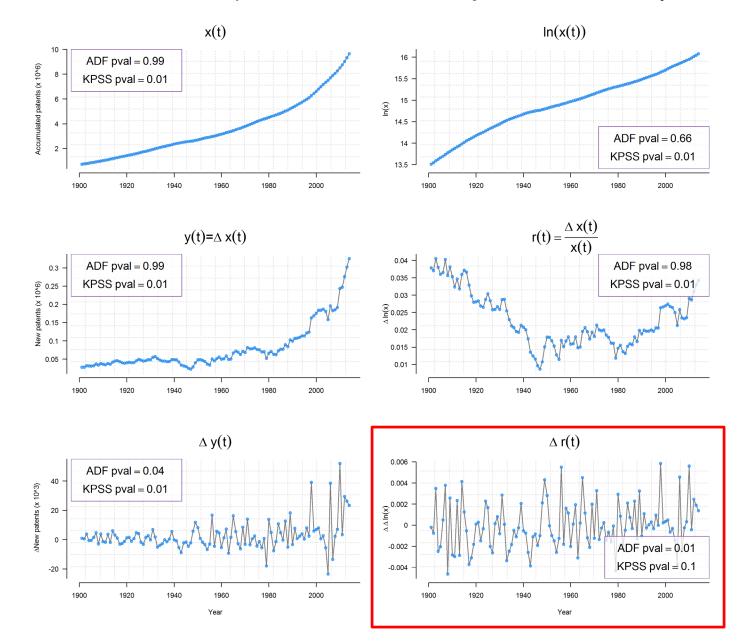


- Augmented Dickey-Fuller Test: H_0 = Unit Root
- Kwiatkowski-Phillips-Schmidt-Shin Test: H₀ = Trend Stationarity



Augmented Dickey-Fuller Test: H_0 = Unit Root Kwiatkowski-Phillips-Schmidt-Shin Test: H_0 = Trend Stationarity

1900-2015



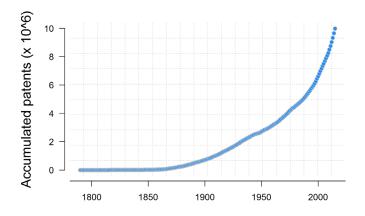
Implications

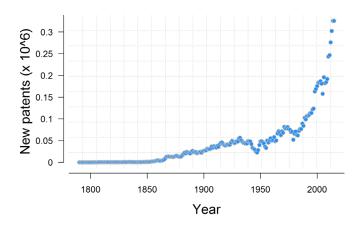
- The system has **memory** ("Order of Integration = 2")!
- Past shocks seem to have a multiplicative effect.

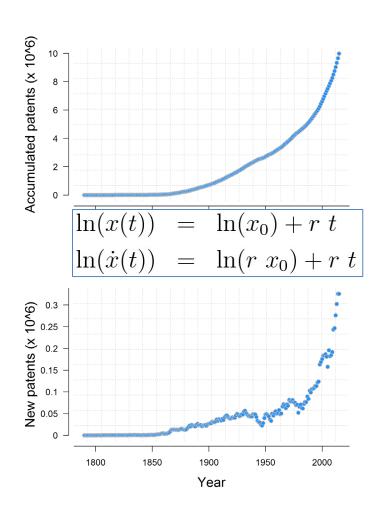
• **Q**: Does this stand as *sufficient* or *necessary* pieces of **evidence** for cultural accumulation?

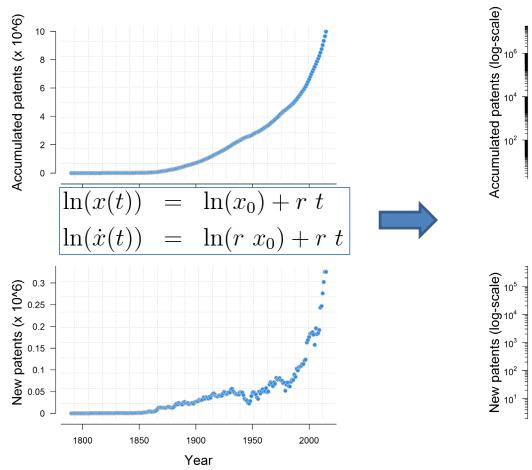
Contingent VS. Deterministic Micro-structures VS. Macro-structures

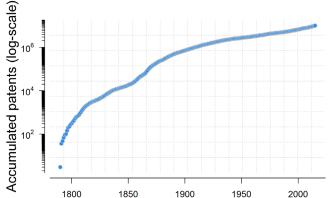
- A time-series with "unit roots" can still be a time-series with a deterministic component.
- The contigent (random?) aspect of patenting seems to be consistent with a process of cultural accumulation.
- What about the deterministic component?

