

ANTIFRAGILE

THINGS THAT GAIN FROM DISORDER

**NASSIM
NICHOLAS TALEB**

Supplemental Graphics

Copyright © 2012 by Nassim Nicholas Taleb

Contents

Graphic 1	1-5
Graphic 2	6
Graphic 3	7-8
Graphic 4	9
Graphic 5	9
Graphic 6	9
Graphic 7	10

GRAPHIC 1. • THE CENTRAL TRIAD: THREE TYPES OF EXPOSURE

	<i>FRAGILE</i>	<i>ROBUST</i>	<i>ANTIFRAGILE</i>
<i>Mythology— Greek</i>	Sword of Damocles Rock of Tantalus	Phoenix	Hydra
<i>Mythology— New York and Brooklyn</i>	Dr. John	Nero Tulip	Fat Tony, Yevgenia Krasnova*
<i>Black Swan</i>	Exposed to negative Black Swans		Exposed to positive Black Swans
<i>Businesses</i>	New York: Banking system		Silicon Valley: “Fail fast,” “Be foolish.”
<i>Biological & Economic Systems</i>	Efficiency, optimized	Redundancy	Degeneracy (functional redundancy)
<i>Errors</i>	Hates mistakes	Mistakes are just information	Loves mistakes (since they are small)
<i>Errors</i>	Irreversible, large (but rare) errors, blowups		Produces reversible, small errors
<i>Science/ Technology</i>	Directed Research	Opportunistic research	Stochastic Tinkering (antifragile tinkering or bricolage)
<i>Dichotomy event- exposure</i>	Studying events, measuring their risks, statistical properties of events	Studying exposure to events, statistical properties of exposures	Modifying exposure to events
<i>Science</i>	Theory	Phenomenology	Heuristics, practical tricks
<i>Human Body</i>	Mollification, atrophy, “aging”, sarcopenia	Mithridatization Recovery	Hormesis, Hypertrophy

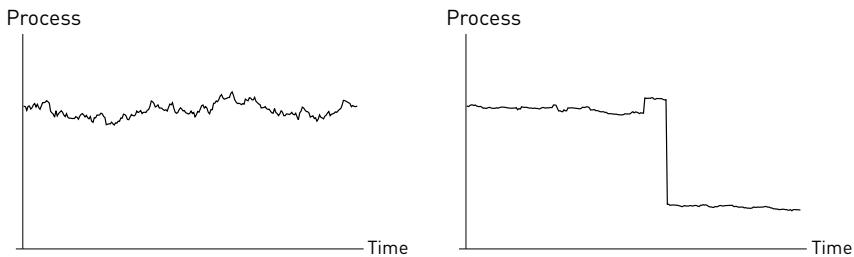
* Dr John, Nero Tulip, Fat Tony, and Yevgenia Krasnova are characters in *The Black Swan*. Nero Tulip is also a character in *Fooled by Randomness*.

	<i>FRAGILE</i>	<i>ROBUST</i>	<i>ANTIFRAGILE</i>
<i>Ways of Thinking</i>	Modernity	Medieval Europe	Ancient Mediterranean
<i>Human relationships</i>	Friendship	Kinship	Attraction
<i>Ancient Culture (Nietzsche)</i>	Apollonian	Dionysian	Balanced mixture of Apollonian and Dionysian
<i>Ethics</i>	The weak	The magnificent	The strong
<i>Ethics</i>	System without skin in the game	System with skin in the game	System with soul in the game
<i>Regulation</i>	Rules	Principles	Virtue
<i>Systems</i>	Concentrated sources of randomness		Distributed sources of randomness
<i>Mathematics (functional)</i>	Nonlinear-Concave, or Concave-convex	Linear, or Convex-Concave	Nonlinear-Convex
<i>Mathematics (probability)</i>	Left-Skewed (or negative skewed)	Low volatility	Right-Skewed (or positive skewed)
<i>Option Trading</i>	Short Volatility, gamma, vega	Flat Volatility	Long volatility, "gamma", "vega"
<i>Knowledge</i>	Explicit	Tacit	Tacit with convexity
<i>Epistemology</i>	True-False		Sucker-Nonsucker
<i>Life and Thinking</i>	Tourist Personal and intellectual		Flâneur with a large private library
<i>Financial dependence</i>	Corporate employment, Tantalized class	Dentist, dermatologist, niche worker, minimum wage earner	taxi driver, artisan, prostitute, F*** you money
<i>Learning</i>	Classroom	Real life, pathemata mathemata	Real life and library
<i>Political Systems</i>	Nation-State; Centralized		Collection of City-States; Decentralized

