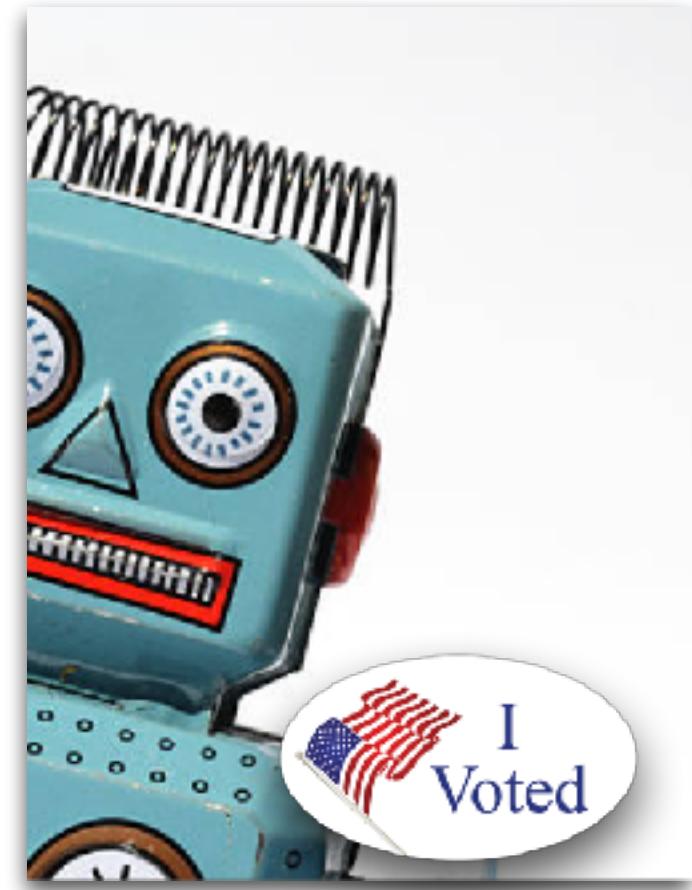


Modeling Democracy

Lecture 7 - **The spatial hypothesis**



An intriguing framework: Metric embeddings

- Let's adopt a hypothesis (of questionable realism) and see where it takes us.
- Suppose first that issue positions can be measured along a **line**.
- Then a collection of mutually orthogonal issues can be thought of as spanning a coordinate **space**, and both candidates and voters can be located in that space.