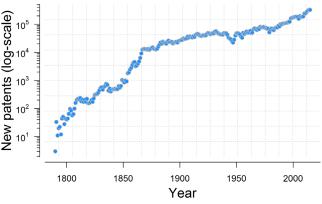


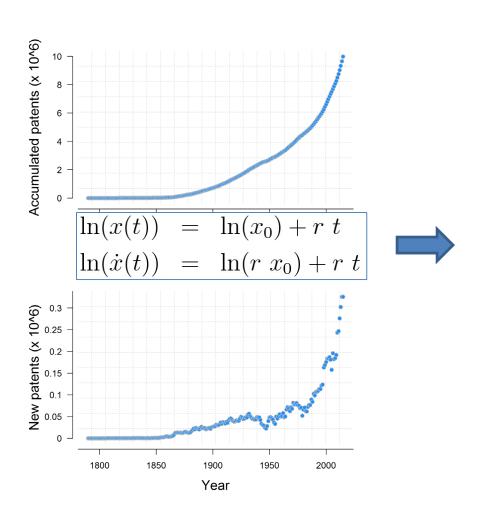


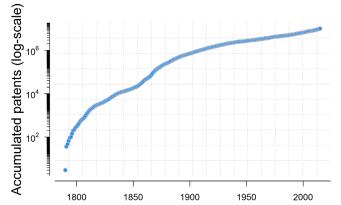


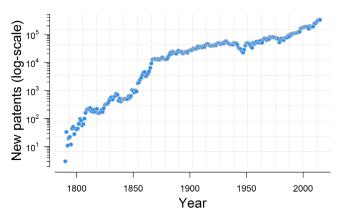










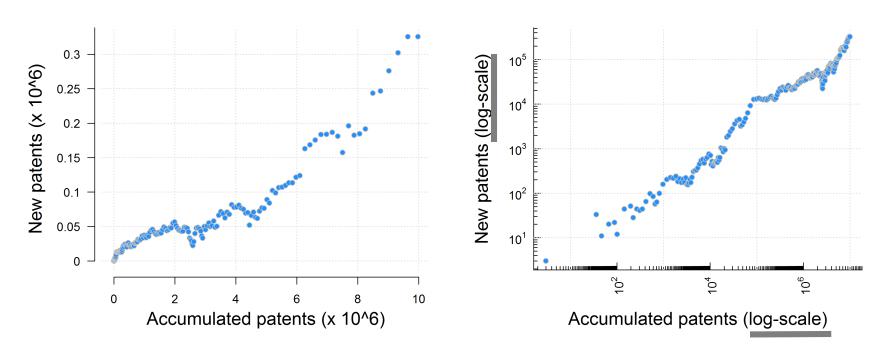


$$\dot{x}(t) = rx(t)$$

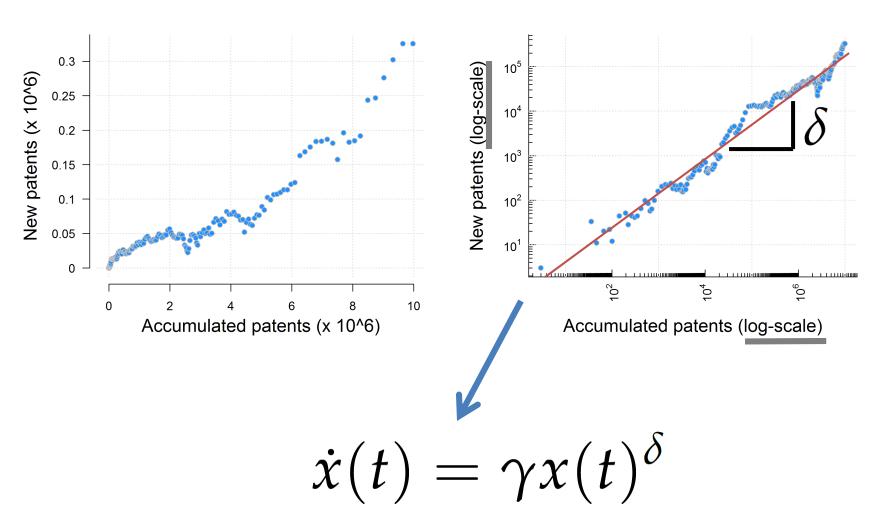


- Maybe, if invention is cultural, time is not measured in "years", but in the number of elements already in the system.
- In other words, new patents may be a function not of time, but of the number of accumulated patents.

