

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.

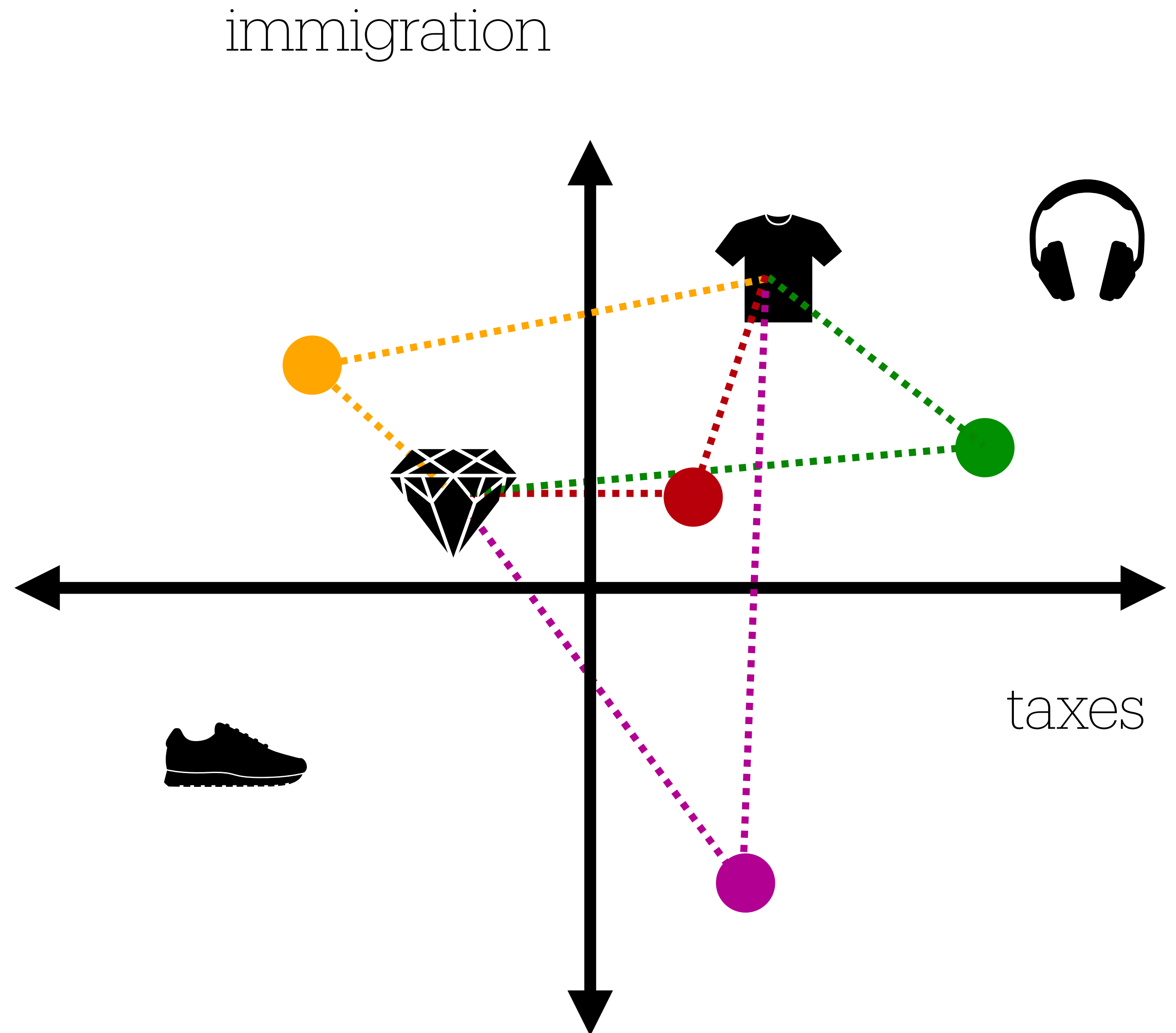
spatial voting

