



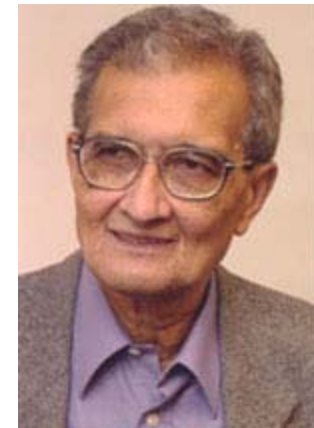
**CMU 15-896**

**SOCIAL CHOICE 1:  
THE BASICS**

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# SOCIAL CHOICE THEORY

- A mathematical theory that deals with aggregation of individual preferences
- Origins in ancient Greece
- Formal foundations: 18<sup>th</sup> Century (Condorcet and Borda)
- 19<sup>th</sup> Century: Charles Dodgson
- 20<sup>th</sup> Century: Nobel prizes to Arrow and Sen



# THE VOTING MODEL

- Set of voters  $N = \{1, \dots, n\}$
- Set of alternatives  $A, |A| = m$
- Each voter has a ranking over the alternatives
- Preference profile = collection of all voters' rankings

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

# VOTING RULES

- **Voting rule** = function from preference profiles to alternatives that specifies the winner of the election
- **Plurality**
  - Each voter awards one point to top alternative
  - Alternative with most points wins
  - Used in almost all political elections



# MORE VOTING RULES

- Borda count
  - Each voter awards  $m - k$  points to alternative ranked  $k$ 'th
  - Alternative with most points wins
  - Proposed in the 18<sup>th</sup> Century by the chevalier de Borda
  - Used for elections to the national assembly of Slovenia
  - Similar to rule used in the Eurovision song contest



Lordi, Eurovision 2006 winners

# MORE VOTING RULES

- Positional scoring rules
  - Defined by vector  $(s_1, \dots, s_m)$
  - Plurality =  $(1, 0, \dots, 0)$ , Borda =  $(m - 1, m - 2, \dots, 0)$
- $x$  beats  $y$  in a pairwise election if the majority of voters prefer  $x$  to  $y$
- Plurality with runoff
  - First round: two alternatives with highest plurality scores survive
  - Second round: pairwise election between these two alternatives



# MORE VOTING RULES

- Single Transferable vote (STV)
  - $m - 1$  rounds
  - In each round, alternative with least plurality votes is eliminated
  - Alternative left standing is the winner
  - Used in Ireland, Malta, Australia, and New Zealand (and Cambridge, MA)





# STV: EXAMPLE

2 voters	2 voters	1 voter
a	b	c
b	a	d
c	d	b
d	c	a

2 voters	2 voters	1 voter
a	b	c
b	a	b
c	c	a

2 voters	2 voters	1 voter
a	b	b
b	a	a

2 voters	2 voters	1 voter
b	b	b





# SOCIAL CHOICE AXIOMS

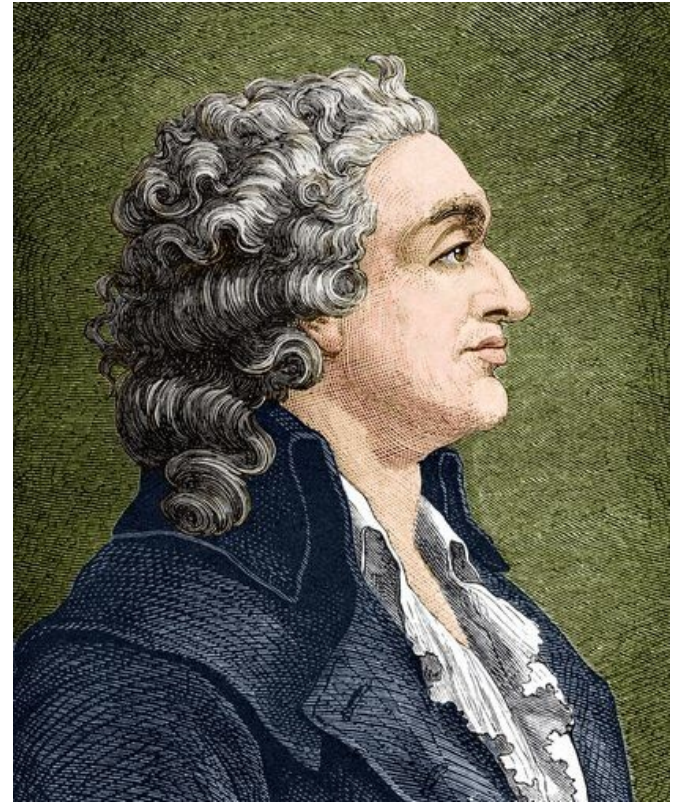
- How do we choose among the different voting rules? Via desirable properties!
- **Majority consistency** = if a majority of voters rank alternative  $x$  first, then  $x$  should be the winner