spatial voting

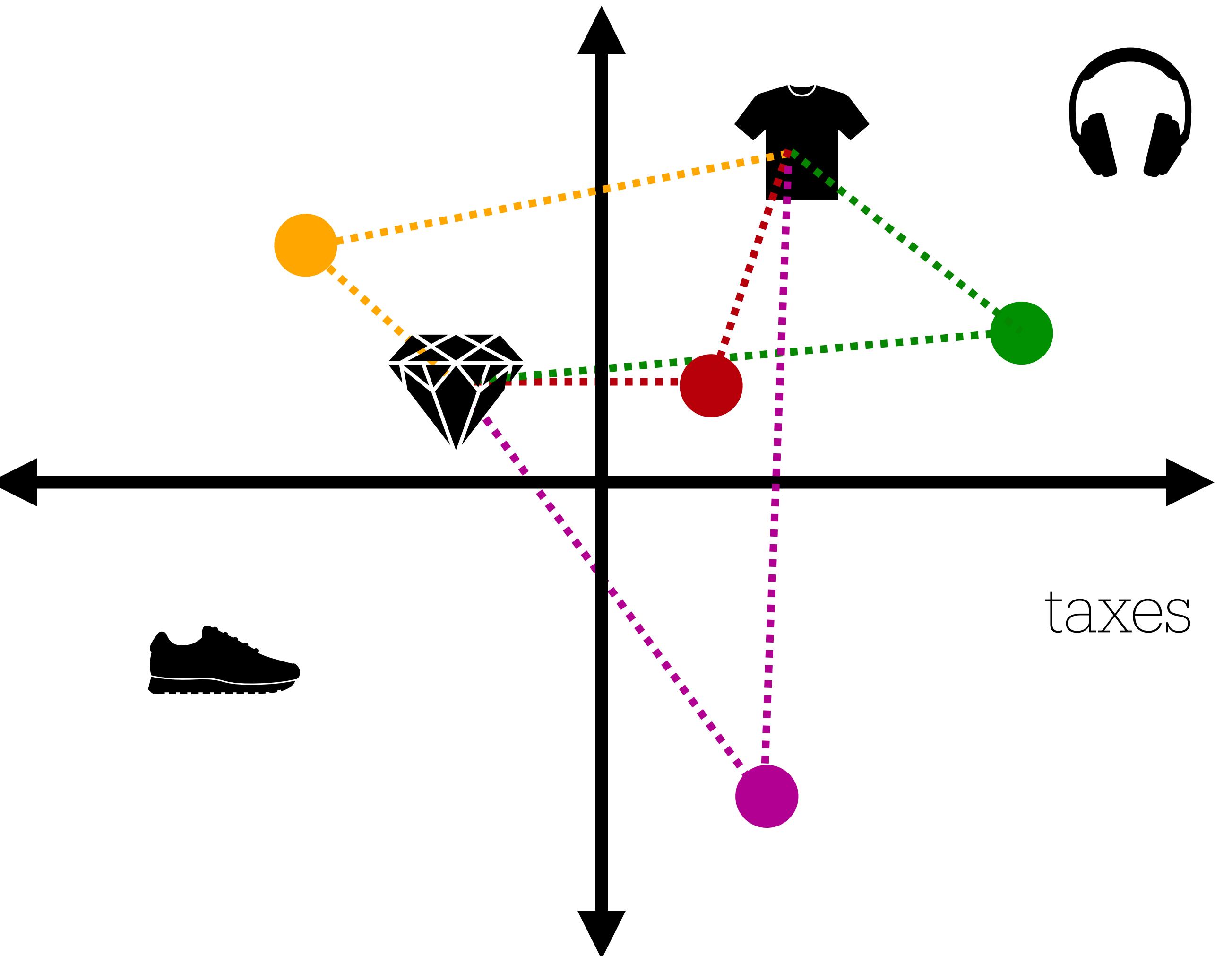
voters

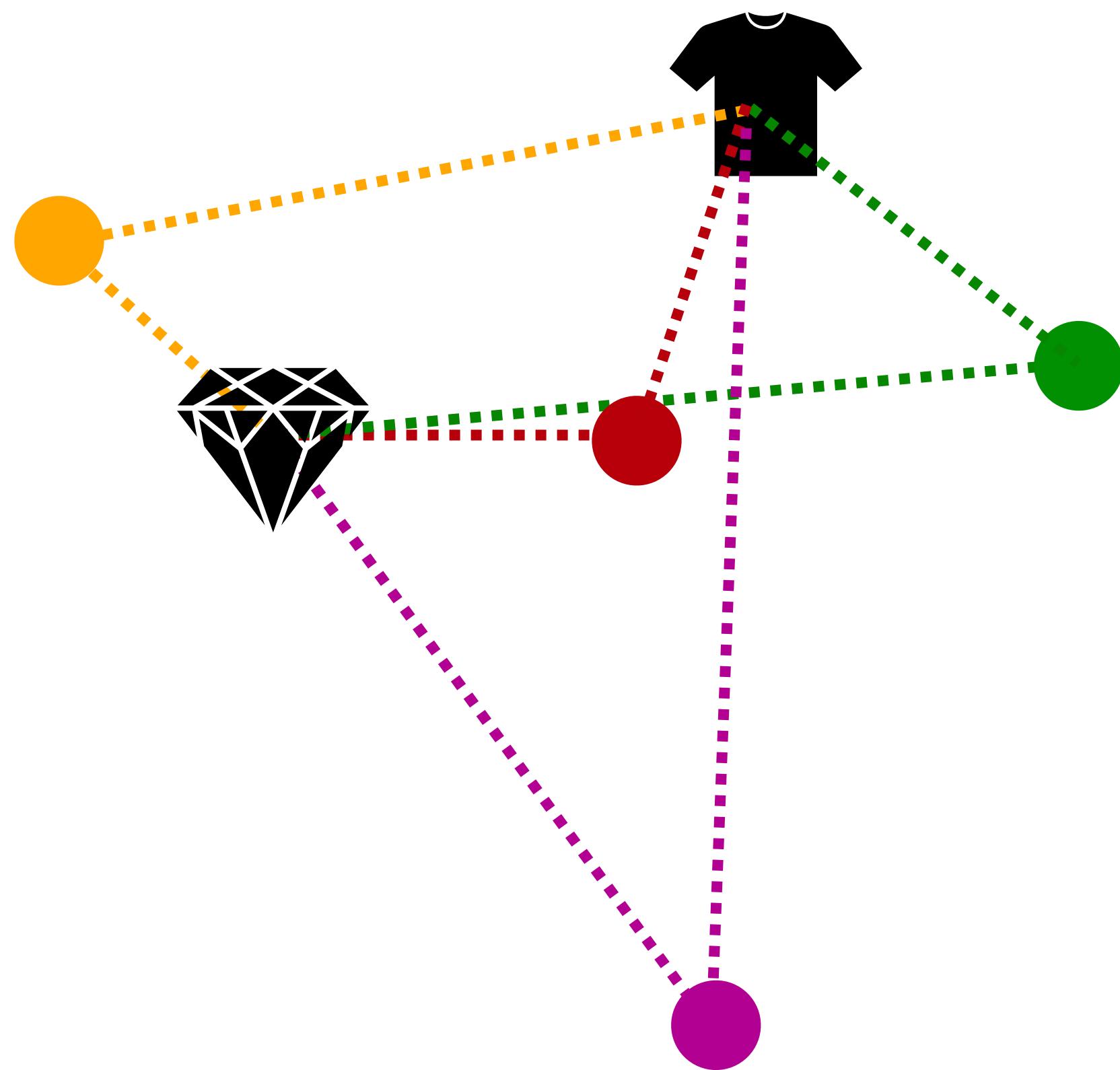