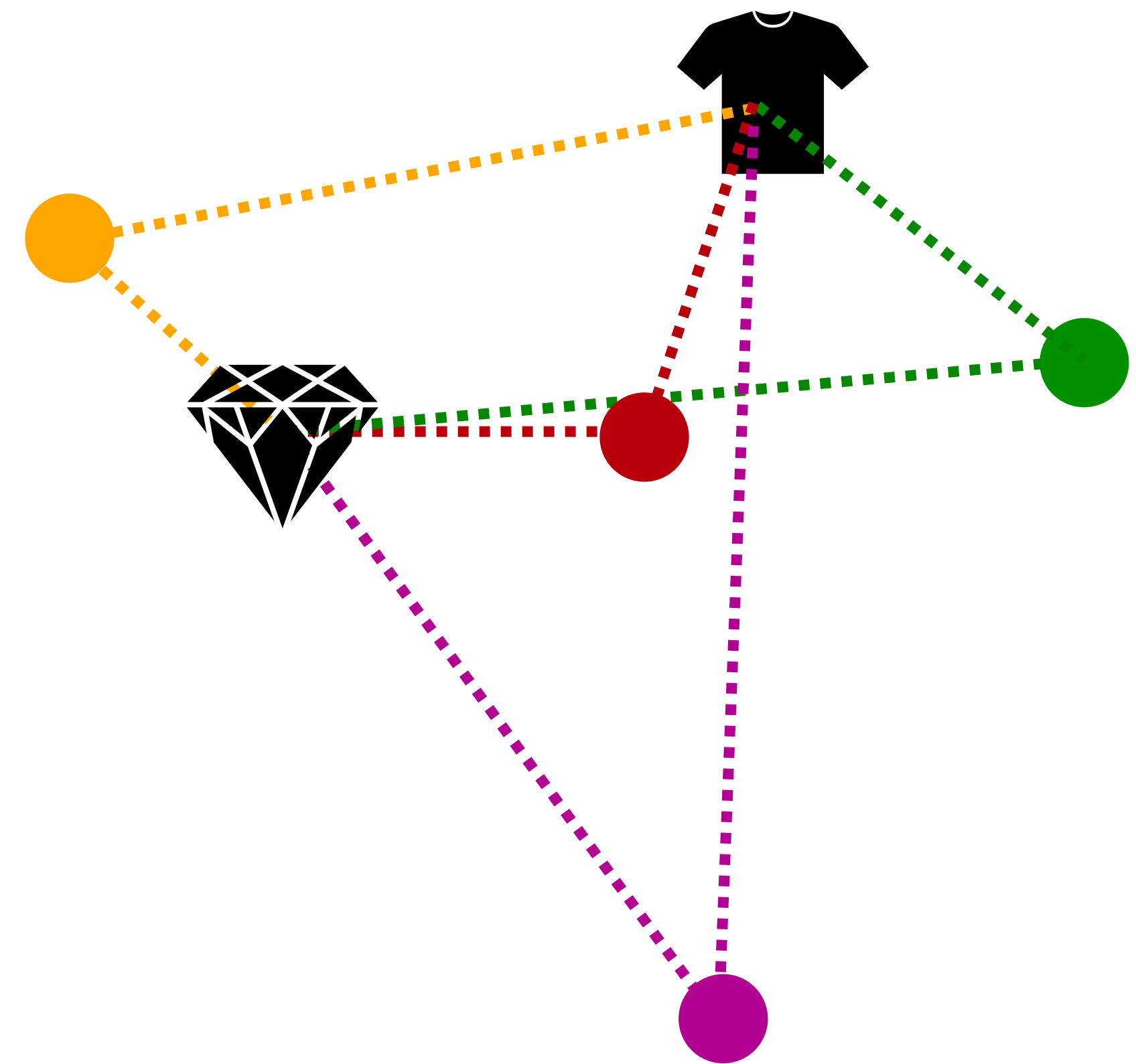
voters

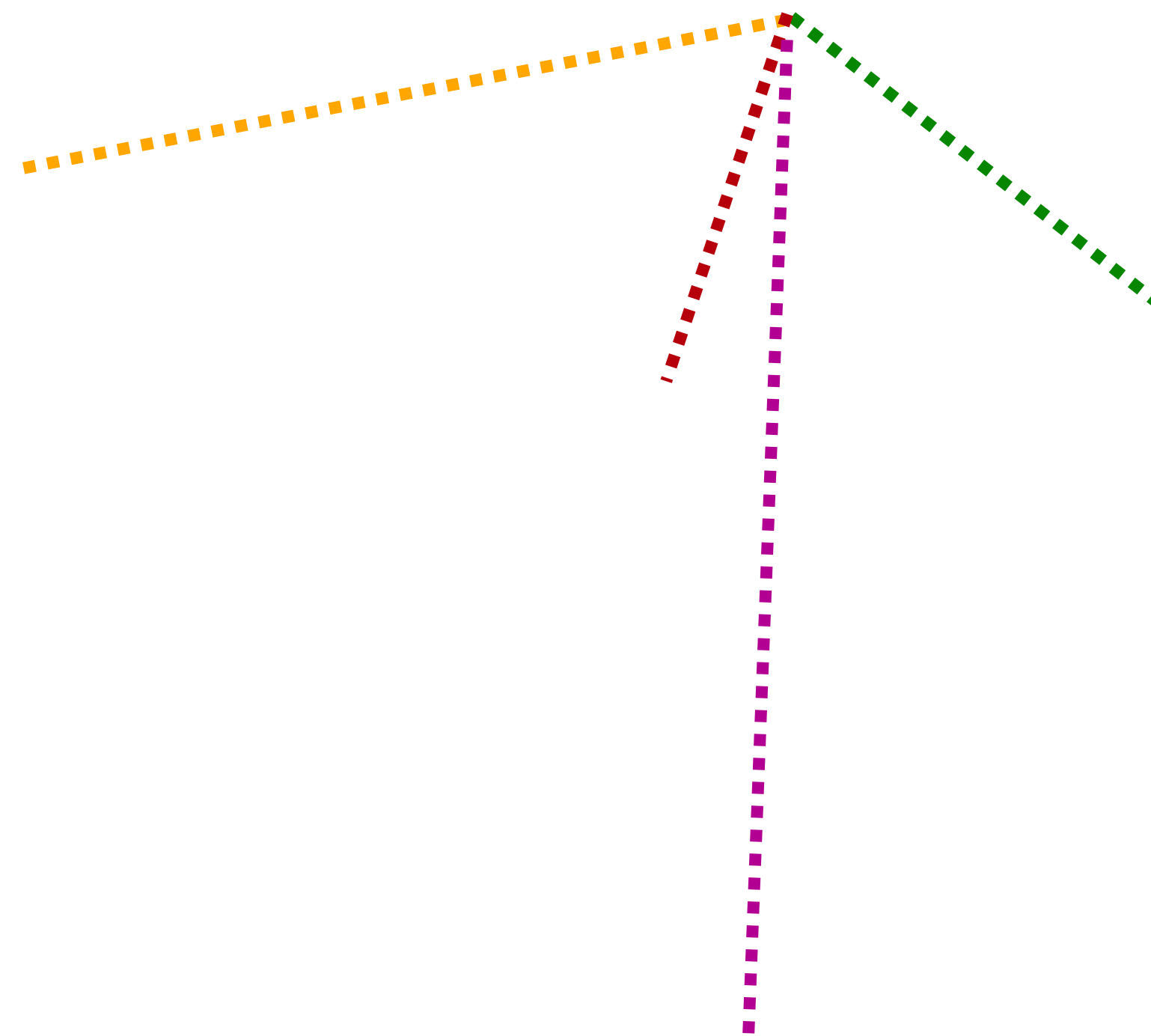
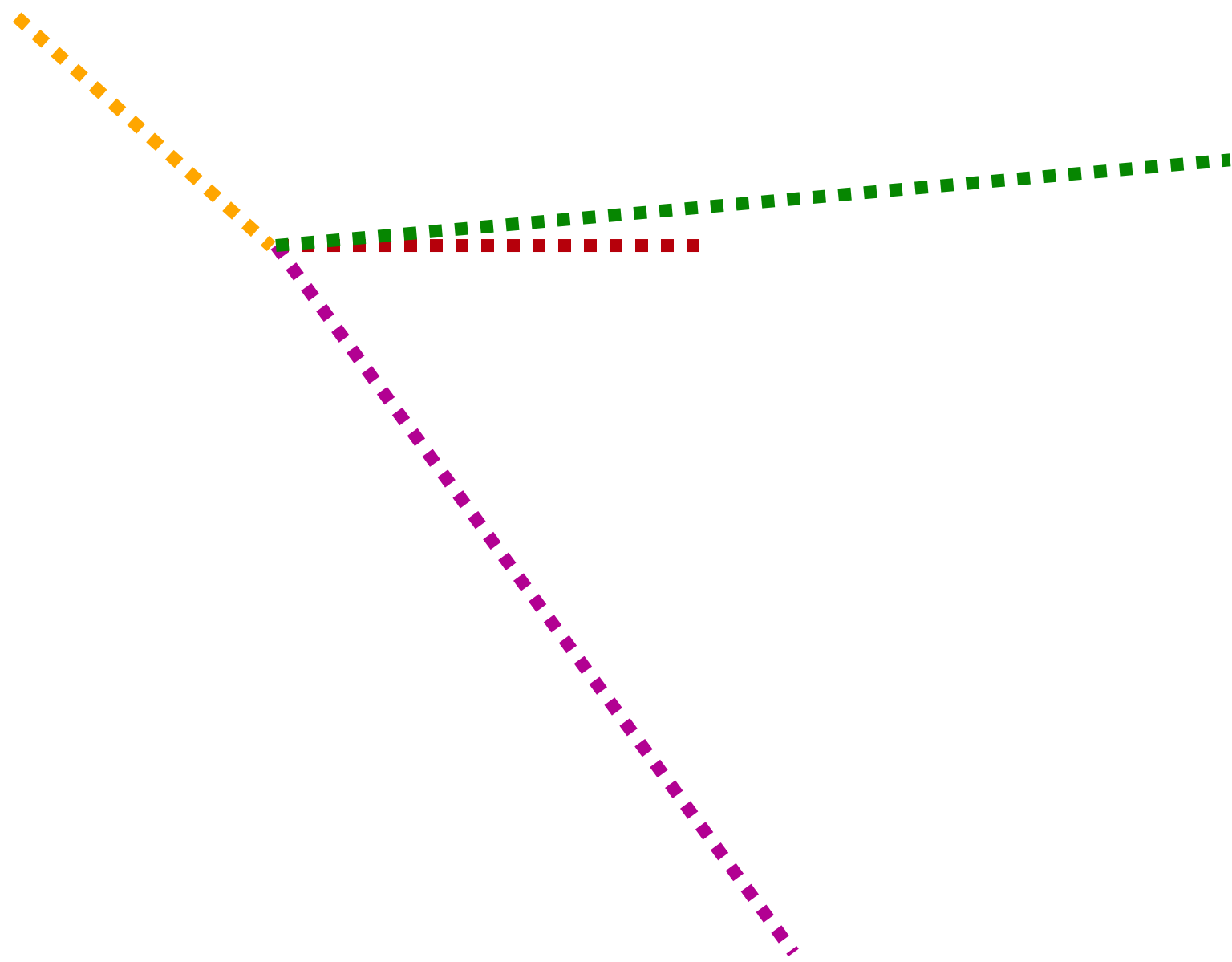


