

# Evolutionary psychiatry

Health and mental health

# Why do we get sick?

- **Polygenic traits (extremes of normal variation)**
- Trade-offs
- Conflicts
- **Defenses - adaptations**
- smoke-detector theory
- novel environments

# Polygenic traits

- Some mental health susceptibility may be:
  - extremes of adaptive emotional responses
  - extremes of adaptive personality variation

Examples ?

# Polygenic traits

- Some mental health susceptibility may be:
  - extremes of adaptive emotional responses
  - extremes of adaptive personality variation
- Examples:
  - fear → phobia
  - selfishness, egotism → psychopathy
  - sadness → depression

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# Schizophrenia

## Schizophrenia is puzzling:

- strongly negative fitness - incr. mortality, reduced fertility, esp. males
- high heritability (ca. 70%) - many genes with small effects
- Genes associated with schizophrenia under positive selection\*
- About 1% across cultures

How is it maintained in the population?

\*Crespi et al. *Proc R Soc. B.* 2007

# Schizophrenia and Schizotypy

Schizophrenia symptoms:

- hallucinations, delusions
  - apathy, lack of emotion
  - disorganized thoughts, problems completing tasks
- 
- Schizotypy -- viewed as a continuum of personality characteristics involving unusual experiences, disorganized thinking -- with schizophrenia at one end.

# Schizophrenia:

Are creative people prone to schizotypy?

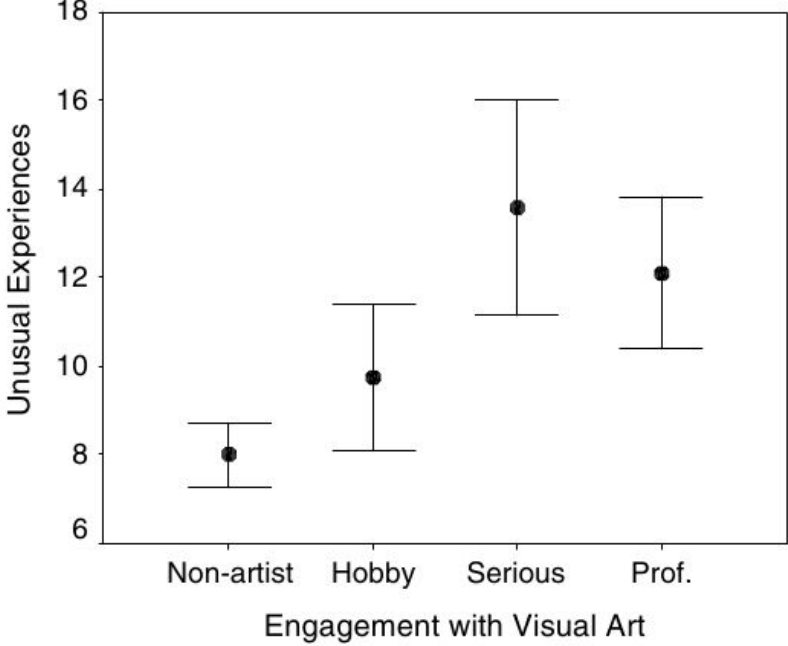
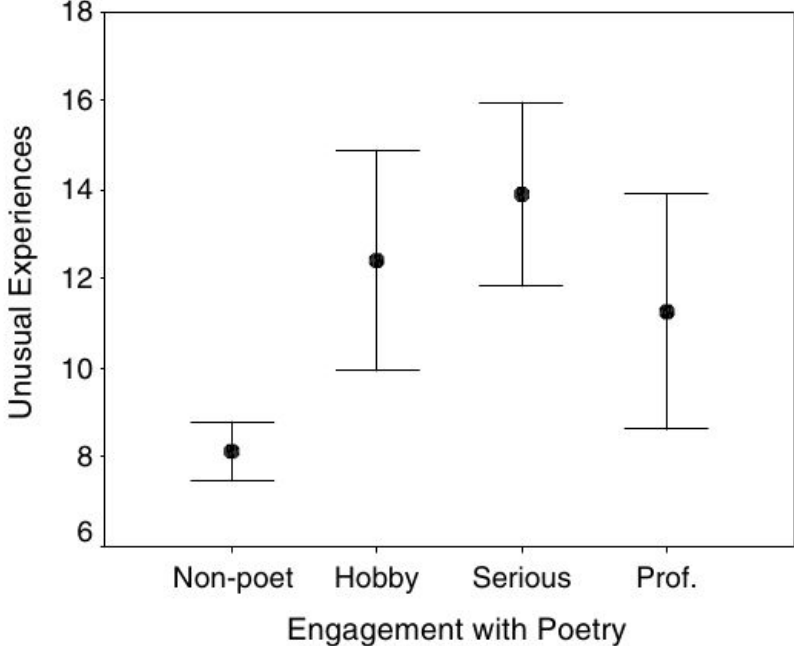
Score higher on measures of creativity; over-represented in artistic occupations