	FRAGILE	ROBUST	ANTIFRAGILE
Social System	Ideology		Mythology
	Post-agricultural Modern Settlements		Nomadic and hunter-gatherer tribes
Knowledge	Academia	Expertise	Erudition
Science	Theory	Phenomenology	Evidence-based phenomenology
Psychological Well-Being	Post traumatic syndrome		Post traumatic growth
Decision Making	Model-based probabilistic decision making	Heuristic-based decision making	Convex heuristics
Thinkers	Plato, Aristotle, Averroes	Early Stoics, Menodotus of Nicomedia, Popper, Burke, Wittgenstein, John Gray	Roman Stoics, Nietzsche, Nietzsche perhaps Hegel (sublation), Jaspers
Economic Life	Econophasters Cults	Anthropologists	Religion
Economic Life (effect on economic life)	Bureaucrats		Entrepreneurs
Reputation (profession)	Academic, corporate executive, Pope, Bishop, Politician	Postal employee, truck driver, train conductor	Artist, Writer
Reputation (class)	Middle Class	Minimum wage persons	Bohemian, aristocracy, old money
Medicine	<i>Via positiva</i> Additive treatment (give medication)		<i>Via negativa</i> Subtractive treatment (remove items from consumption, say cigarettes, carbs, etc.)
Philosophy/ Science	Rationalism	Empiricism	Skeptical, subtractive empiricism
	Separable		Holistic

	<i>FRAGILE</i>	<i>ROBUST</i>	<i>ANTIFRAGILE</i>
<i>Economic Life</i>		Owner operated	
<i>Finance</i>	Short Option		Long Option
<i>Knowledge</i>	Positive Science	Negative Science	Art
<i>Stress</i>	Chronic stressors		Acute stressors, with recovery
<i>Decision Making</i>	Acts of commission		Acts of omission ("missed opportunity")
<i>Literature</i>	E-Reader	Book	Oral Tradition
<i>Business</i>	Industry	Small Business	Artisan
<i>Food</i>	Food Companies		Restaurants
<i>Finance</i>	Debt	Equity	Venture capital
<i>Finance</i>	Public Debt	Private debt with no bailout	Convertible
<i>General</i>	Large	Small but specialized	Small but not specialized
<i>General</i>	Monomodal		Barbell
<i>Risk taking</i>	Markowitz	Kelly criterion	Kelly criterion using finite bets
<i>Legal System</i>	Statutory law, Legal Code		Common Law, equity
<i>Regulation</i>	Code of regulations		Heuristic regulations
<i>Finance</i>	Banks, Hedge funds managed by econophasters.	Hedge funds (some)	Hedge funds (some)
<i>Business</i>	Agency Problem		Principal operated
<i>Noise-Signal</i>	Signal only		Stochastic resonance, simulated annealing
<i>Model Error</i>	Concave to errors		Convex to errors
<i>Education</i>	Soccer mom	Street life	Barbell: parental library, street fights

	<i>FRAGILE</i>	<i>ROBUST</i>	<i>ANTIFRAGILE</i>
<i>Physical Training</i>	Organized sports. gym machines		Street fights
<i>Urbanism</i>	Robert Moses, Le Corbusier		Jane Jacobs