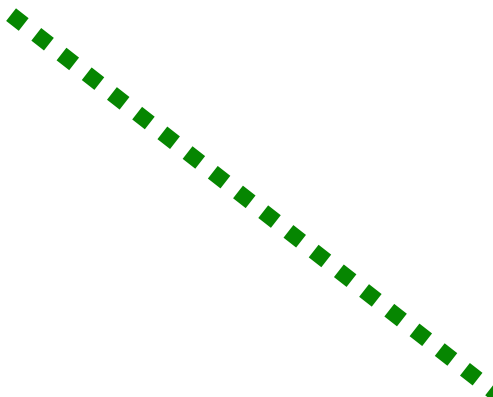
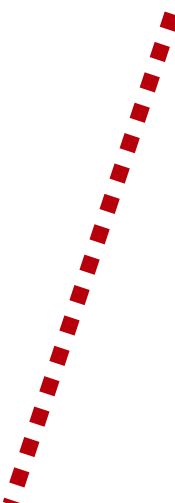
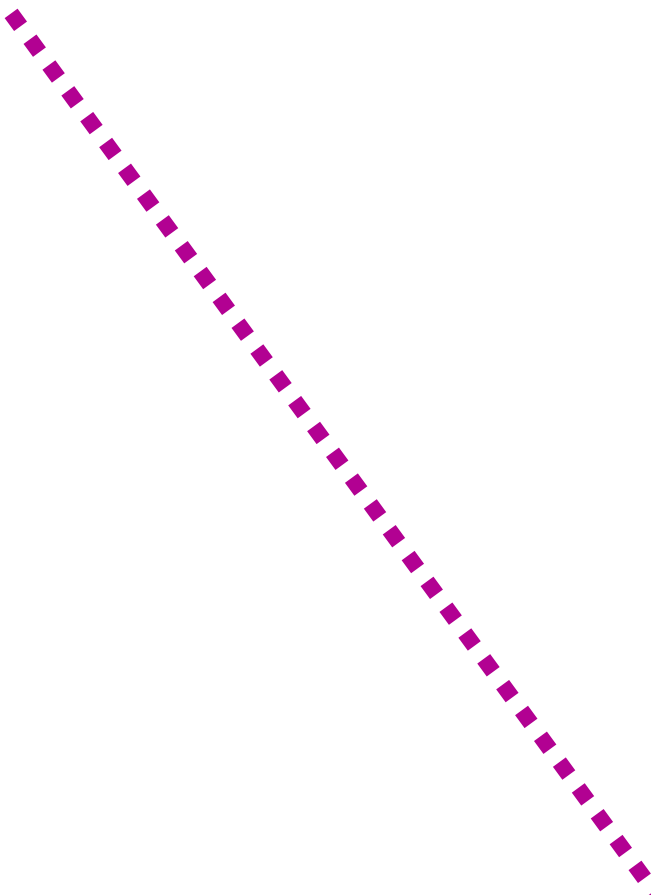
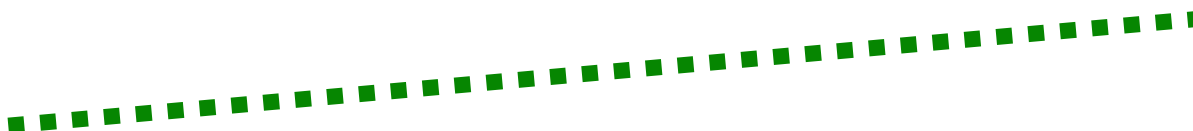
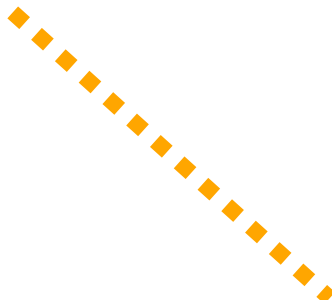
“**cost**”: sum of distances to voters