... similarity with "learning curves" in engineering (see McNerney et al., 2011)



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Solving:
$$\dot{x}(t) = \gamma x(t)^{\delta}$$

$$x(t) = x_0 \left[1 + \left(\frac{\gamma - \gamma \delta}{x_0^{1 - \delta}} \right) (t - t_0) \right]^{\frac{1}{1 - \delta}}$$

$$x(t) = \begin{cases} c_1 \left((x_0/c_1)^{1/\alpha_1} + (t - t_0) \right)^{\alpha_1}, & \text{for } \delta < 1 & \text{(1)} \\ x_0 e^{\gamma(t - t_0)}, & \text{for } \delta = 1 & \text{(2)} \\ \frac{c_2}{(t_{\text{critical}} - t)^{\alpha_2}}, & \text{for } \delta > 1 & \text{(3)} \end{cases}$$

- 1) Sub-exponential growth (e.g., linear, polynomial, power-law, etc.)
- 2) Exponential growth
- 3) **Super-exponential** growth (i.e., finite-time singularity!)

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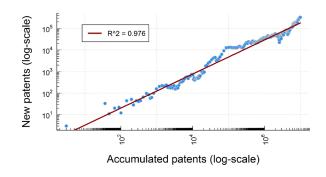
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$$\dot{x}(t) = \gamma x(t)^{\delta}$$

- For the whole period 1790-2015, we get:
 - $\widehat{\delta} \approx 0.789$
 - Overall, sub-exponential.

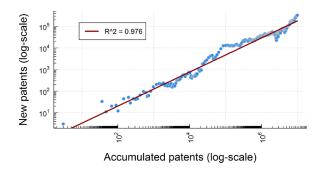


• However, there seem to be "epochs".

