

# A glympse into Computational Social Choice

Maria Serna

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## 1 Social Choice

## 2 Some properties of voting rules

# Social Choice Theory

- Mathematical theory for aggregating individual preferences into collective decisions

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- Mathematical theory for aggregating individual preferences into collective decisions
- Originated in ancient Greece. Formal foundations:
  - 18th Century (Condorcet and Borda)
  - 19th Century: Charles Dodgson (a.k.a. Lewis Carroll)
  - 20th Century: Nobel prizes to Arrow and Sen
- Objective: Methods to select a collective outcome based on (possibly different) individual preferences.

# Social Choice Theory

- Set of voters  $N = \{1, \dots, n\}$
- Set of alternatives  $A = \{1, \dots, m\}$
- Voter  $i$  has a preference ranking over alternatives  $\succ_i$
- Preference ranking  $\succ$  is the collection of all voters' rankings

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Ply	1	2	3
a	a	c	b
b	b	a	c
c	c	b	a

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  - Takes as input a preference profile  $\succ$
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- **voting rule** = social choice function

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- Many political elections use plurality

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Problems?



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# Voting rules: Borda

- Each voter awards  $m - k$  points to its rank  $k$  alternative
- Alternative with the most point wins

N	1	2	3	4	5	Total
	a	a	a	b	b	a: 12
	b	b	b	c	c	b: 17
	c	c	c	d	d	c: 12
	d	d	d	e	e	d: 7
	e	e	e	a	a	e: 2

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	c	c	c	d	d	c: 12
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	e	e	e	a	a	e: 2

Winner
b

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N	1	2	3	4	5	Total			
	a	a	a	b	b	a: 12	<table><tr><th>Winner</th></tr><tr><td>b</td></tr></table>	Winner	b
Winner									
b									
	b	b	b	c	c	b: 17			
	c	c	c	d	d	c: 12			
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- A modified Borda Count is used in the Eurovision Song Context, points to the top 10 songs with 12, 10, 8, 9, .., 1 points



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	d	d	d	e	e
	e	e	e	a	a

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N	1	2	3	4	5	$k = 3$
	a	a	a	b	b	Total
	b	b	b	c	c	a: 3
	c	c	c	d	d	b: 5
	d	d	d	e	e	c: 5
	e	e	e	a	a	d: 2
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N	1	2	3	4	5	$k = 3$			
	a	a	a	b	b	Total		Winner	
	b	b	b	c	c	a: 3		b or c	
	c	c	c	d	d	b: 5			
	d	d	d	e	e	c: 5			
	e	e	e	a	a	d: 2			
						e: 0			

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						Total		
	a	a	a	b	b	a: 3	b or c	
	b	b	b	c	c	b: 5		
	c	c	c	d	d	c: 5		
	d	d	d	e	e	d: 2		
	e	e	e	a	a	e: 0		

- Approval voting was used for papal conclaves between 1294 and 1621.
- Used to select potential consensus candidates for an election.

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- Defined by a score vector  $s = (s_1, \dots, s_m)$
- Each voter awards  $s_k$  points to its rank  $k$  alternative
- Alternative with the most point wins
- The family include many rules
  - Plurality  $s = (1, 0, \dots, 0)$
  - Borda  $s = (m-1, m-2, \dots, 0)$
  - $k$ -approval  $s = (1, \dots, 1, 0, \dots, 0)$
  - Veto  $s = (0, \dots, 0, 1)$
  - ...

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1st round
Winners
a, b

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1st round Winners
a, b

2nd round Winner
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- Similar to the French presidential election system
  - Problem: vote division
  - Happened in the 2002 French presidential election

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	b	b	b	c	c	b	b	b
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	d	d	a	e	e	c	d	d
	e	e	e	a	a	e	a	c

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	Loser
R1	e

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R1	e
R2	d

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	b	b	b	c	c	b	b	b	R2	d
	c	a	c	d	d	d	e	e	R3	c
	d	d	a	e	e	c	d	d	R4	a
	e	e	e	a	a	e	a	c		

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- **Social choice:** The top alternative in  $\sigma^*$

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- **Copeland**
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  - elect  $x^*$  with the maximum score
- **Maximin**
  - $Score(x) = \min_y n_{x \succ y}$
  - elect  $x^*$  with the maximum score



# Which rule to use?

- We just introduced infinitely many rules
- How do we know which is the “right” rule to use? Axioms, Characterization theorems, Impossibility Theorems
- Impossibility versus Computational hardness

- 1 Social Choice
- 2 Some properties of voting rules

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The **majority preference** prefers  $x$  to  $y$
- A **Condorcet winner** is an alternative that beats every other alternative in pairwise election
- A **Condorcet paradox** happens when the majority preference has a cycle.

# Condorcet Paradox: Example

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$N$	1	2	3	Majority Pref
	a	c	b	$a \succ b$
	b	a	c	$b \succ c$
	c	b	a	$c \succ a$



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$N$	1	2	3	Majority Pref
	a	c	b	$a \succ b$
	b	a	c	$b \succ c$
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Also known as Dodgson's Paradox (Alice in Wonderland by Charles L. Dodgson alias Lewis Carroll)

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  - All positional scoring rules (plurality, Borda, . . . ), plurality with runoff, STV, are **NOT** Condorcet consistent.
  - Kemeny, Copeland, Maximin **ARE** Condorcet consistent.
  - What is the complexity of Existence of Condorcet winner, obtaining the Condorcet winner . . .

# Strategy-proofness

- A voting rule is **strategy-proof** if there exists no profile where some voter can obtain a preferred outcome by changing her preferences.
- Which voting rules are strategy-proof?
- Do they have good properties?
- When they are not, can the manipulation be computed easily?

# Problems

**E-manipulation:** Given a set  $C$  of candidates, a set  $V$  of nonmanipulative voters, a set  $S$  of manipulative voters, with  $S \cap V = \emptyset$ , and a candidate  $c \in C$ . Is there a way to set the preference lists of the voters in  $S$  such that, under election system  $E$ ,  $c$  is the (a) winner?

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**E-Bribery:** Given a set  $C$  of candidates, a set  $V$  of voters, a candidate  $c \in C$ , and a nonnegative integer  $k$ . Is there a way to set the preference lists of at most  $k$  voters such that, under election system  $E$ ,  $c$  is the (a) winner?



# Problems

**E-Control under additive candidates:** Given a set  $C$  of candidates, a pool  $D$  of potential additional candidates, a candidate  $c \in C$ , and a set of voters  $V$  with preferences over  $C \cup D$ . Is there a set  $D' \subseteq D$ , such that setting the set of candidates to  $C \cup D'$ , under election system  $E$ ,  $c$  is the (a) winner?

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**E-Destructive control under additive candidates:** Given a set  $C$  of candidates, a pool  $D$  of potential additional candidates, a candidate  $c \in C$ , and a set of voters  $V$  with preferences over  $C \cup D$ . Is there a set  $D' \subseteq D$ , such that setting the set of candidates to  $C \cup D'$ , under election system  $E$ ,  $c$  is not a winner?