optimal winner has lowest cost

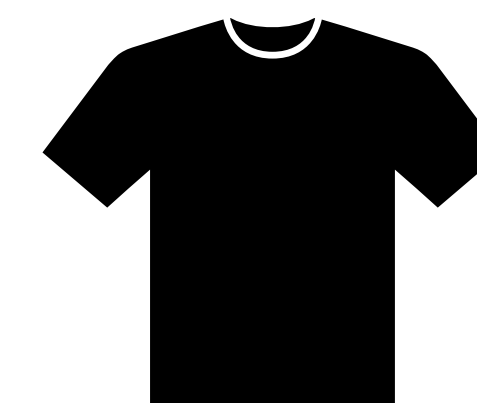








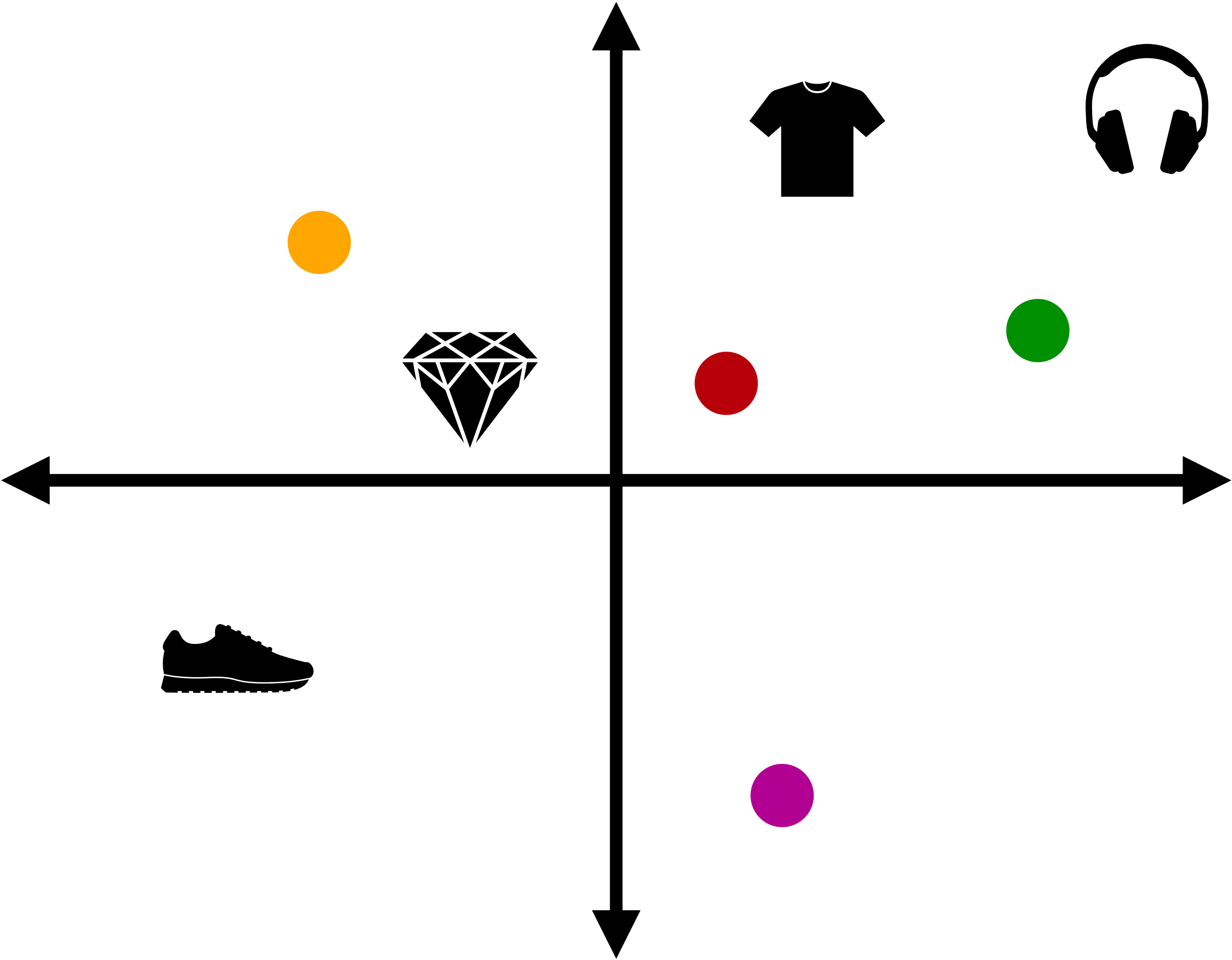
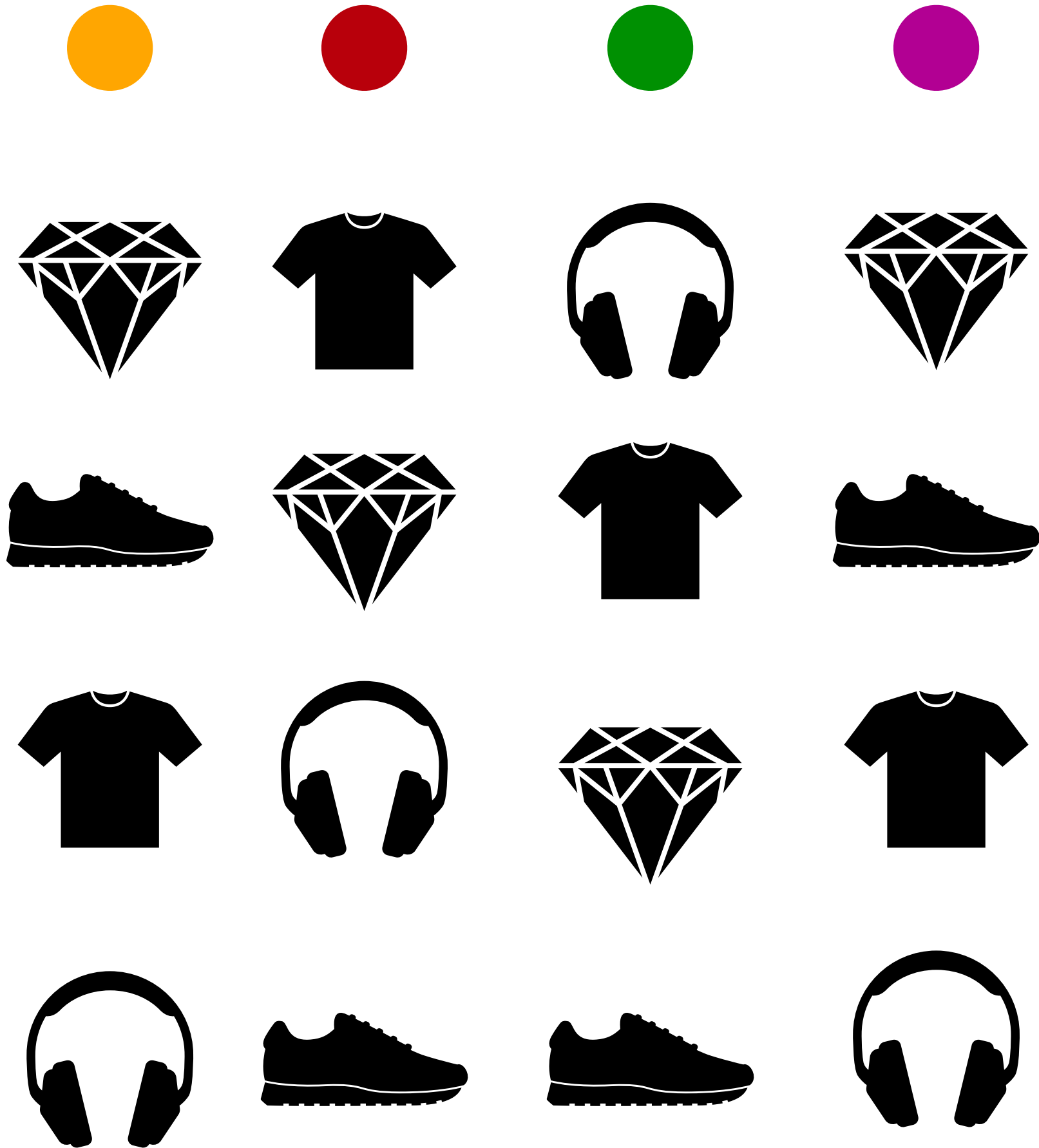