Nettle 2006:

compared poets, artists, mathematicians, controls and schizophrenia patients on schizotypy questionnaire

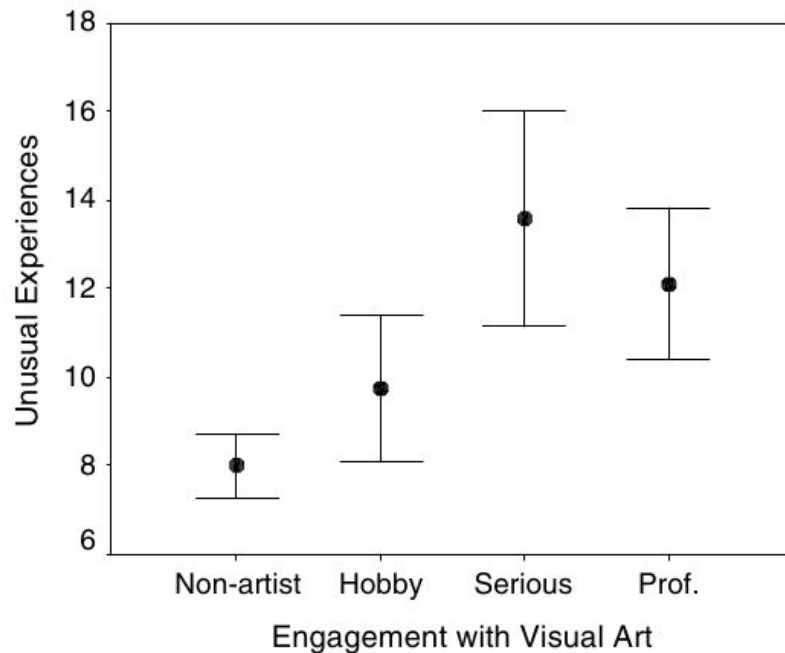
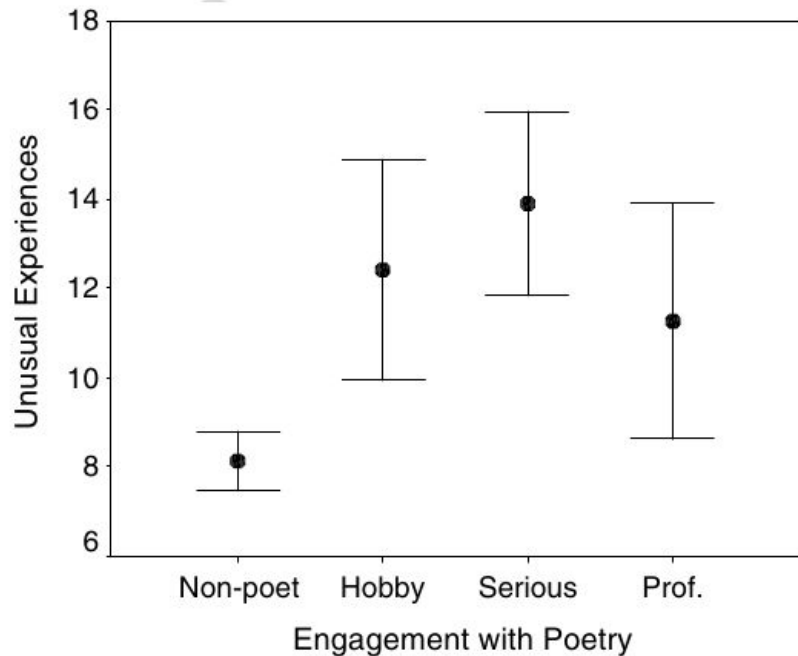


# Schizotypy and creativity



**Unusual experiences:** hallucinatory & magical thinking, perceptual distortions

# Schizotypy and creativity



Scores for poets & artists (but not mathematicians) similar to schizophrenia patients, but not associated with negative symptoms

Some have suggested that this might explain how genes for schizophrenia are maintained in the population.