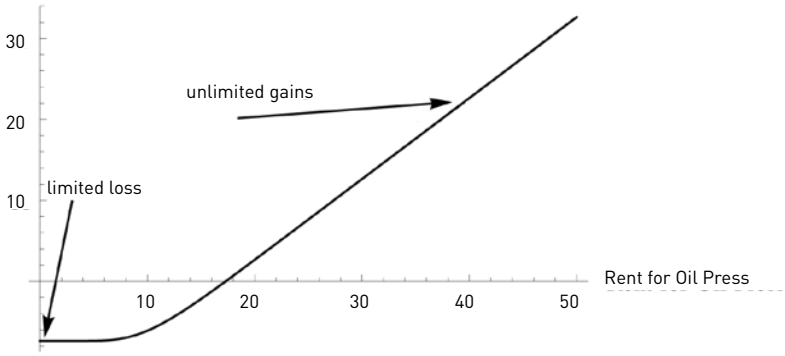
GRAPHIC 2. Municipal noise, distributed variations in the souks (first) compared to that of centralized or human-managed systems (second)—or, equivalently, the income of a taxi drive (first) and that of an employee (second). The second graph shows moves taking place from cascade to cascade, or Black Swan to Black Swan. Human overintervention to smooth control processes causes a switch from one kind of system, Mediocristan, into another, Extremistan. This effect applies to all manner of systems with constrained volatility—health politics, economics, even someone’s mood with and without Prozac. Or the difference between the entrepreneur-driven Silicon Valley (first) and the banking system (second).

**GRAPHIC 3. • FRAGILIZING INTERVENTIONISM AND ITS EFFECTS
ACROSS DISCIPLINES**

<i>FIELD</i>	<i>EXAMPLE OF INTERVENTIONISM</i>	<i>IATROGENICS/ COSTS</i>
<i>Medicine, Health</i>	Overtreatment Steady feedings, thermal stability, etc.—denying the human body randomness Pharmaceutical addition, not subtraction	Fragility Medical error Sicker (but longer-living) humans, richer pharma, antibiotic-resistant bacteria
<i>Ecology</i>	Micromanaging forest fires	Worsening total risks—larger “big ones”
<i>Politics</i>	Central planning U.S. supporting rotten regimes “for the sake of stability”	Informational opacity Chaos after a revolution
<i>Economics</i>	“No More Boom and Bust” (Greenspan (US), Labor (UK)), Great Moderation (Bernanke) State interventionism Optimization Illusion of pricing rare events, value-at-risk methodologies, illusion of economies of scale, ignorance of second-order effects	Fragility Deeper crises when they happen Support for established, state-friendly corporations; stifling of entrepreneurs Vulnerability, pseudo-efficiency Big-time blowups
<i>Business</i>	Positive advice (charlatans), focus on return not risk (what to avoid)	Richer charlatans, bankrupt businesses
<i>Urbanism</i>	City planning	Urban blight, inner cities, depressions, crime
<i>Forecasting</i>	Forecasting in Black Swan Domain (Fourth Quadrant) in spite of the horrible track record	Hidden risks (People take more risks when supplied with a forecast)
<i>Literature</i>	Copy editors trying to change your text	Blander, more <i>New York Times</i> -style commoditized writing

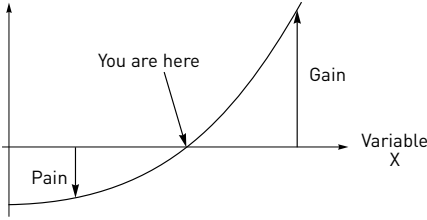
<i>FIELD</i>	<i>EXAMPLE OF INTERVENTIONISM</i>	<i>IATROGENICS/ COSTS</i>
<i>Parenting</i>	Soccer mom (or pop): removing every random element from children's lives	Touristification of children's minds
<i>Education</i>	The entire concept is grounded in interventionism	Ludification—transformation of children's brain
<i>Technology</i>	Neomania	Fragility, alienation, nerdification
<i>Media</i>	High-frequency sterile information	Disruption of the noise/signal filtering mechanism Interventionism