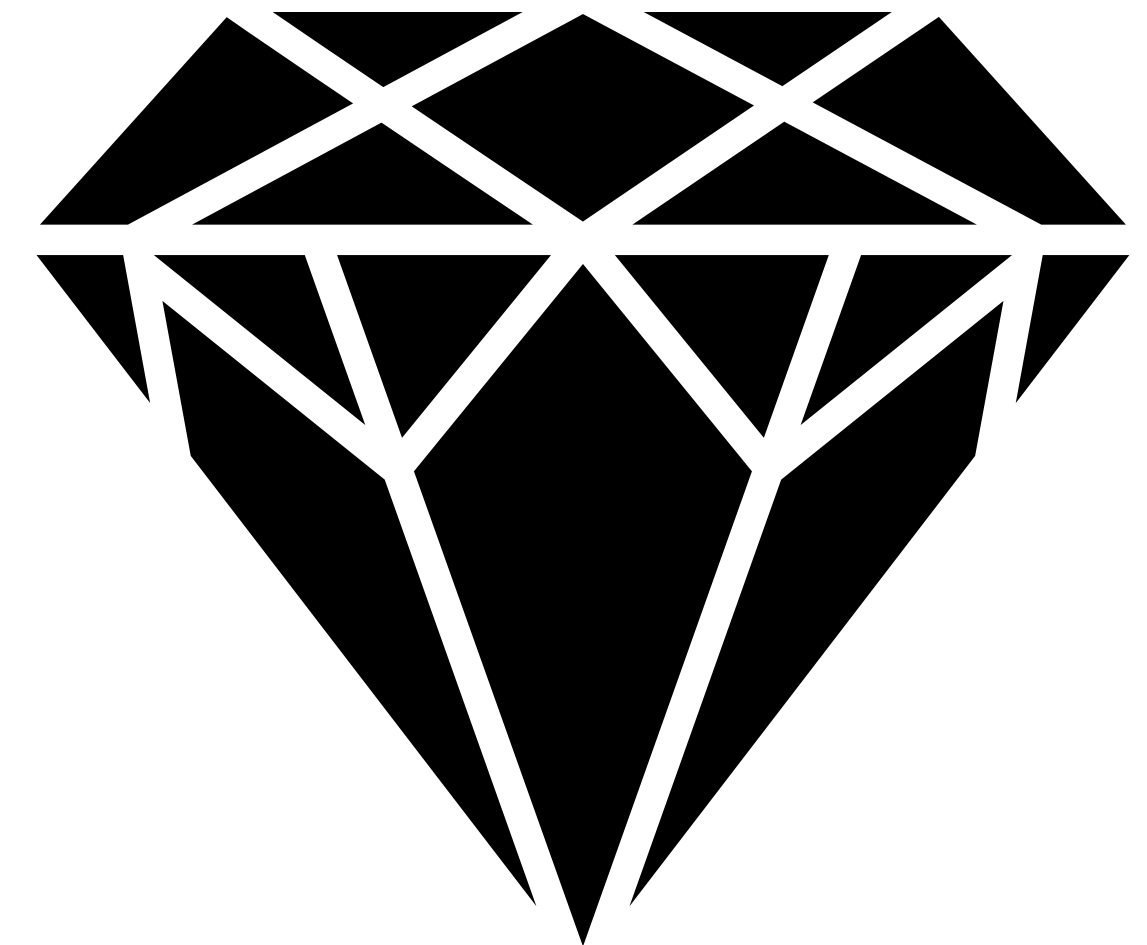
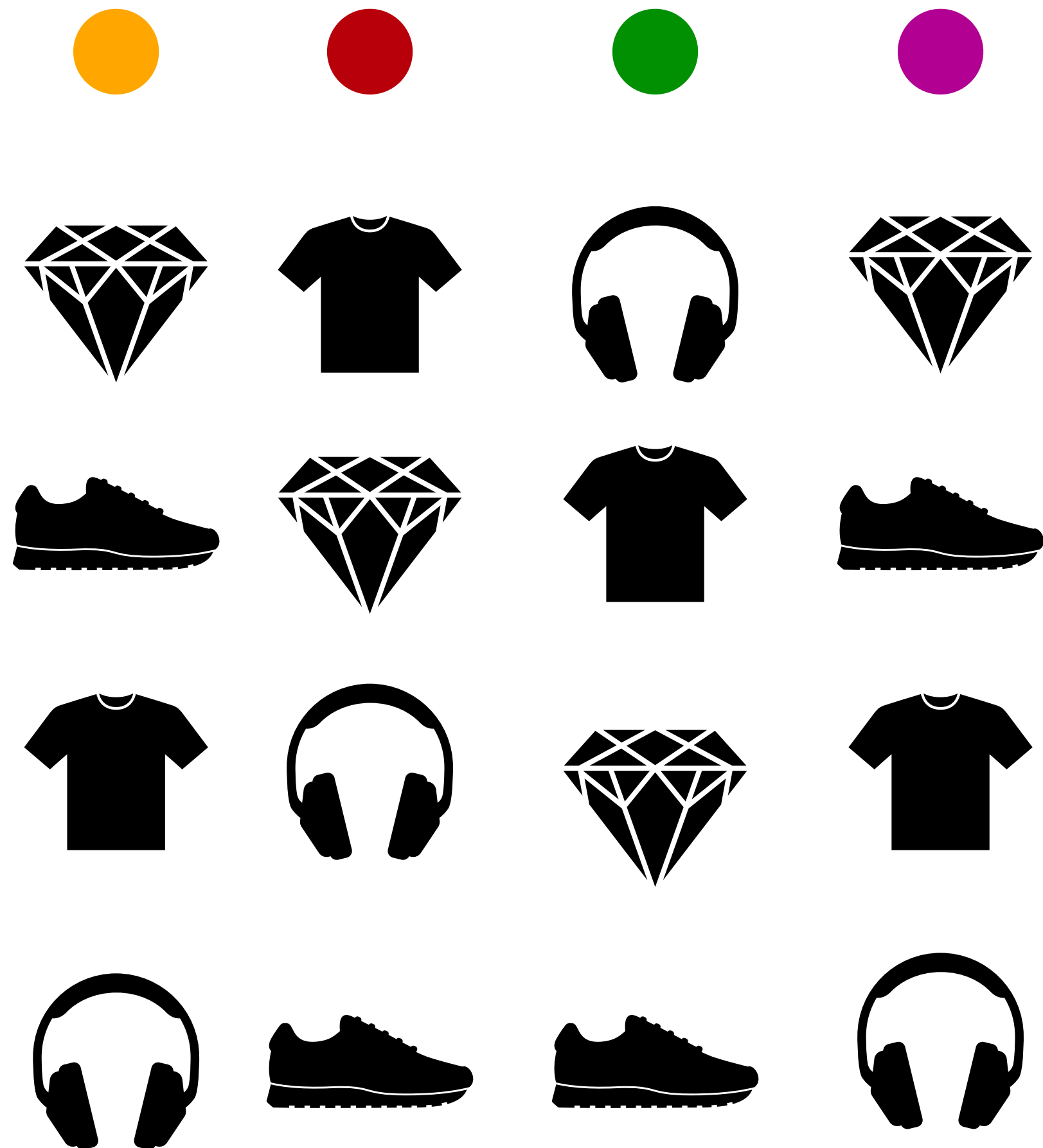
cost ratio 1.0975