But most studies say any fitness advantage in creativity (to relatives who share genes associated with schizophrenia) is not enough to outweigh the fitness costs of schizophrenia.

----Lots of theories! This is one case where evolutionary psychology needs help from genetics.

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# Pathogens can affect brain & behavior



Examples:

Toxoplasmosis makes rats fearless, especially around cats! May affect human behavior also (by-product)

Rabies, etc.

Probably a greater role for infections than previously thought

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# Psychopathy

- glib and superficial charm
- inflated ability of self-worth
- lack of remorse or guilt
- manipulative and deceitful
- persistent lying
- impulsive, irresponsible
- seeks stimulation
- promiscuity

(among others)

from the Hare Psychopathy Checklist-Revised

# Primary Psychopathy

Psychopathy (factors):

- callous affect
- interpersonal manipulation
- erratic lifestyle
- criminal tendencies

from the Self-Report Psychopathy scale, Paulhus et al.



# Psychopathy: An adaptation?

An extreme end of a personality trait (like schizotypy)

Is it adaptive? If so what for?

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EP hypothesis: social deception, cheating

“Not all psychopaths are in prison. Some are in the boardroom”

(Robert Hare, 2002 address to the Canadian Police Association).

# Sub-clinical psychopathy as strategic manipulation

Gervais et al: Is it strategic?

Prediction: primary (manipulative, callous) psychopaths will defect on people who are not valuable to them.

- Value: quality of partner
- Value: likelihood of future interactions

Studied with a prisoner's dilemma game

# THE PRISONER'S DILEMMA

	<b>B stays silent (cooperates)</b>	<b>B betrays A (defects)</b>
<b>A stays silent (cooperates)</b>	Both serve 1 year	A serves 3 years, B goes free
<b>A betrays B (defects)</b>	A goes free, B serves 3 years	Both serve 2 years

	Cooperate	Defect
Cooperate	R	T
Defect	S	P

$T(\text{temptation to defect}) > R(\text{reward for cooperating}) > P(\text{punishment}) > S(\text{ucker's payoff})$

$R > P$ : Mutual cooperation better than mutual defection BUT  
 $T > R$  and  $P > S$ : defection dominant strategy for both players

# Psychopathy & strategic manipulation

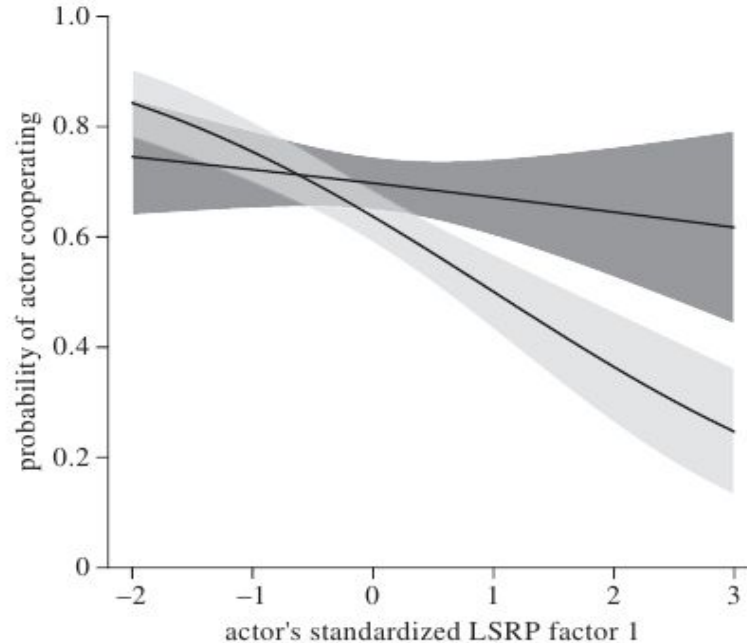
**Table 1.** Pay-off matrix for player 1 ('actor') in each prisoner's dilemma game. Pay-offs are in US dollars.

		player 2 ('recipient')	
		cooperate ('transfer')	defect ('keep')
player 1 ('actor')	cooperate ('transfer')	\$6	\$0
	defect ('keep')	\$9	\$3

# Psychopathy & strategic manipulation

Actors higher in psychopathy were less likely to cooperate in the absence of “common ground”