Which of the rules we talked about is **not** majority consistent?



# MARQUIS DE CONDORCET

- 18<sup>th</sup> Century French Mathematician, philosopher, political scientist
- One of the leaders of the French revolution
- After the revolution became a fugitive
- His cover was blown and he died mysteriously in prison



# CONDORCET WINNER

- Recall:  $x$  beats  $y$  in a **pairwise election** if a majority of voters rank  $x$  above  $y$
- **Condorcet winner** beats every other alternative in pairwise election
- **Condorcet paradox** = cycle in majority preferences

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

# CONDORCET CONSISTENCY

- Condorcet consistency = select a Condorcet winner if one exists

Which of the rules we talked about is Condorcet consistent?



# CONDORCET CONSISTENCY

**Poll:** What is the relation between majority consistency and Condorcet consistency?

1. Majority cons.  $\Rightarrow$  Condorcet cons.
2. Condorcet cons.  $\Rightarrow$  Majority cons.
3. Equivalent
4. Incomparable



# MORE VOTING RULES

- Copeland

- Alternative's score is #alternatives it beats in pairwise elections
- Why does Copeland satisfy the Condorcet criterion?

- Maximin

- Score of  $x$  is  $\min_y |\{i \in N: x \succ_i y\}|$
- Why does Maximin satisfy the Condorcet criterion?