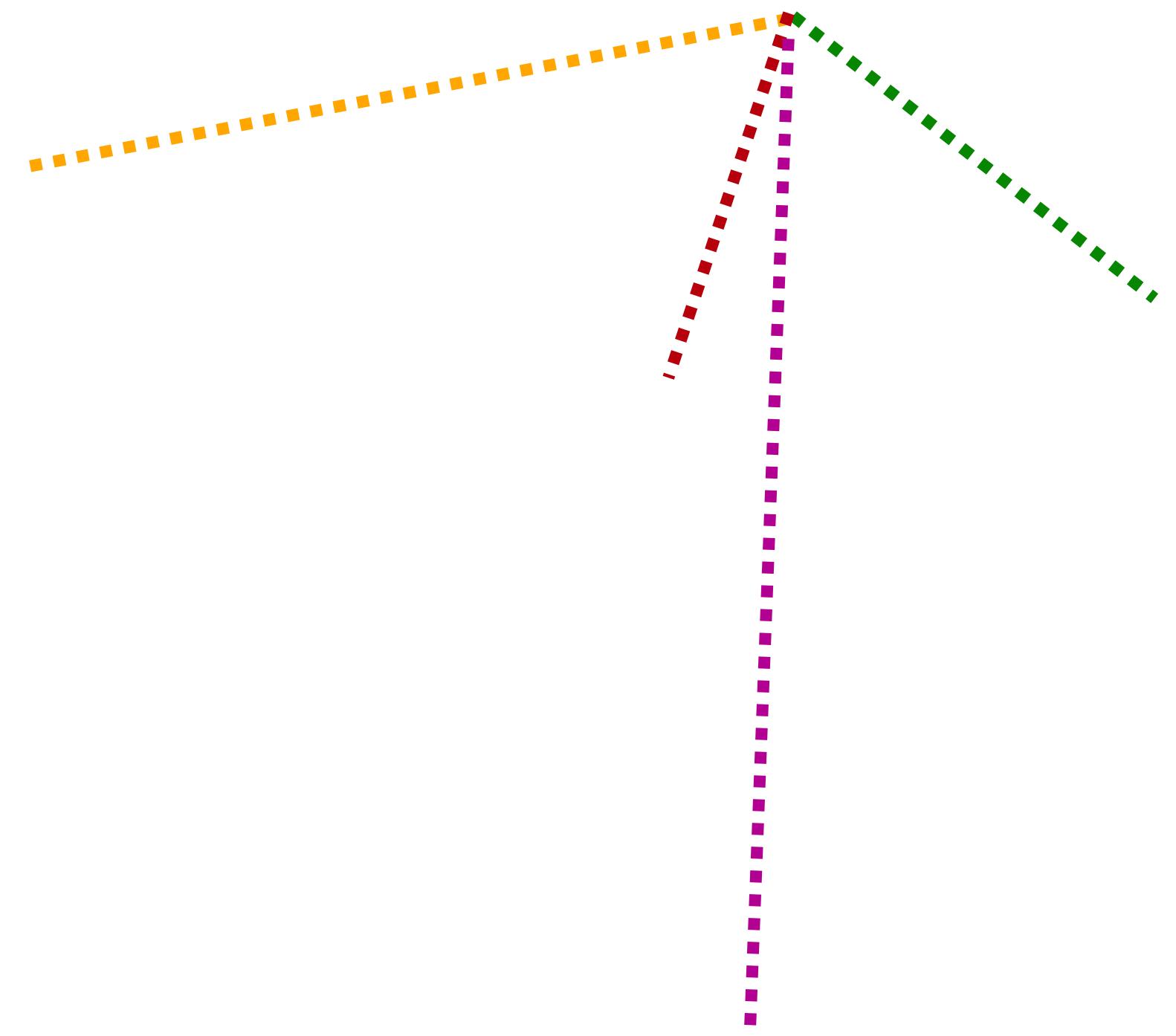
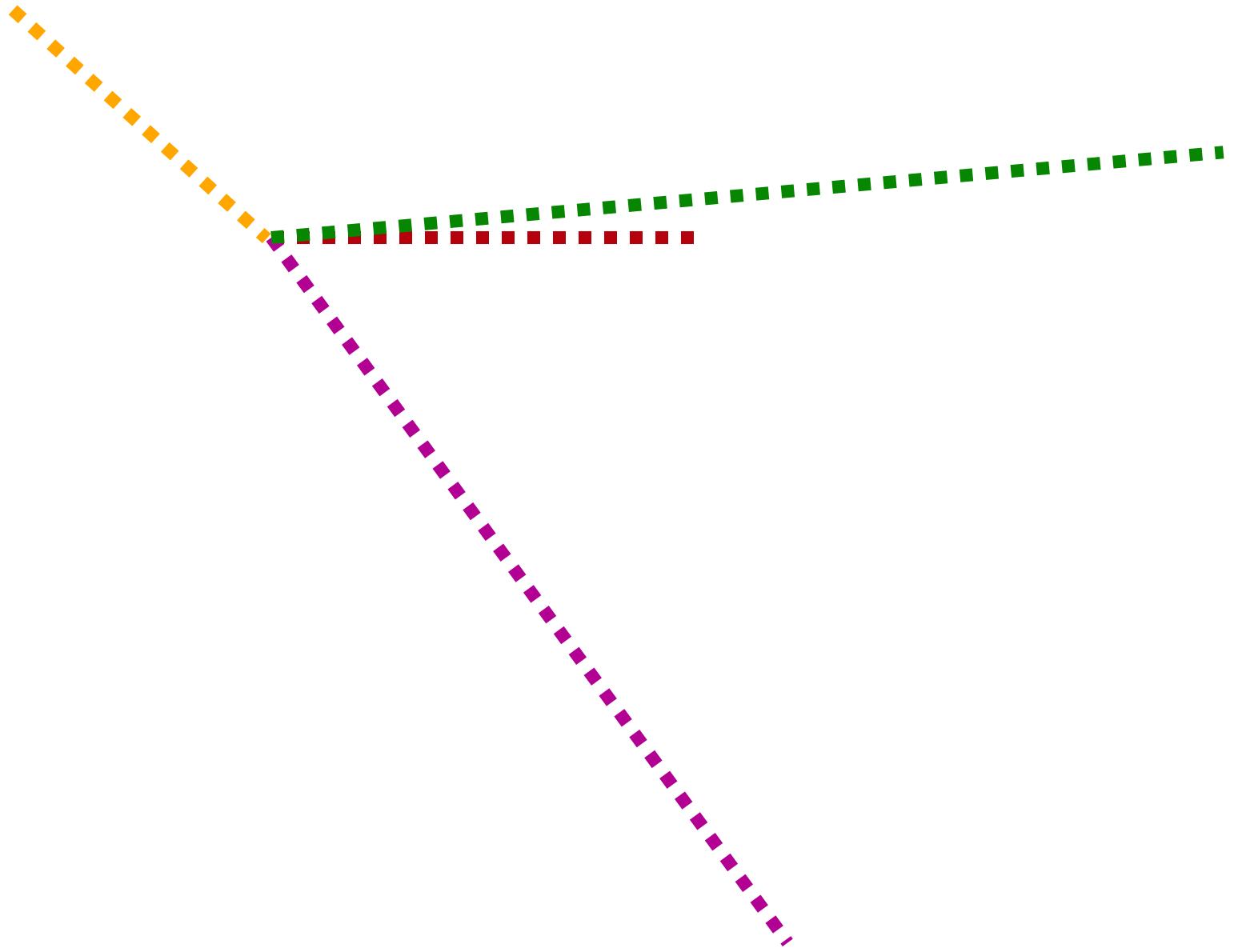
"cost": sum of distances to voters