spatial voting

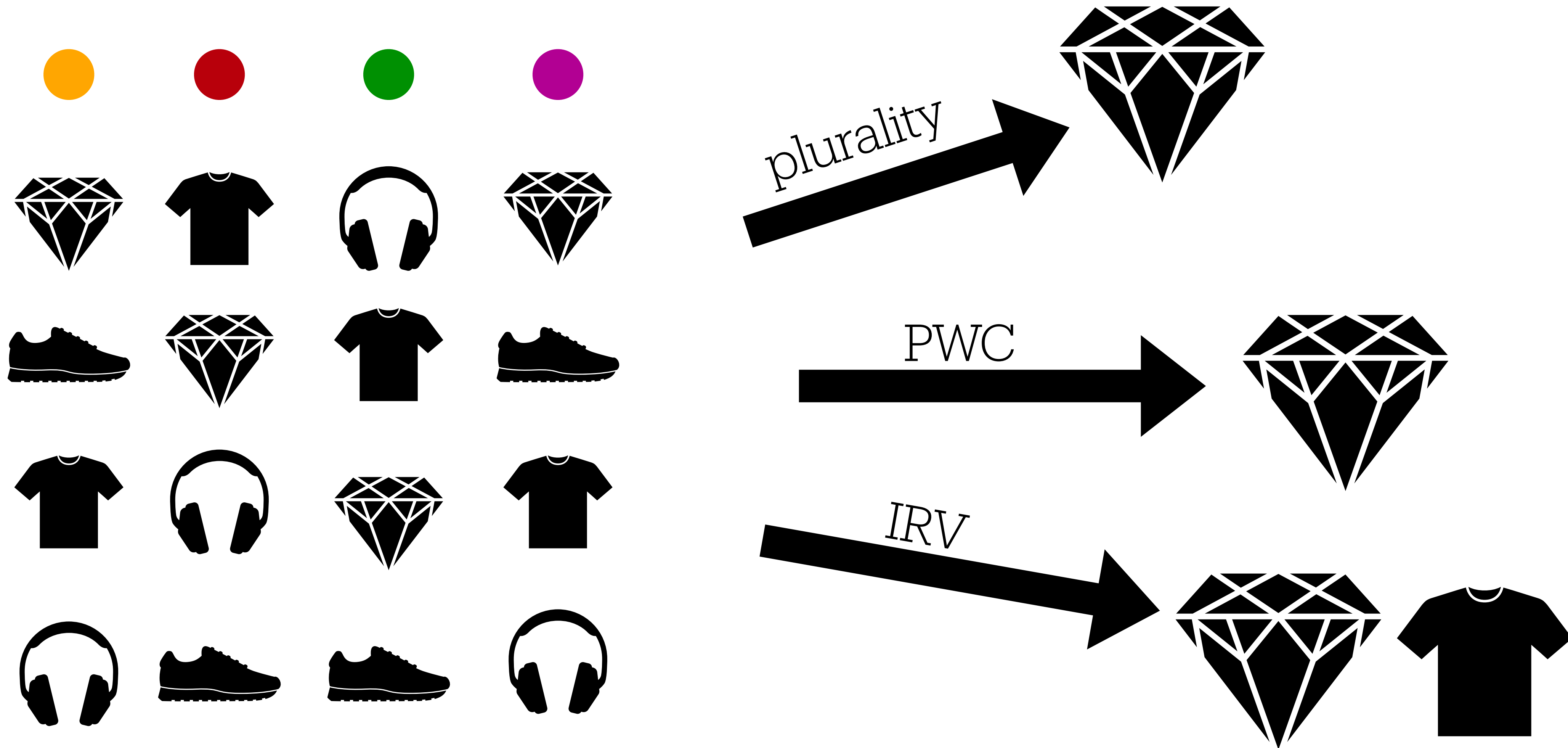
voters



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



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

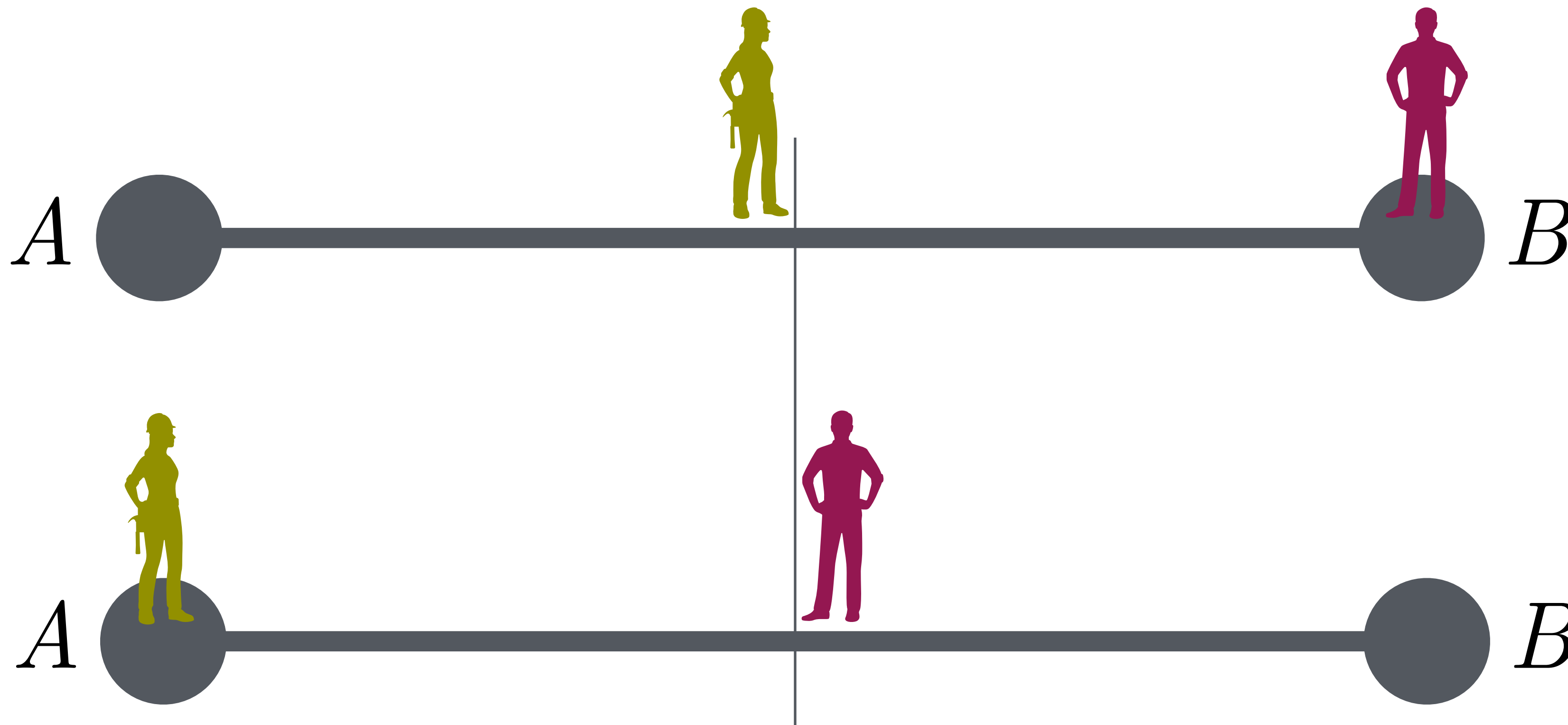


$$f\left(\begin{array}{cc} 1 & 1 \\ A & B \\ B & A \end{array}\right) = ?$$

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.


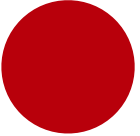
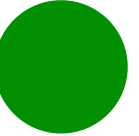
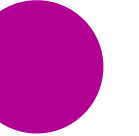







if f chose A, this is a bad scenario compatible with P : cost ratio is 3

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.

				
 	2	8	3	2
	0	1	3	1
	3	0	1	3
	5	1	3	4

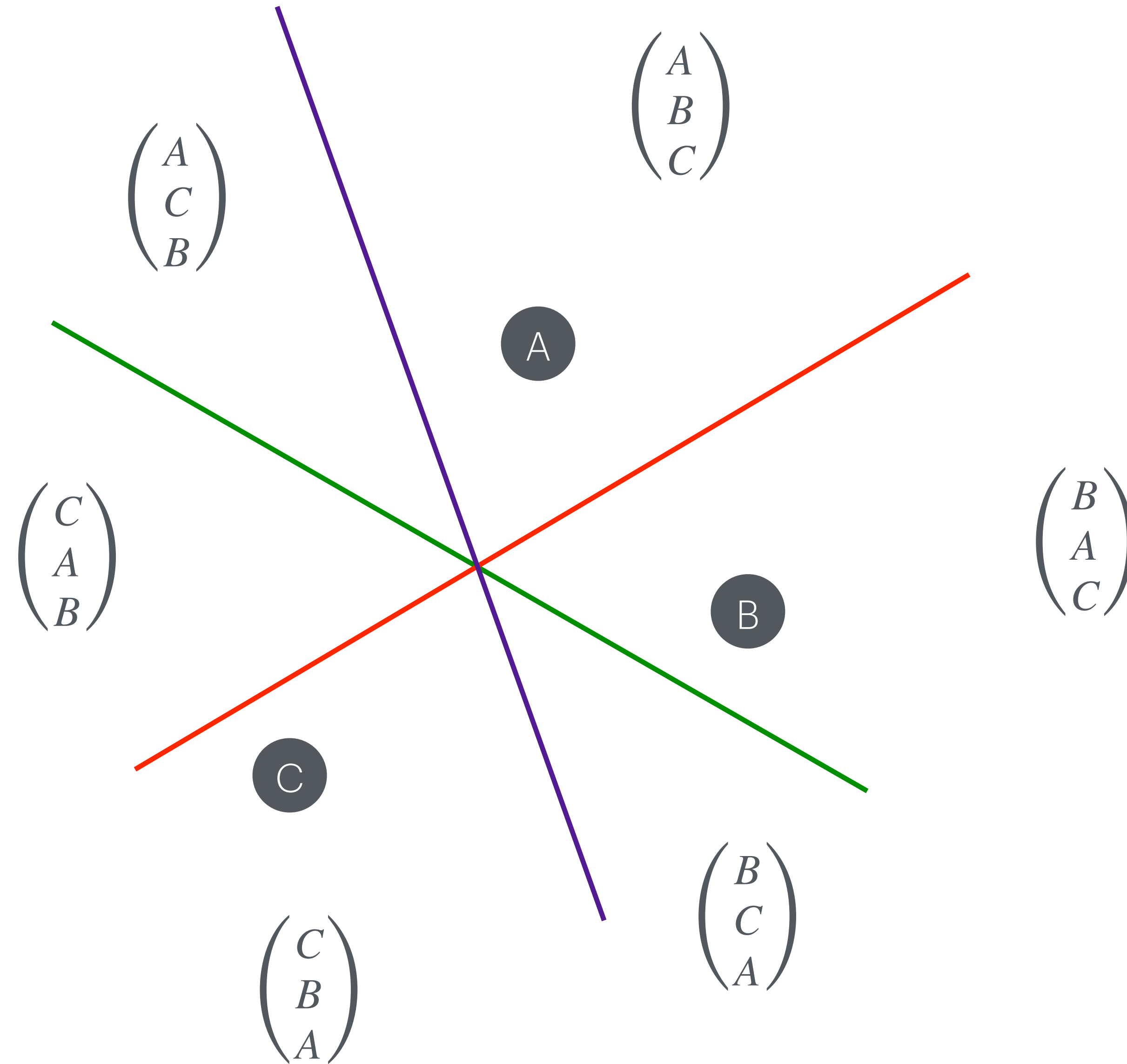
utility ratio

$$15/13 \approx 1.15$$

- 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.