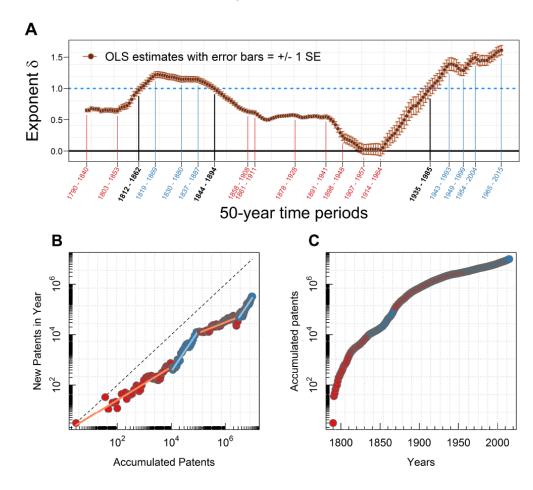
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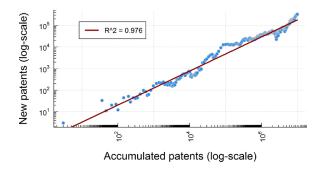
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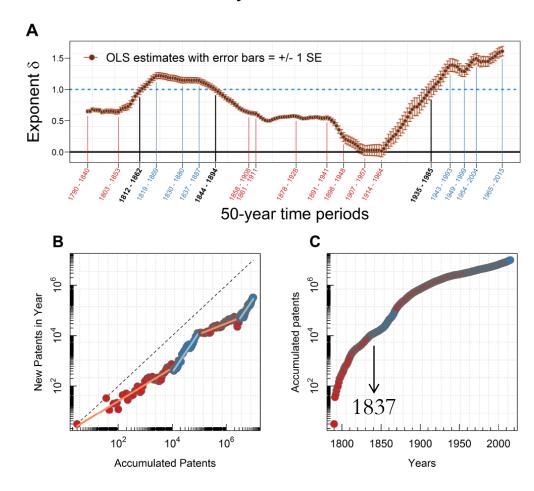
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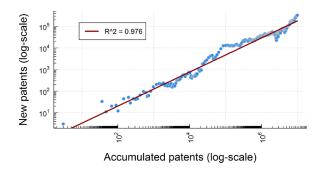
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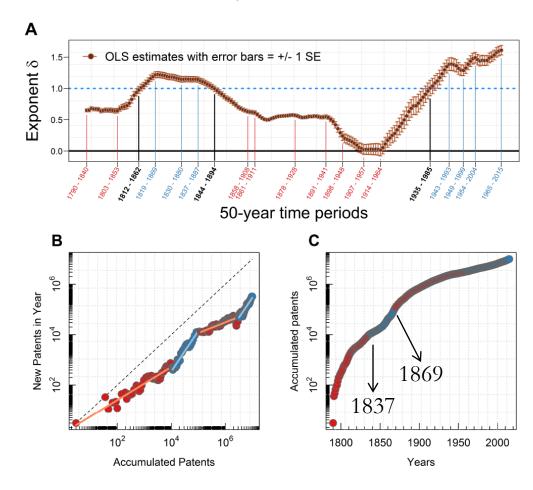
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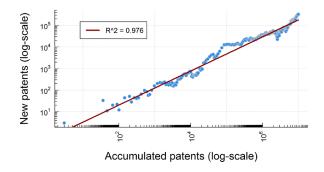
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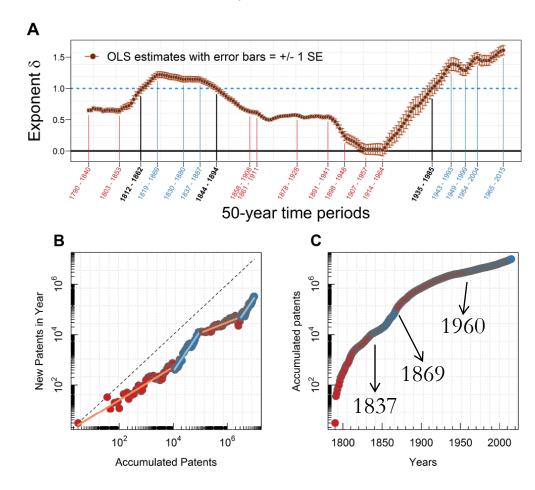
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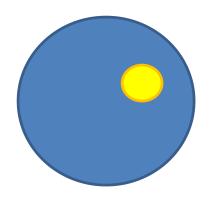
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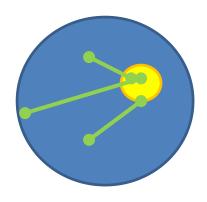
• How can a collective learning process account for the approximately <u>sub</u>-exponential growth, as well as the other regimes?

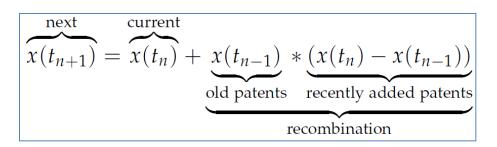
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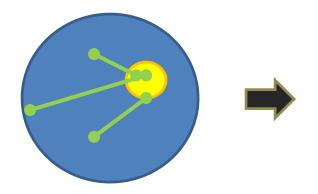
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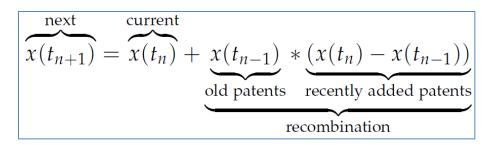


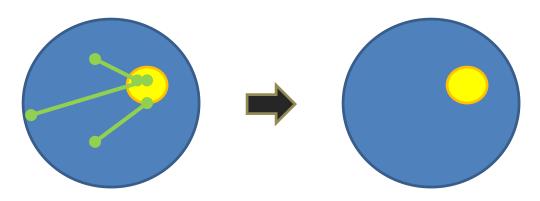
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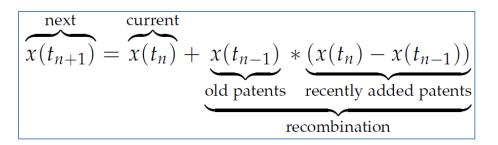