optimal winner has lowest cost

immigration







—
—
—

—
—
—

—
—
—

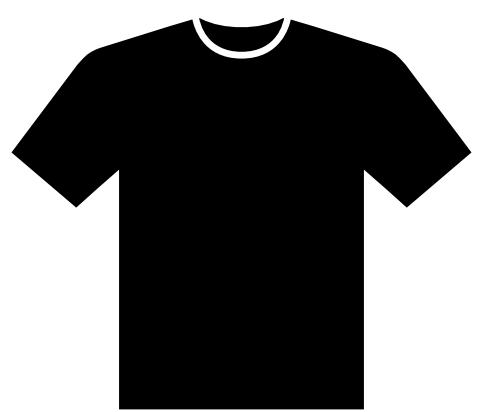
—
—
—

—
—
—

—
—
—

—
—
—

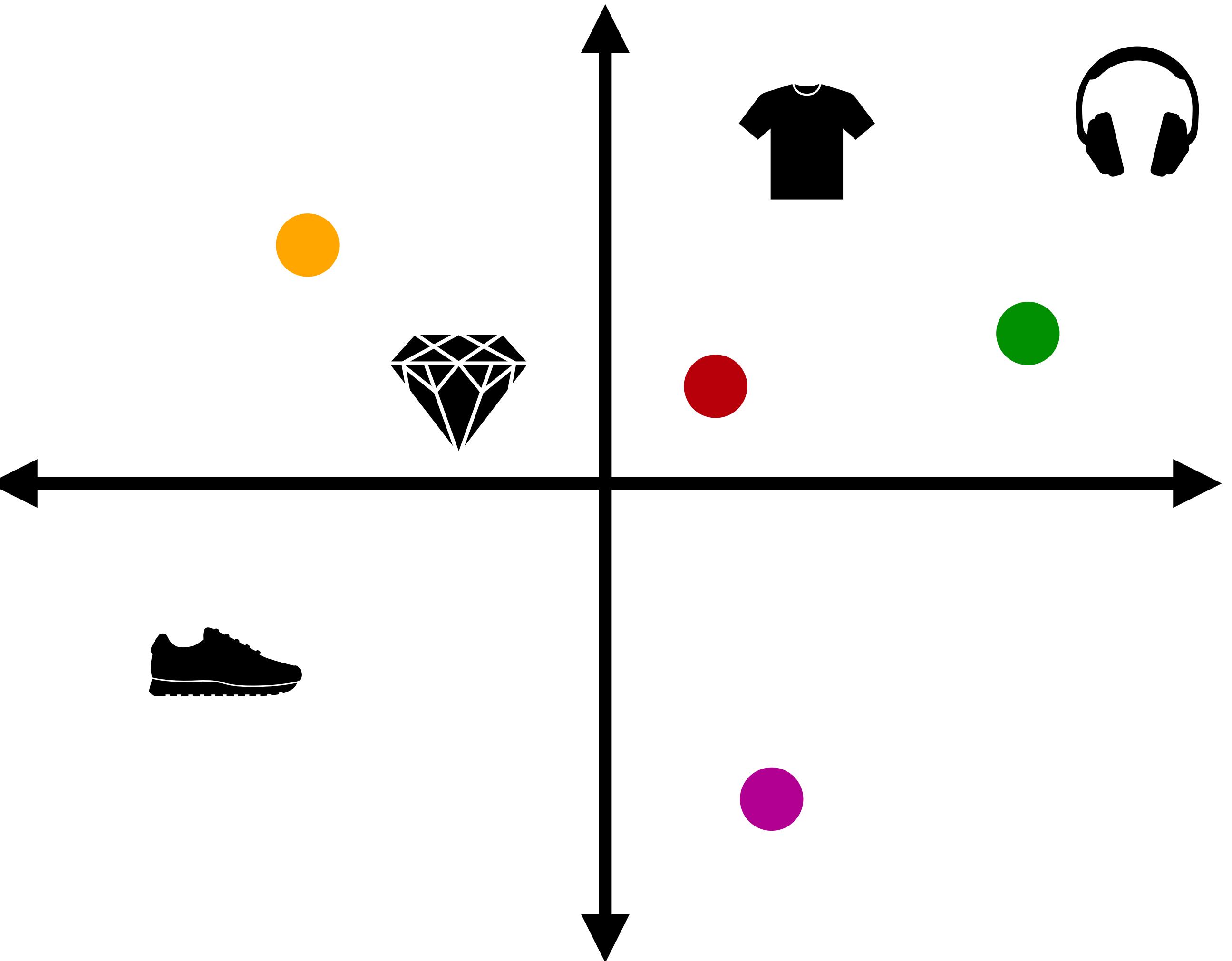
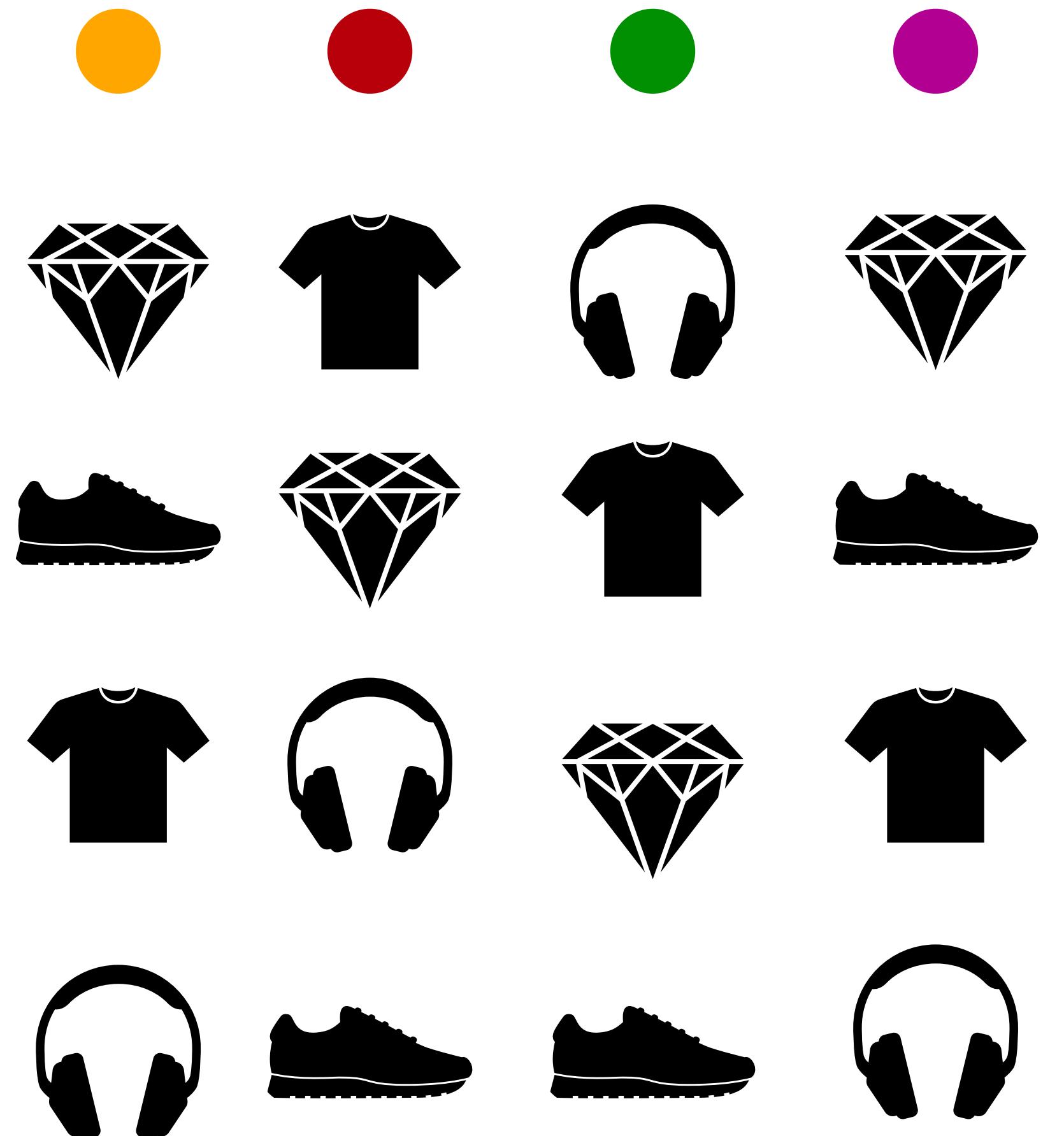