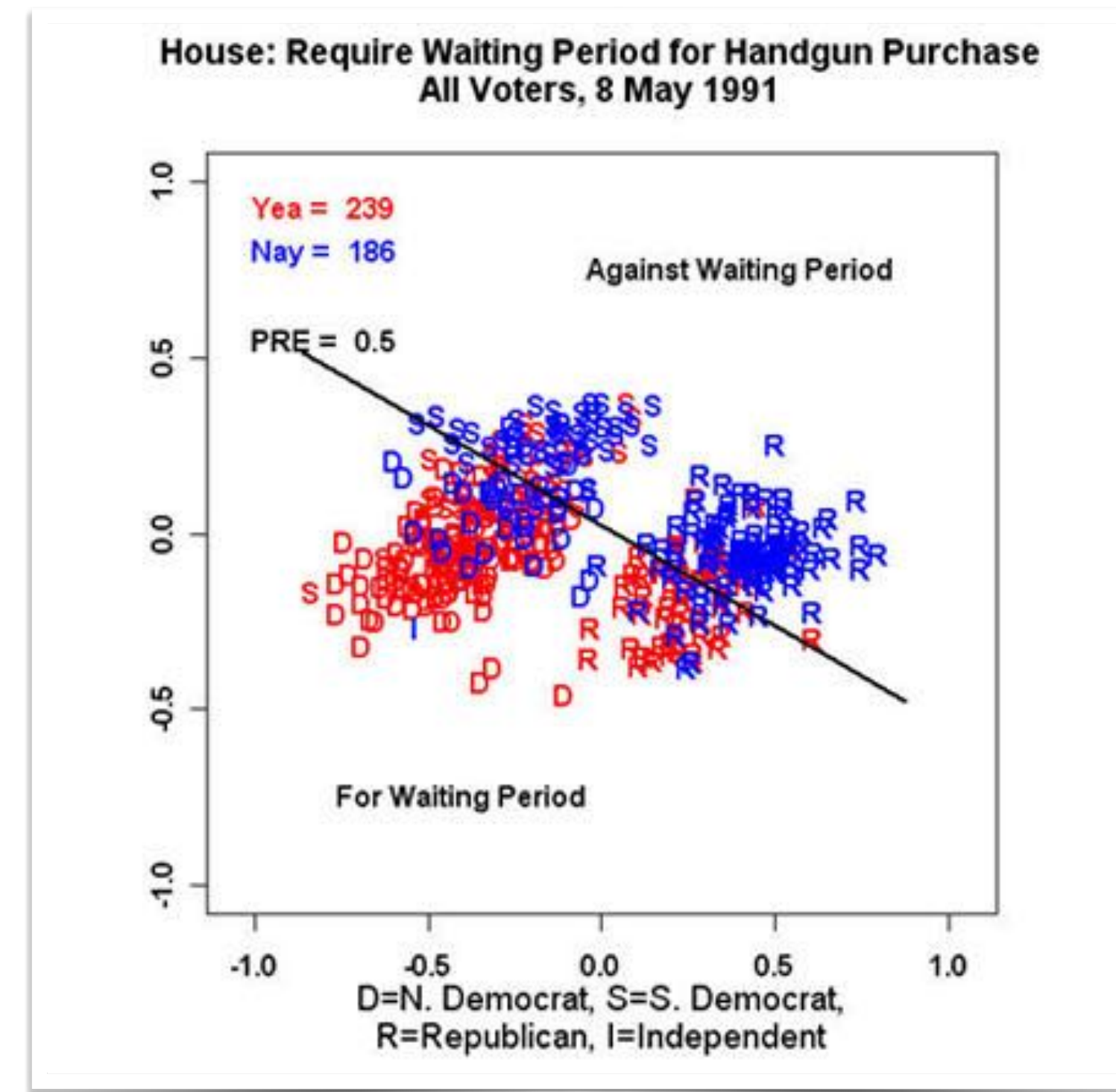
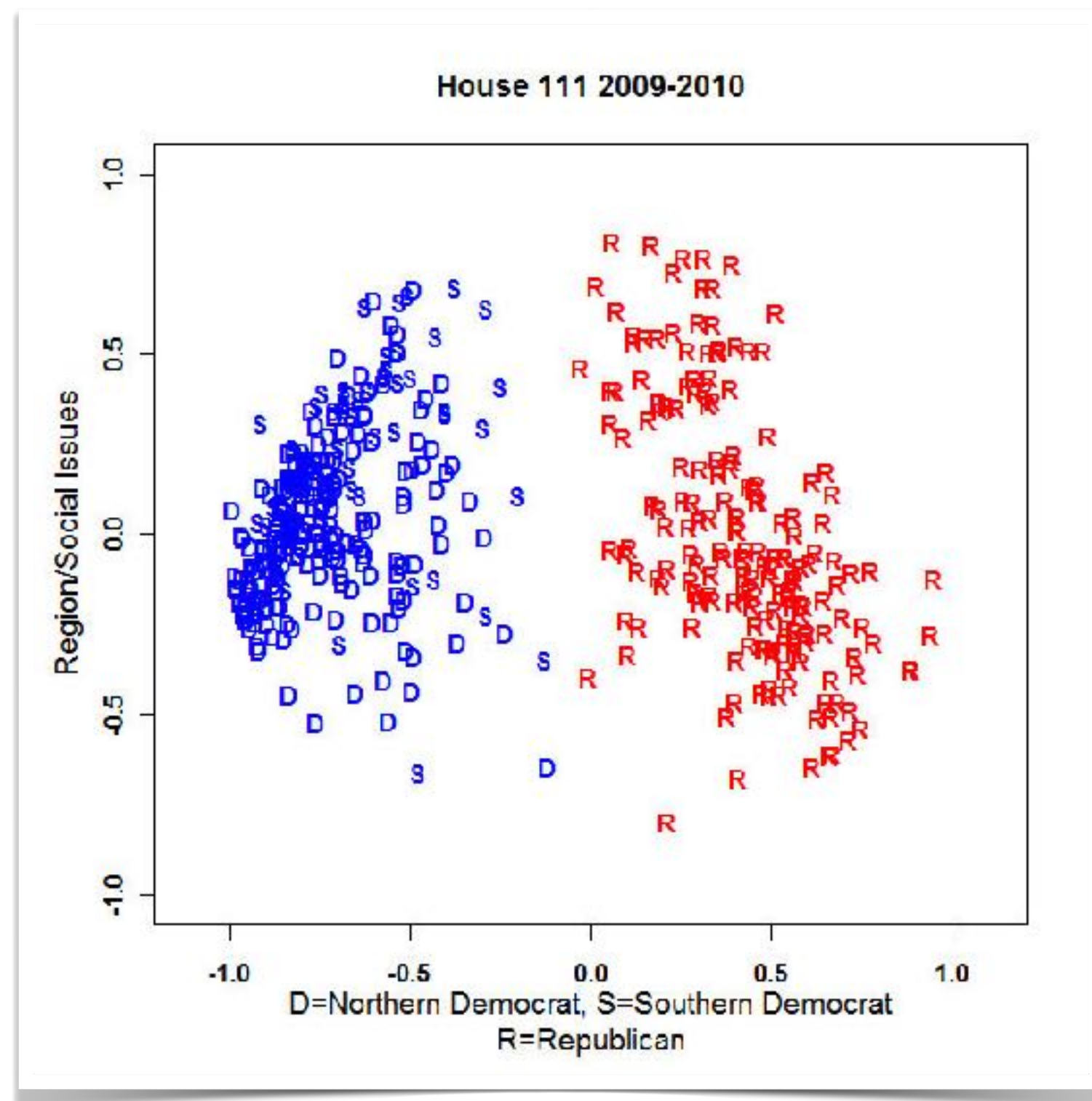
Proof: construction.