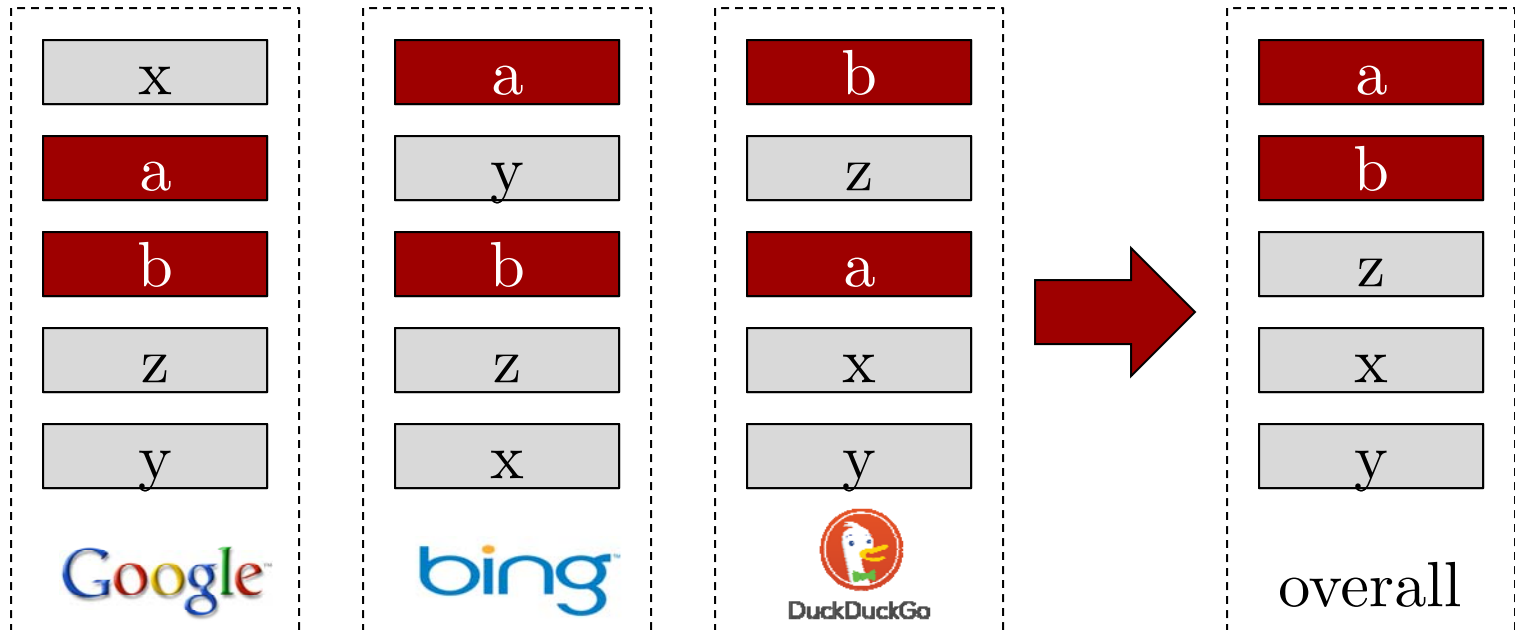


# APPLICATION: WEB SEARCH

- Generalized Condorcet: if there is a partition  $X, Y$  of  $A$  such that a majority prefers every  $x \in X$  to every  $y \in Y$ , then  $X$  is ranked above  $Y$
- Assumption: spam website identified by a majority of search engines
- When aggregating results from different search engines, spam websites will be ranked last [Dwork et al., WWW 2001]