Profits in Stater (Thekel)

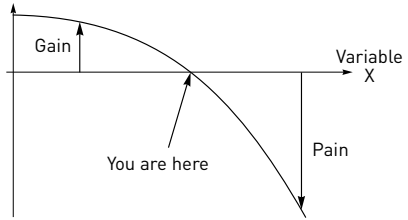


GRAPHIC 4. Thales' antifragility. He pays little to get a huge potential. We can see the asymmetry between upside and downside.

Gains/Losses $f(X)$

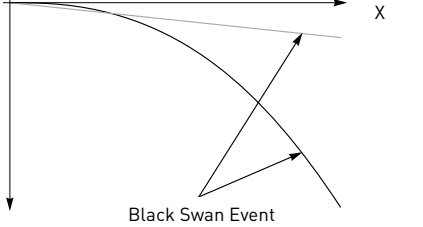


Gains/Losses $f(X)$

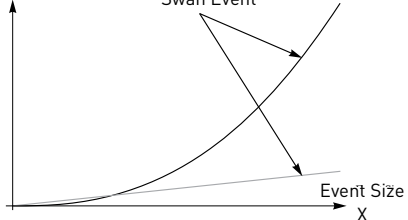


GRAPHIC 5. Pain More than Gain, or Gain More than Pain. Assume you start from the "You Are Here" spot. In the first case, should the variable x increase, i.e., move to the right on the horizontal axis, the gains (vertical axis) are larger than the losses encountered by moving left, i.e., an equivalent decrease in the variable x . The graph illustrates how positive asymmetry (first graph) turns into convex (inward) curving and negative asymmetry (second graph) turns into concave (outward) curving. To repeat, for a set deviation in a variable, in equivalent amounts in both directions, the convex gains more than it loses, and the reverse for the concave.

Harm $f(X)$



Benefit $f(X)$



GRAPHIC 6. . Two exposures, one linear, one nonlinear, with negative convexity—that is, concavity—in the first graph, positive convexity in the second. An unexpected event affects the nonlinear disproportionately more. The larger the event, the larger the difference.

GRAPHIC 7. • ETHICS AND THE FOUNDATIONAL ASYMMETRY

<i>NO SKIN IN THE GAME</i>	<i>SKIN IN THE GAME</i>	<i>SKIN IN THE GAME FOR THE SAKE OF OTHERS, OR SOUL IN THE GAME</i>
<i>(Keeps upside, transfers downside to others, owns a hidden option at someone else's expense)</i>	<i>(Keeps his own downside, takes his own risk)</i>	<i>(Takes the downside on behalf of others, or universal values)</i>
Bureaucrats	Citizens	Saints, Knights, Warriors, Soldiers
Cheap talk ("tawk" in Fat Tony's lingo)	Actions, no tawk	Expensive talk
Consultants, sophists	Merchants, Businessmen	Prophets, Philosophers (in the pre-modern sense)
Businesses	Artisans	Artists, Some artisans
Corporate Executives (with suit)	Entrepreneurs	Entrepreneurs/Innovators
Theoreticians, data miners, observational studies	Laboratory and field experimenters	Maverick scientists
Centralized government	Government of city states	Municipal government
Editors	Writers	Great writers
Journalists who "analyze" and predict	Speculators	Journalists who take risks and <i>expose</i> frauds (powerful regimes, corporations)
Politicians	Activists	Rebels, Dissidents, Revolutionaries
Bankers	Traders	(They would not engage in vulgar commerce)
Fragilista Prof. Dr. Joseph Stiglitz	Fat Tony	Nero Tulip
Risk Vendors		Taxpayers (not quite voluntarily soul in the game, but they are victims)