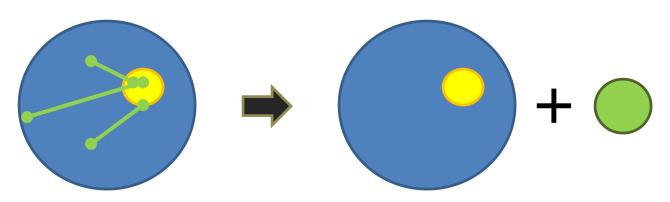


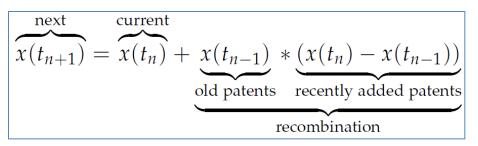


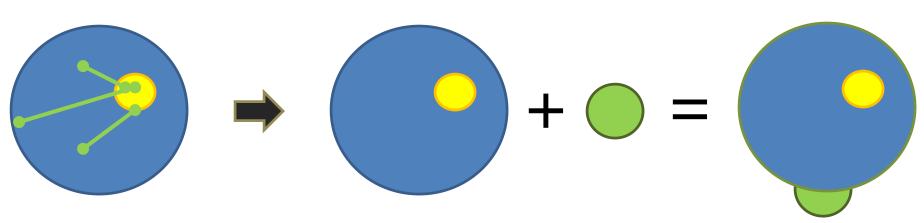


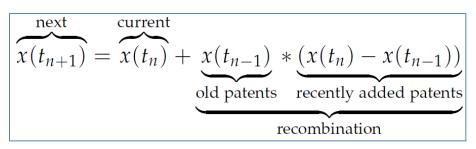


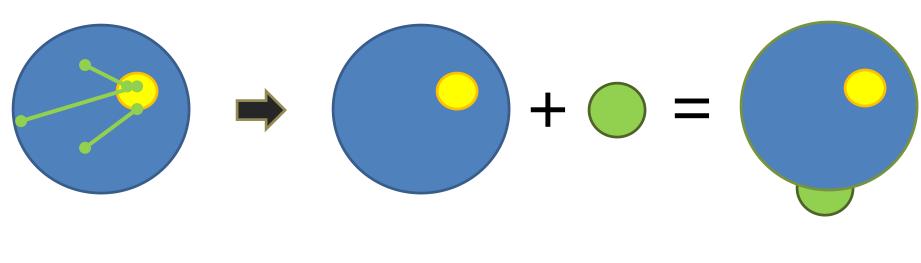


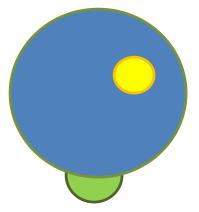


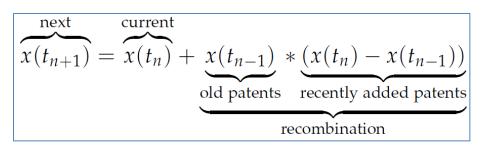


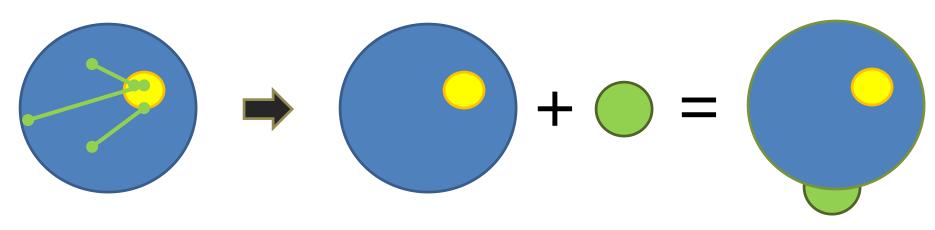


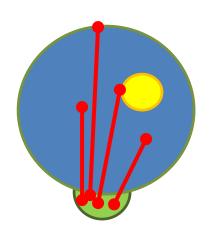


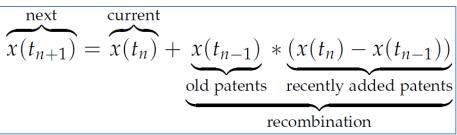


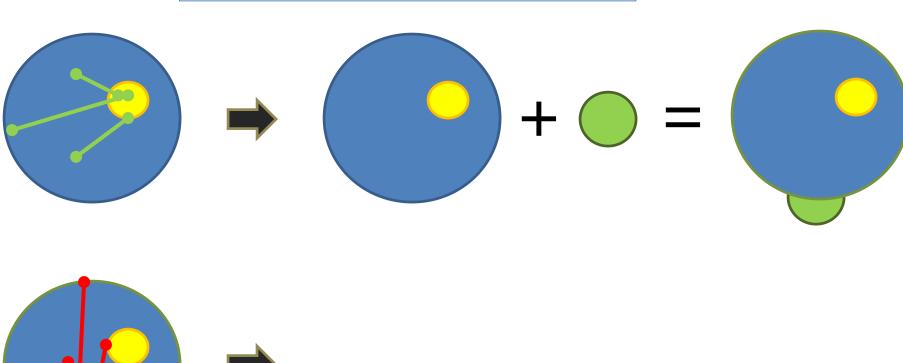


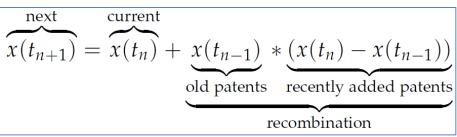


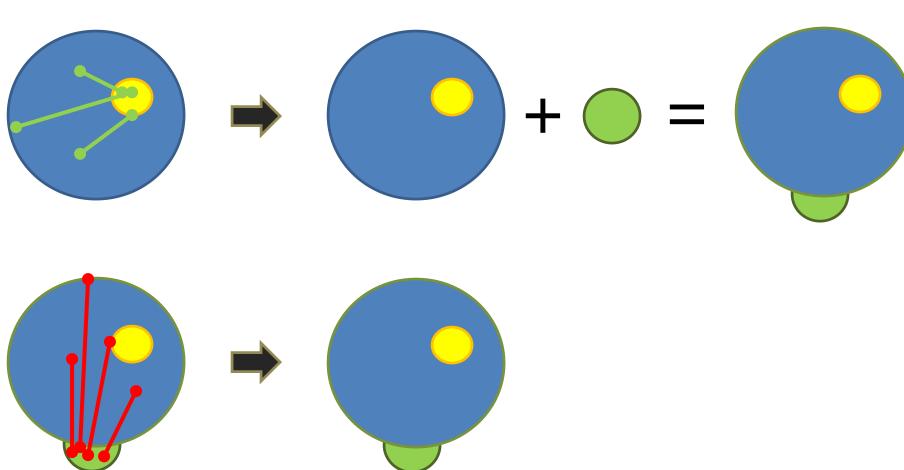


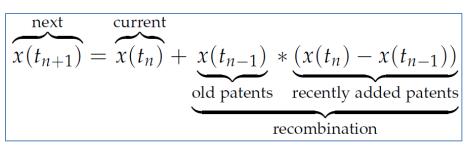


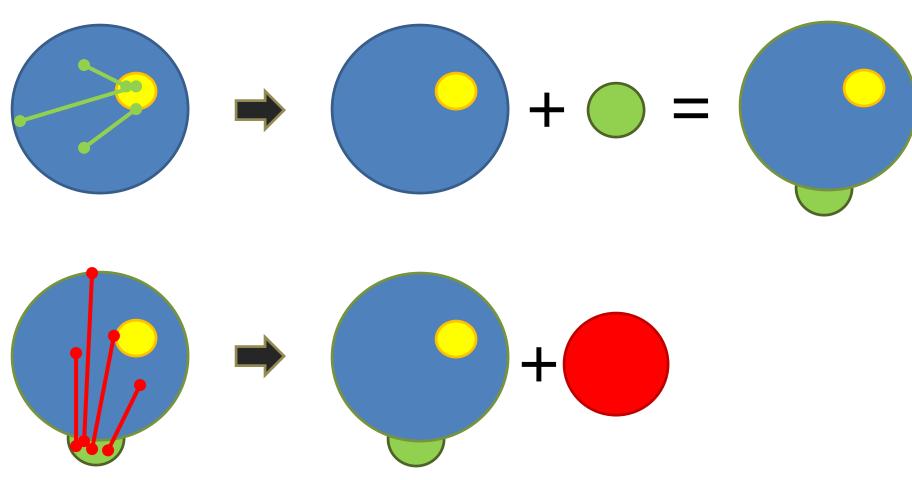




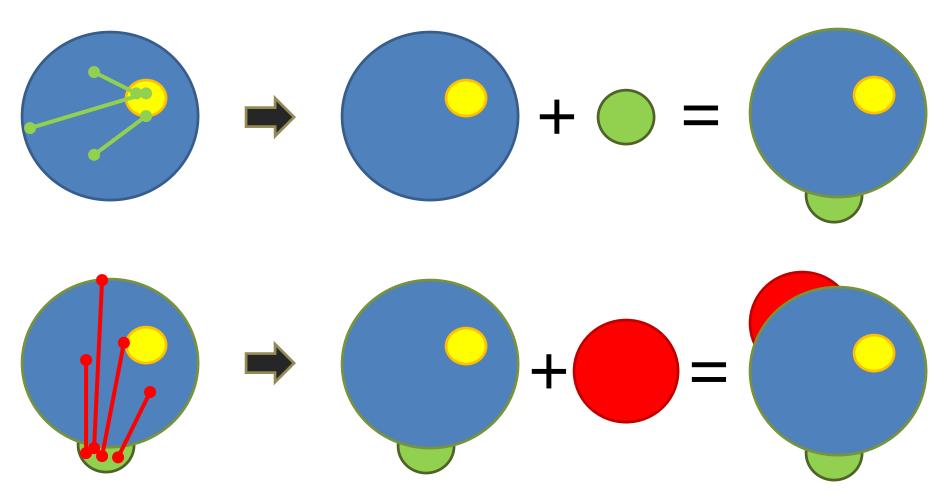








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A *very* simple null model of recombination

- 1. Patents are the only entity being modeled, and the number of patents is denoted by x(t).