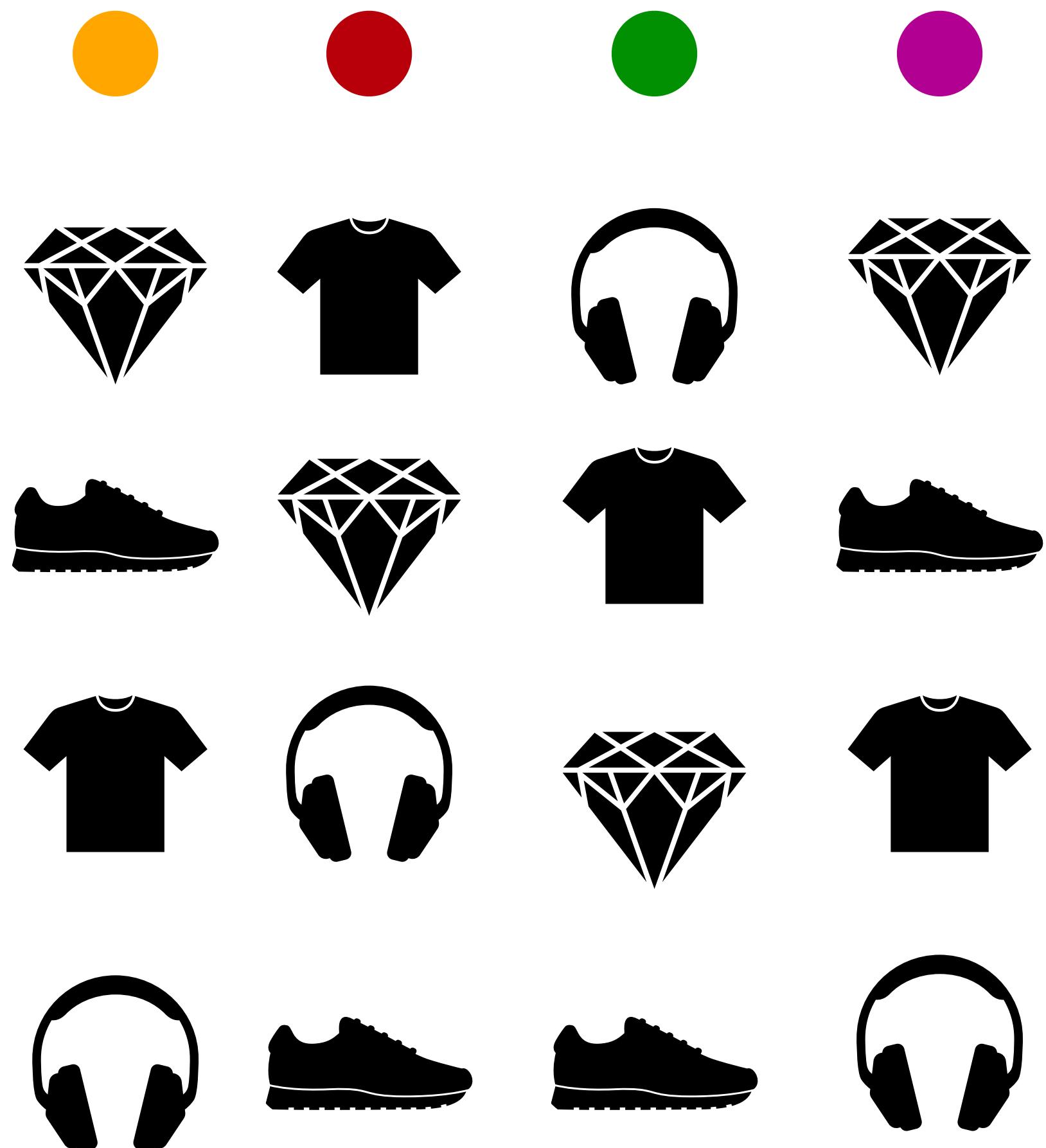
cost ratio 1.0975

spatial voting

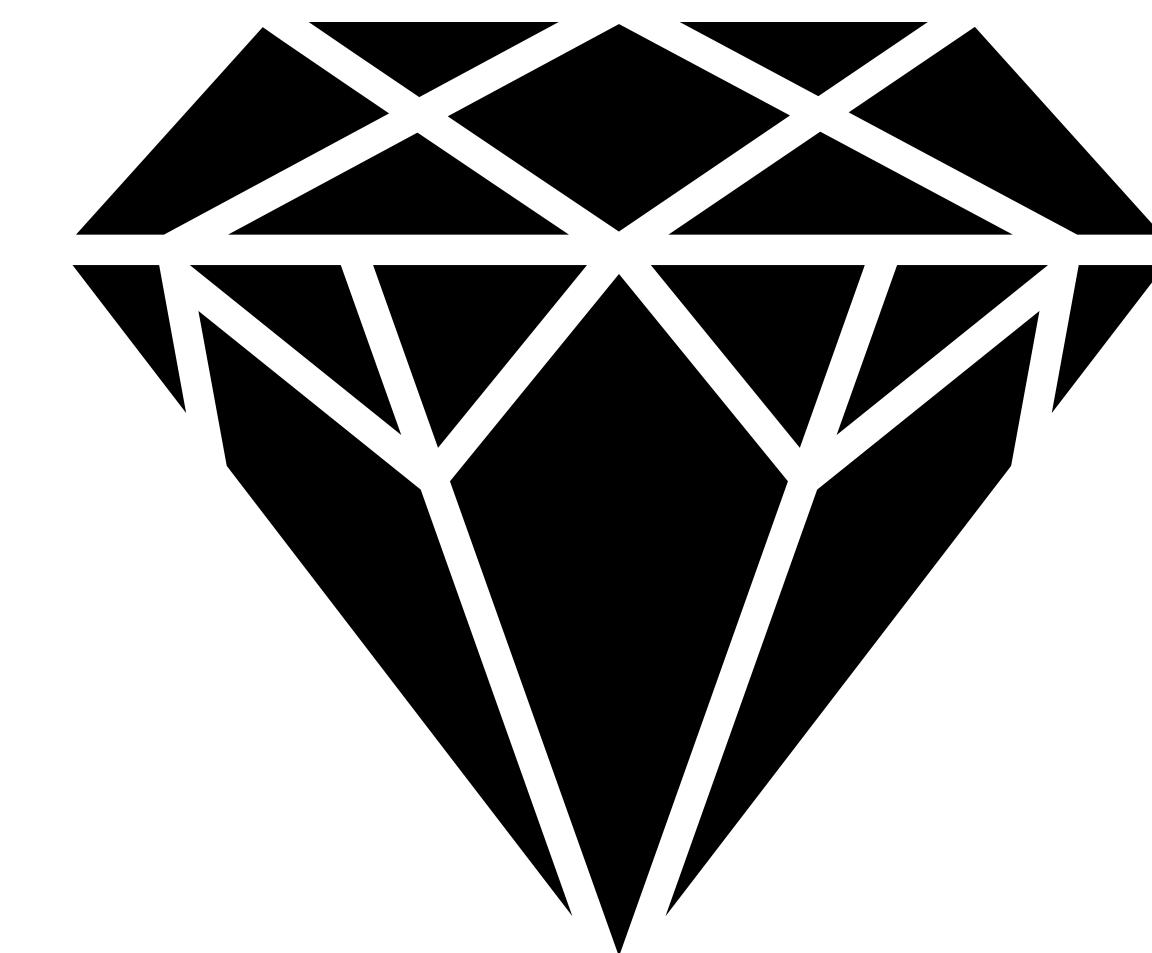
voters



can we come up with a ranking-based rule
that finds the (spatially) optimal winner?

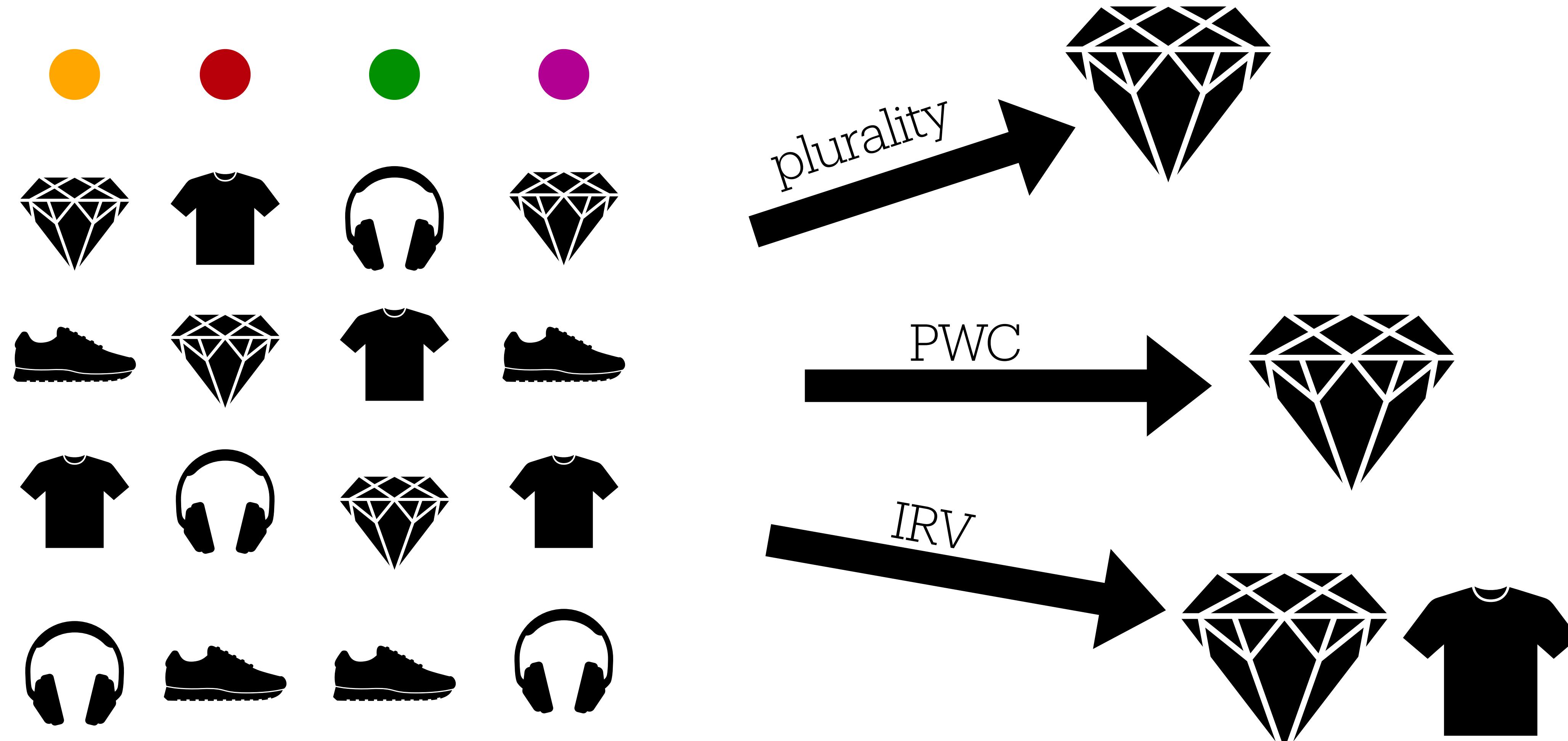


(want)



metric distortion:

if you can't guarantee finding optimal
winner, can you guarantee bounded cost ratio?

