

ALTRUISM & KIN SELECTION

Three factors are important in the spread and maintenance of an altruism gene by kin selection:

1. benefit to recipient, B
2. cost to altruist, C
3. degree of relatedness between altruist and recipient, r

Hamilton's Rule states the conditions under which altruism will spread. In its simplest form it is:

$$rB > C$$

When should you be altruistic?

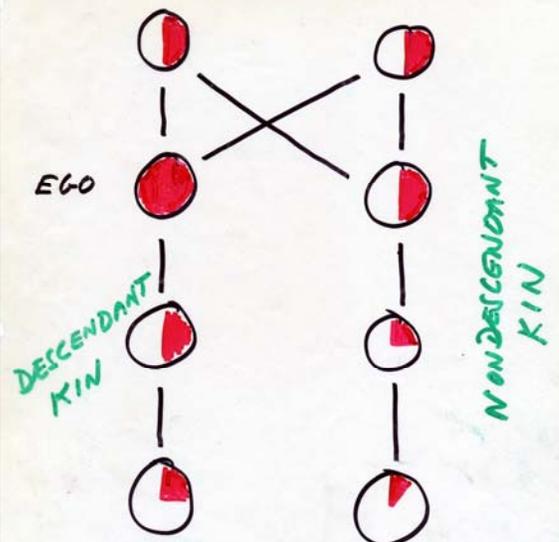
When $B > C/r$

Recipient	r	$B > C/r$
identical twin	1	$B > C$
1 parent	1/2	$B > 2C$
full sib	1/2	$B > 2C$
half sib	1/4	$B > 4C$
niece/nephew*	1/4	$B > 4C$
uncle/aunt **	1/4	$B > 4C$
1 st cousin **	1/8	$B > 8C$

* assumes your sib was full sib

** assumes your parent's sib was full

Be altruistic if $rB > C$



What variables are missing from this equation?

More general form of Hamilton's Rule:

$$r_B B > r_C C$$

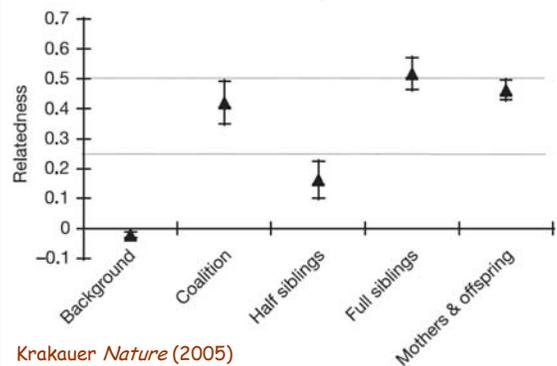
r_B = r of actor to recipient

r_C = r of actor to individual suffering cost

If actor takes cost directly, then $r_C = 1$ and Hamilton's Rule is

$$rB > C$$

Relatedness values calculated from microsatellite genotypes



Krakauer *Nature* (2005)



Does helping pay in American Turkeys?

Table 1 Calculation of Hamilton's rule, $rB - C < 0$

Variable	Description	Calculation	Value*
r	Coefficient of relatedness	Mean pairwise relatedness of subordinates to their dominant display partner	0.42
B †	Benefit to dominant	(No. of offspring per dominant male) - (no. of offspring per solo male)	6.1 (9.0)
C †	Cost to subordinate	(No. of offspring per solo male) - (no. of offspring per subordinate male)	0.9 (2.3)
Net benefit†			$rB - C$
			+1.7 (1.5)

Dominant, solo and subordinate refer to dominant coalition males, solitary non-cooperating males and subordinate male helpers, respectively.

*Values in parentheses exclude non-reproducing males from mean fitness calculations.

† In units of offspring per male.

Krakauer *Nature* (2005)

$rB > C?$
 $0.42(6.1) > 0.9?$
 $2.6 > 0.9$
yes, helping pays



RECIPROCAL ALTRUISM



baboon alliances
 an example of reciprocal altruism

RECIPROCAL ALTRUISM

Reciprocity: altruist repaid at a later date by the recipient

	You	Other
Time 1	-C	+B
Time 2	+B	-C
Time 3	-C	+B
	.	.
	.	.
	.	.
	----	----
Average	B-C	B-C

Reciprocity pays if:

(1) $B > C$

(2) favors reliably returned
(no cheating)

Prisoners' Dilemma

		"Partner"	
		coop.	defect
payoff to:	coop.	B - C	- C
	defect	B	0

coop.	3	-1	Let B = 4, C = 1
defect	4	0	

ESS = Defect! In *one-shot game*, best strategy is to defect, no matter what your 'partner' does. The dilemma (or irony) is that both would do better if they both cooperated than if they both defected!

Prisoners' Dilemma

Situation is changed if we change any of the implied assumptions:

1. **Repeated interactions with individuals**
2. **Recognition/memory:** remember who cheats and who reciprocates
3. **Flexible behavior:** can modify behavior (give or not give) depending on past interactions.

Axelrod (computer simulation):

"Tit-for-Tat" is an ESS

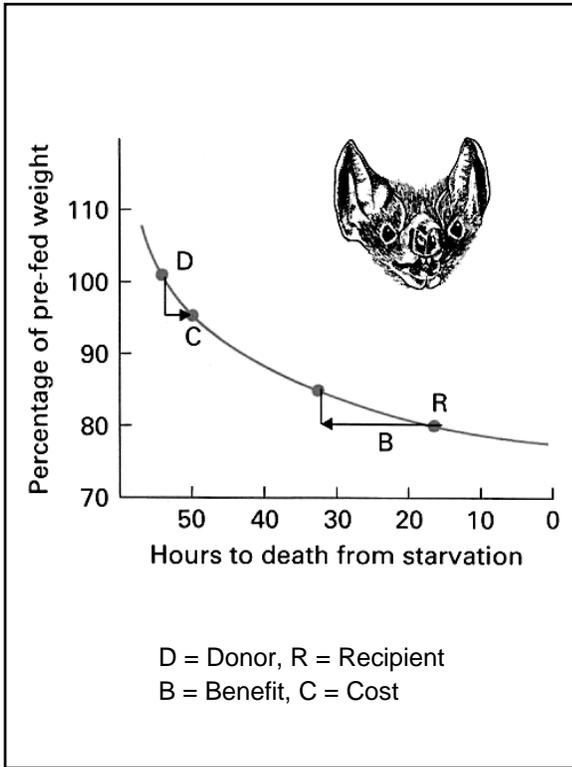
- (1) cooperate on 1st play
- (2) do what your partner did on the previous play

Reciprocal Altruism in Vampire Bats

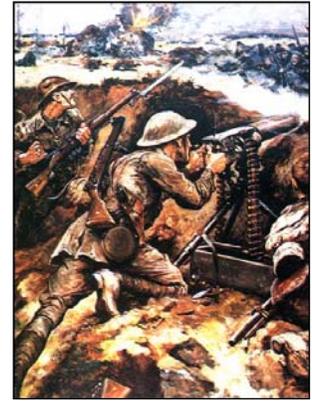
Hungry, unsuccessful bats beg for food from non-related partners.



Desmodus rotundus



Trench Warfare



Common form of battle in World War I

Armies in deep trenches on either side of battle line

Machine guns and artillery

Prolonged engagement with same group of enemy troops