Question:

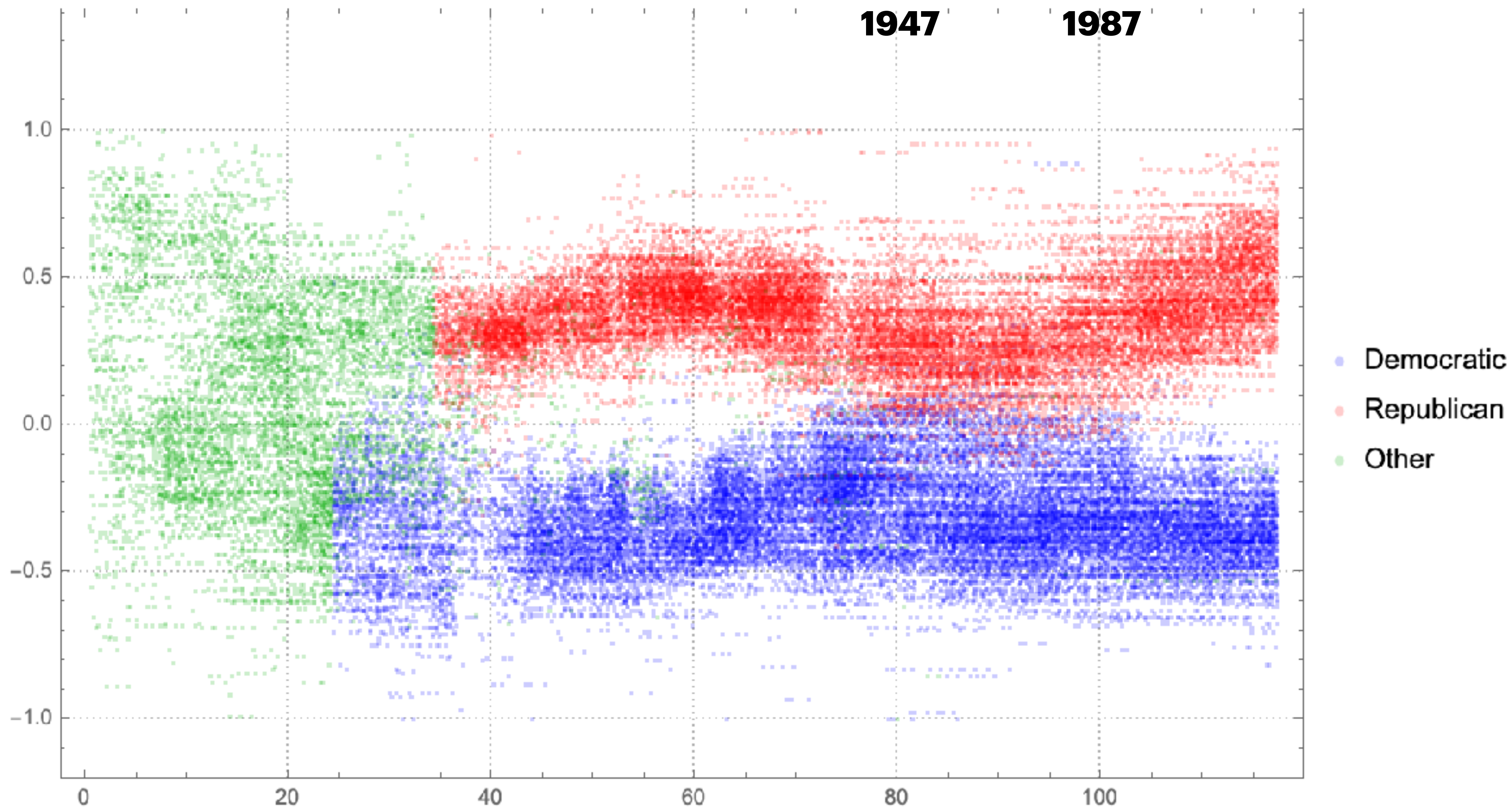
given a preference profile, can you find an “efficient” metric embedding?

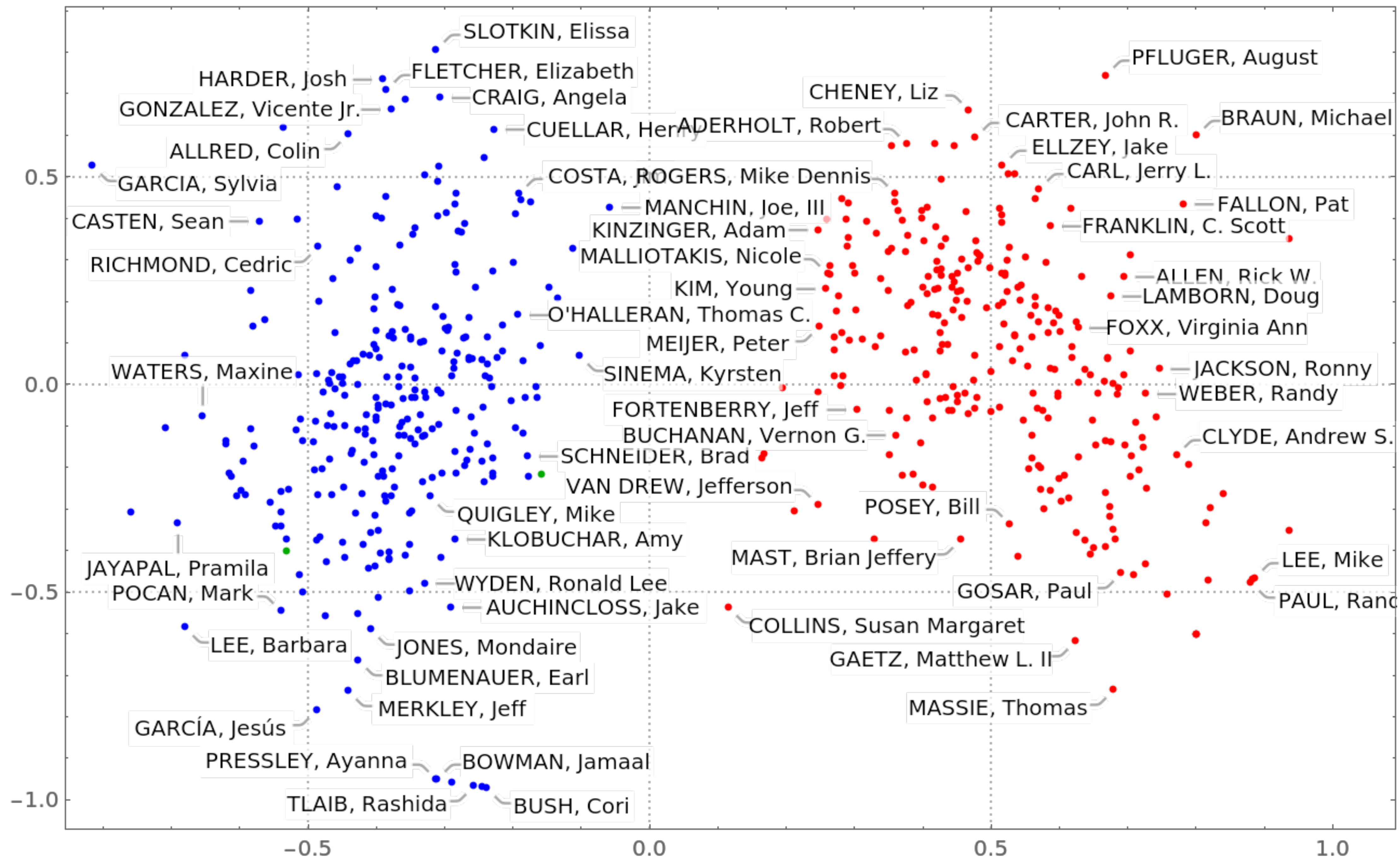
And the truth?

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



DW-NOMINATE





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