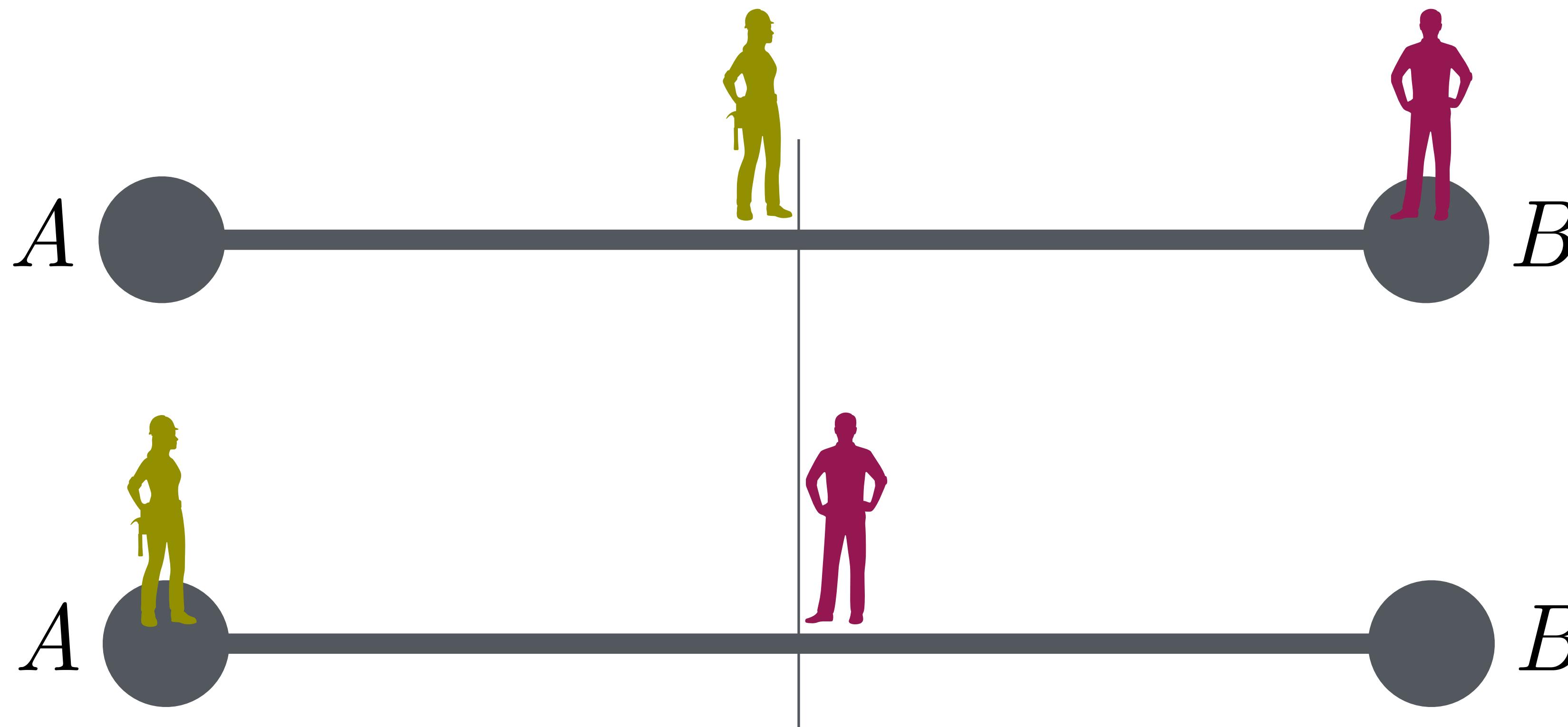


$$f(\begin{array}{|c|c|} \hline 1 & 1 \\ \hline A & B \\ \hline B & A \\ \hline \end{array}) = ?$$

P

Def: **(metric) distortion** of f is the worst-case cost ratio in any metric embedding

Observation: all deterministic rules have distortion ≥ 3 . To see, consider $N=m=2$ example.



if f chose A , this is a
bad scenario
compatible with P :
cost ratio is 3

if f chose B , this
likewise fits P and
has cost ratio 3

Utility framework

- Metric distortion relates interestingly to a general framework of **utility** distortion.
- Suppose voters have a truth of the matter in their preferences that is **cardinal** rather than ordinal: they have scores for each candidate, **normalized to add to 10**, say. Up to tiebreaking, this is strictly more information than an **ordinal** ballot (ranking), just like the metric embedding was.

	Orange	Red	Green	Purple
Trophy	2	8	3	2
Headphones	0	1	3	1
Shoes	3	0	1	3
Diamond	5	1	3	4

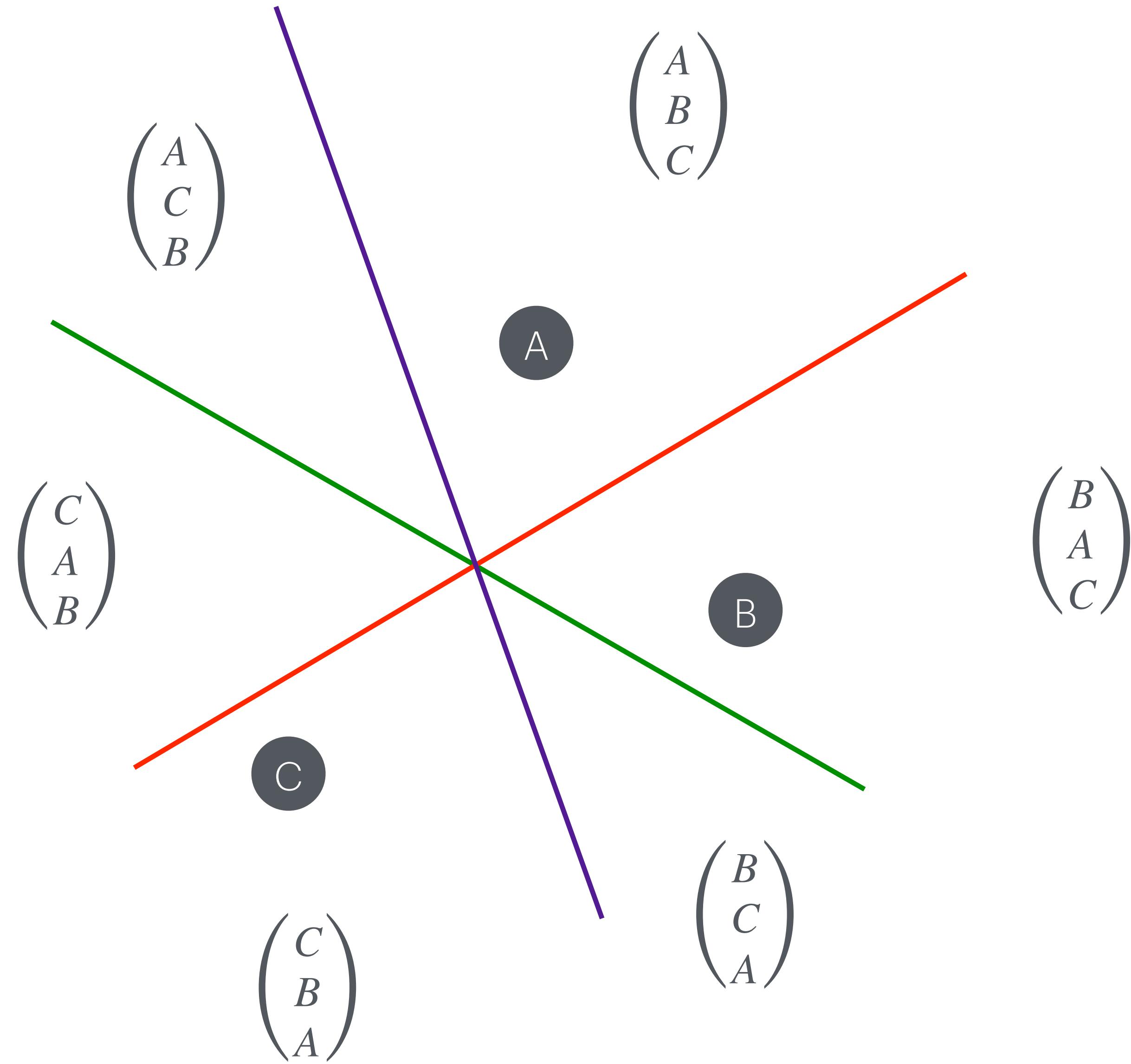
utility ratio

15/13 ≈ 1.15

- Here too we can seek a rule that minimizes (worst-case) utility loss relative to the optimal winner.
- **Plurality** has distortion $O(m^2)$ where $|\mathcal{C}| = m$, and this is best possible!

Relationship between frameworks

- My pictures have been Euclidean plane, but metric framework doesn't assume that.
- **Metric** defined by three properties: symmetric, positive-definite, triangle inequality.
- This is fairly restrictive! If candidate locations are placed, a voter being close to A forces a certain approximate distance from B.
- Is the political preference world this consistent?
- Another difference: utilities typically normalized
 - Does this account for “stakes”?



Proposition: For any profile on three candidates, there is a *planar* metric embedding that realizes it.