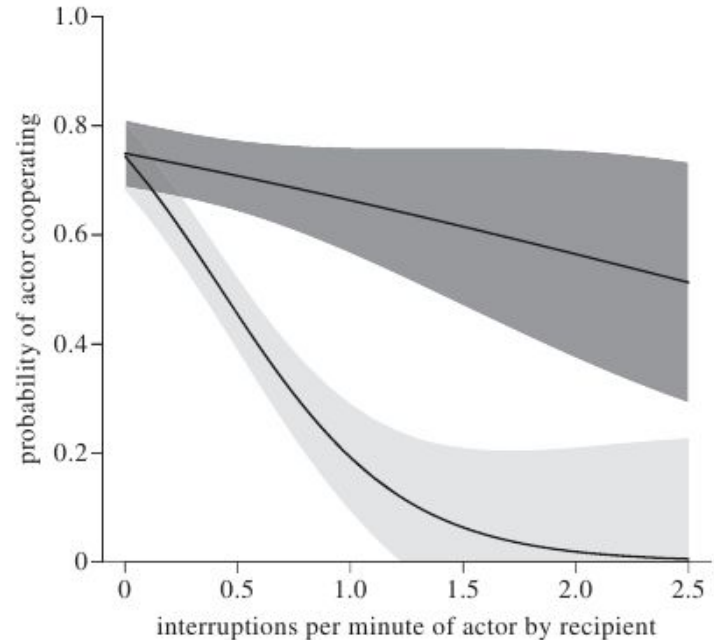
Dark gray: common ground  
Light gray: no common ground



# Psychopathy & strategic manipulation

Actors higher in psychopathy were less likely to cooperate the more they were interrupted by the recipient.

Dark gray: low psychopathy  
Light gray: high psychopathy



**If psychopathy is adaptive, why isn't everyone a psychopath?**



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# Psychopathy: An adaptation?

**If psychopathy is adaptive, why isn't everyone a psychopath?**

EP suggests primary psychopathy favored when:

- rare (frequency-dependent selection)
- can escape sanctions (mobility, anonymity)

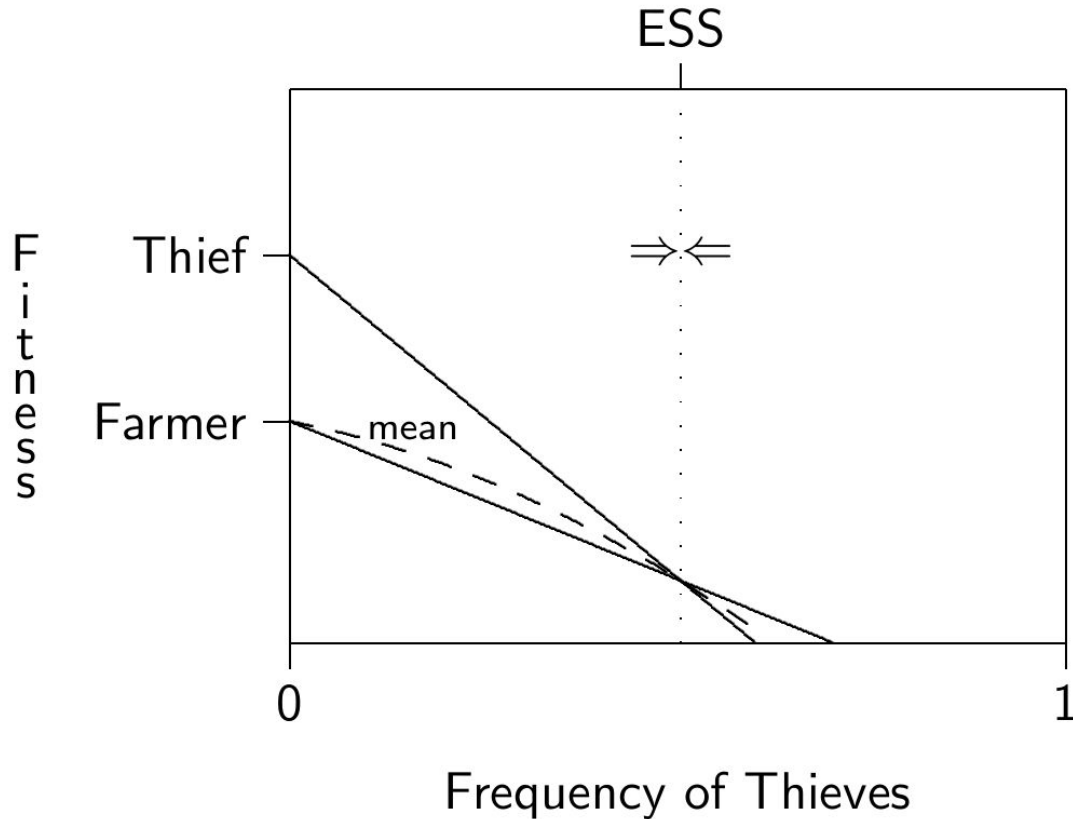
# Psychopathy: Frequency dependence

The strategy can bring high fitness benefits when rare

But becomes less rewarding at higher frequencies:

- cheater is more likely to encounter another cheater
- population may also become more vigilant
- Decreases mean fitness in population

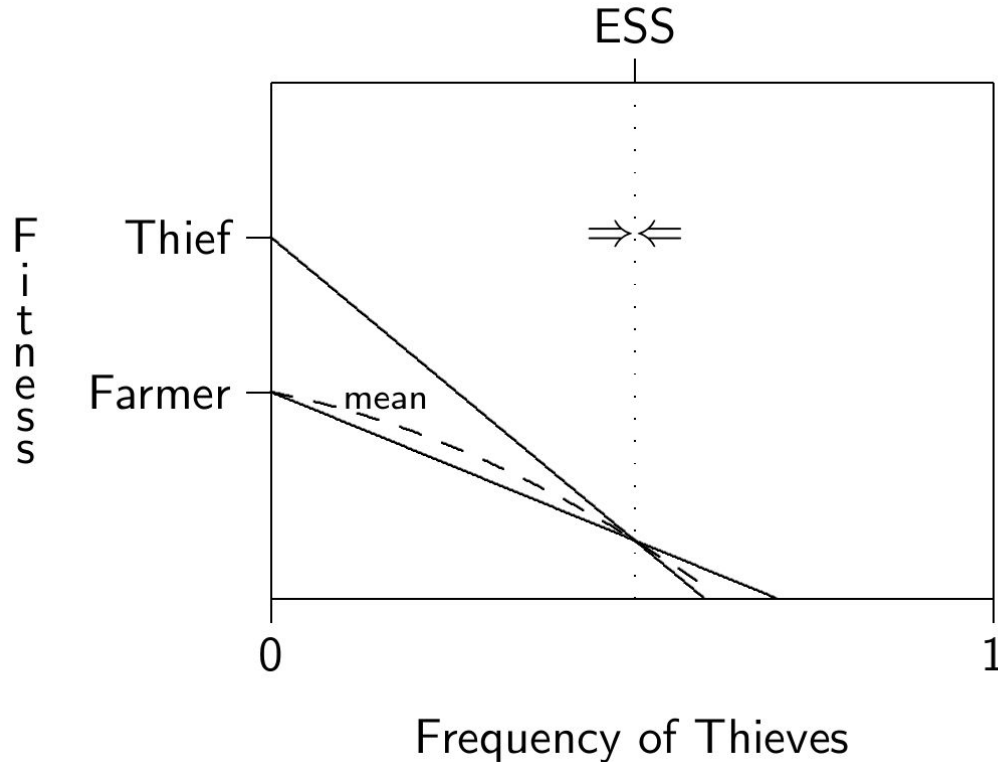
# Frequency-dependence



At LEFT:

- ▶ thieves rare
- ▶ stealing is easy
- ▶ high fitness
- ▶ freq of thieves increases

# Frequency dependence



- ▶ At RIGHT:
  - ▶ thieves common
  - ▶ stealing is hard
  - ▶ freq of thieves decreases
- ▶ Lines cross at equil.
- ▶ Mean fitness decr.

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- **Defenses - adaptations**
- novel environments
- smoke-detector theory

# Sadness and depression: Defenses ?

## Adaptive hypotheses:

- Caused when can't achieve goals: stop, change course ?
- Signal subordinate status ? (see cartoon). Monkeys who decline in dominance rank have lowered serotonin levels and “look like depressed people”



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# Sadness & depression: Novel environments

Mismatch hypothesis (**novel environments**):

Depression is correlated with economic development. Why?

Nesse: human social life today leads to many people being trapped pursuing unreachable goals.

Text: we compare ourselves to unrealistic standards due to media images and descriptions of extremely beautiful, successful people

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- **Smoke-detector theory** (anxiety): Expect false alarms when the cost of the alarm is low & the cost of an actual threat is high