- 2. Patents at any given time can be divided in three: *old* patents, *recently added* patents, and *new* patents.
- 3. Evolution will happen such that the *new* patents are the pair-wise combinations of the *recently added* patents with the *old* patents. In other words, a combination of an old patent with a recently added patent results in a single novel patent.

In discrete time:

$$\underbrace{x(t_{n+1})}_{\text{next}} = \underbrace{x(t_n)}_{\text{current}} + \underbrace{x(t_{n-1})}_{\text{old patents}} * \underbrace{(x(t_n) - x(t_{n-1}))}_{\text{recombination}}$$

In continuous time...

Let
$$y(t) = \dot{x}(t)$$
.

Generalizing a bit the model so that

- not all re-combinations are possible,
- some patents become obsolete,

The model becomes:

$$\frac{\mathrm{d}y(t)}{\mathrm{d}t} = cy(t)(x(t) - 1)$$

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where $K = \sqrt{2y_0c - c^2}$ and $x_0 = x(0)$.

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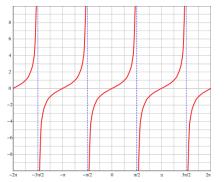
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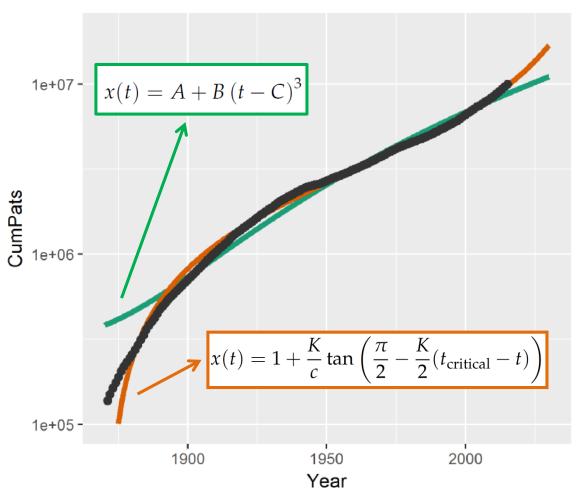
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Tangent??



... but does it fit the data?

(analysis done post 1869, after the second regime shift)

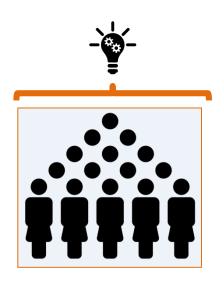


Finite-time singularity at

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- 2. In fact, a simple model can generate all three regimes = "tangent" growth
- 3. Maybe it is the <u>sequence</u> in which these regimes appear in a time series what is a signal of collective learning.



THANK YOU

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