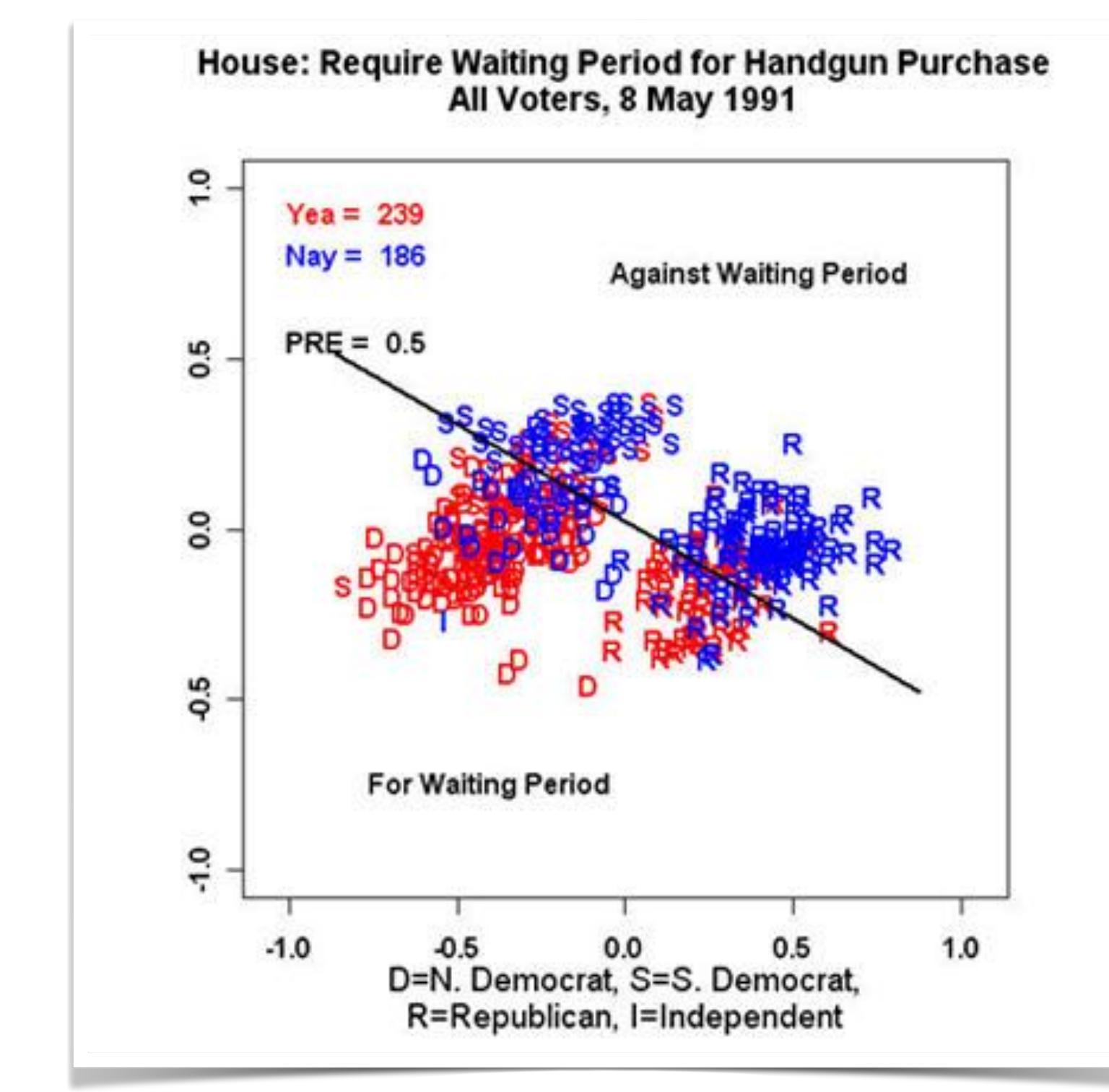
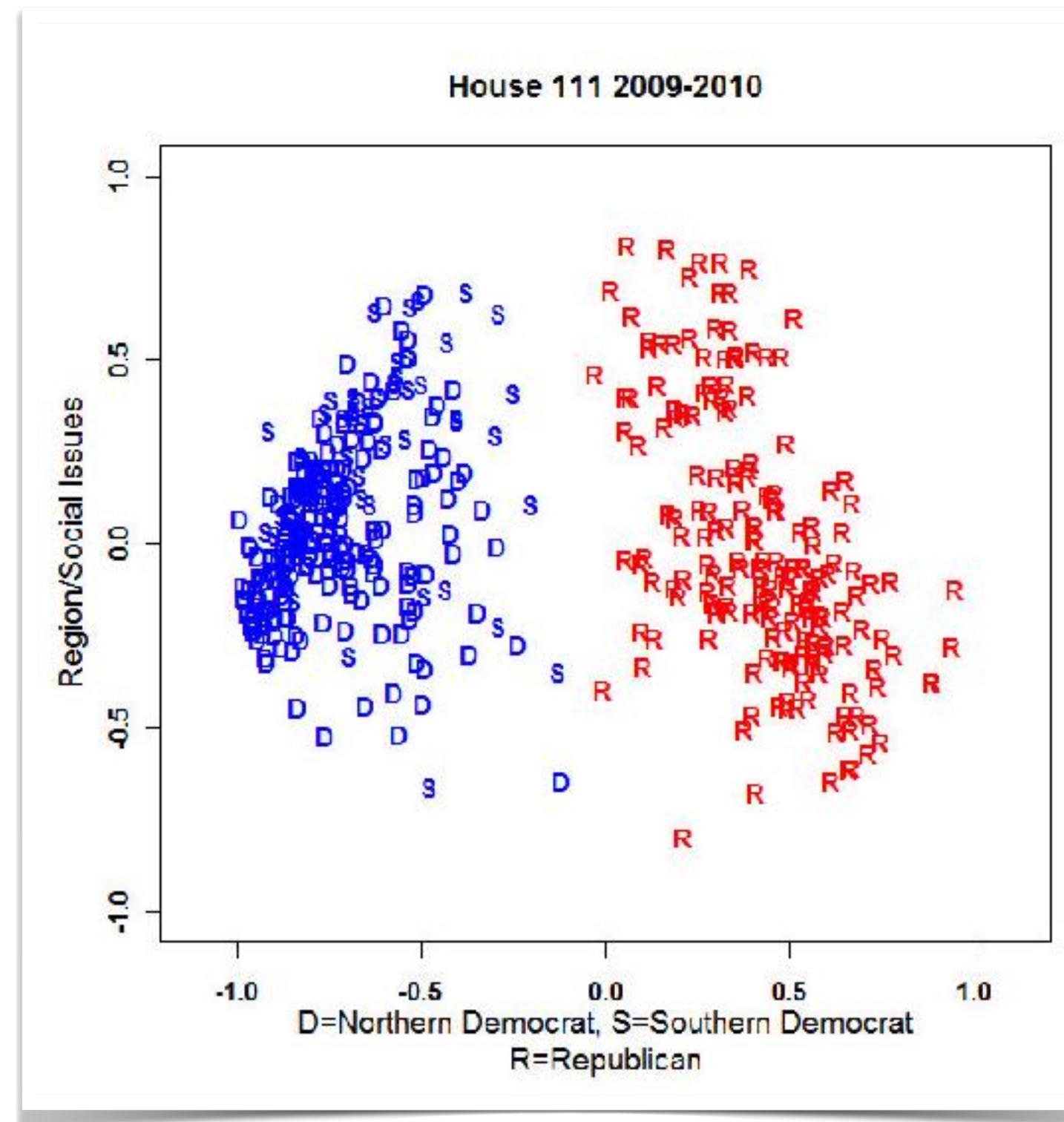
Proof: construction.

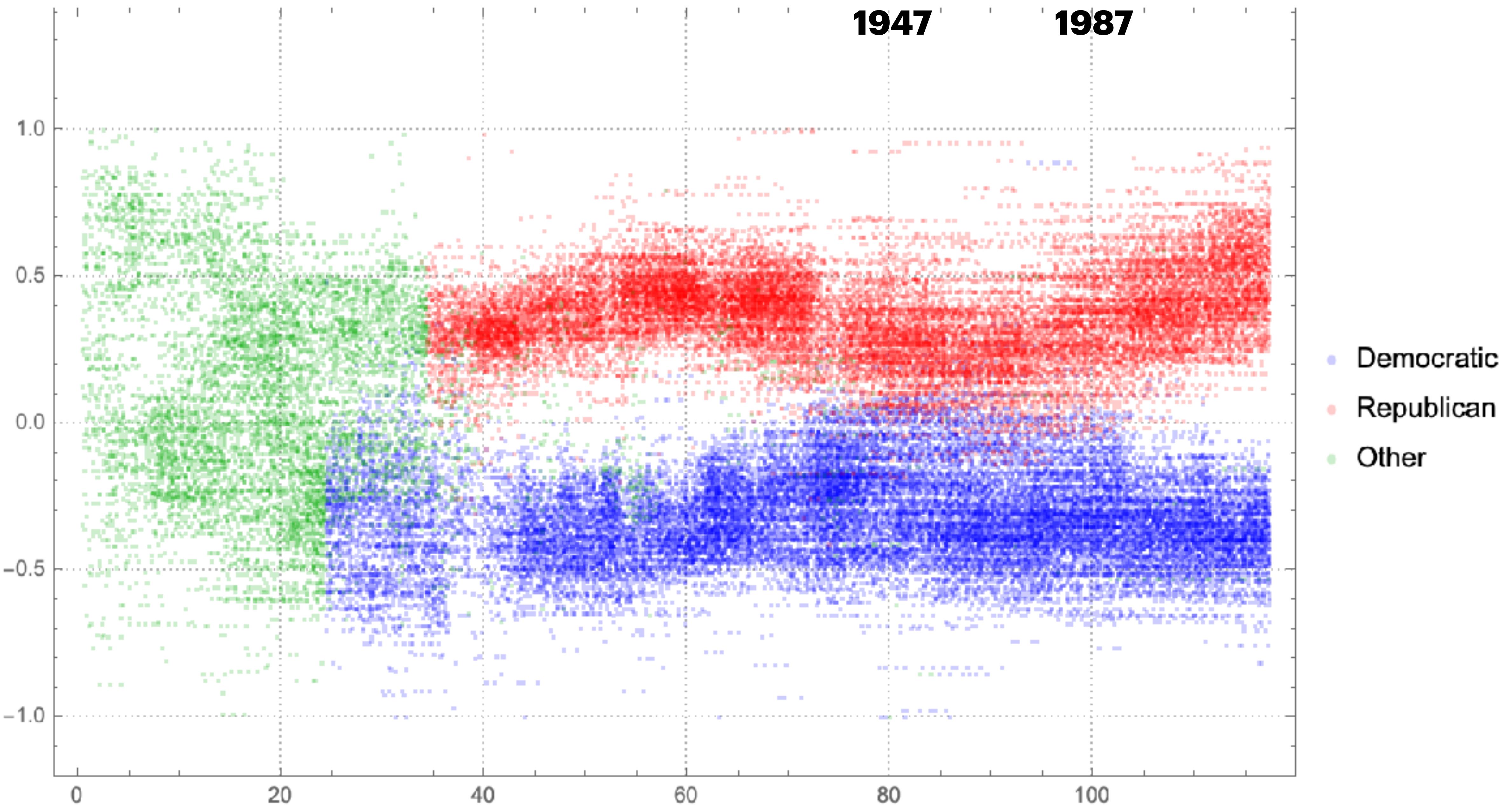
Question:

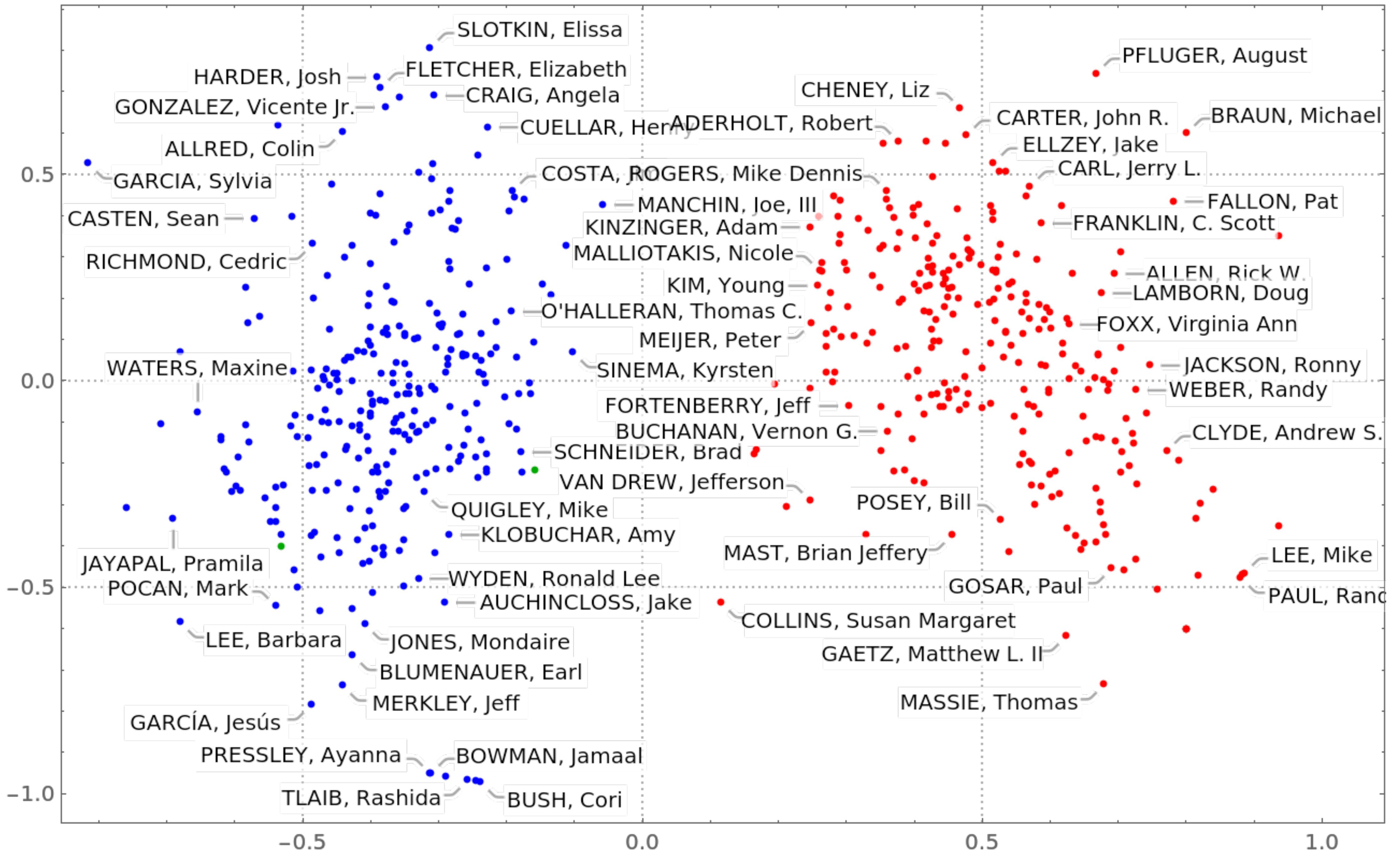
given a preference profile, can you find an “efficient” metric embedding?

And the truth?

- Which is a **better** model to guide us in our search for good voting rules?







A lesson from history of science: seek parsimony, be willing to fundamentally update your models. (cf. epicycles)