# APPLICATION: WEB SEARCH

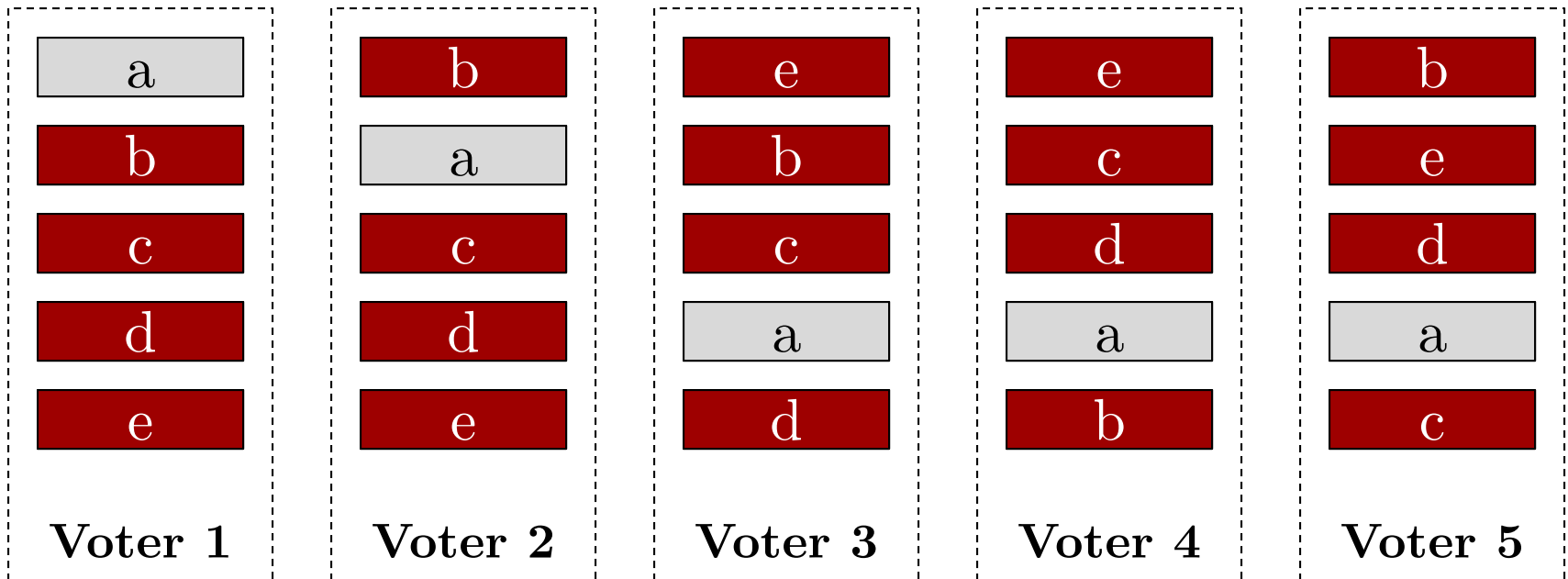


# DODGSON'S RULE

- Distance function between profiles: #swaps between adjacent candidates
- **Dodgson score** of  $x$  = the min distance from a profile where  $x$  is a Condorcet winner
- Dodgson's rule: select candidate that minimizes Dodgson score
- The problem of computing the Dodgson score is NP-complete!



# DODGSON UNLEASHED



# AWESOME EXAMPLE

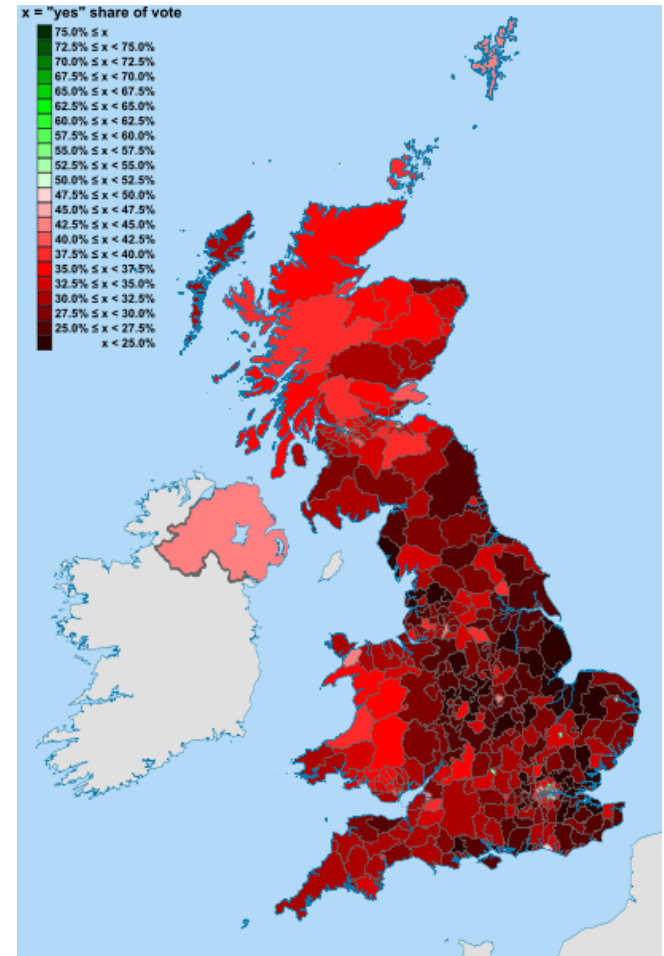
- Plurality:  $a$
- Borda:  $b$
- Condorcet winner:  $c$
- STV:  $d$
- Plurality with runoff:  $e$

33 voters	16 voters	3 voters	8 voters	18 voters	22 voters
a	b	c	c	d	e
b	d	d	e	e	c
c	c	b	b	c	b
d	e	a	d	b	d
e	a	e	a	a	a



# IS SOCIAL CHOICE PRACTICAL?

- UK referendum: Choose between plurality and STV as a method for electing MPs
- Academics agreed STV is better...
- ... but STV seen as beneficial to the hated Nick Clegg
- Hard to change political elections!



# COMPUTATIONAL SOCIAL CHOICE

- However:
  - in human computation systems...
  - in multiagent systems...  
the designer is free to employ any voting rule!
- Computational social choice focuses on positive results through computational thinking

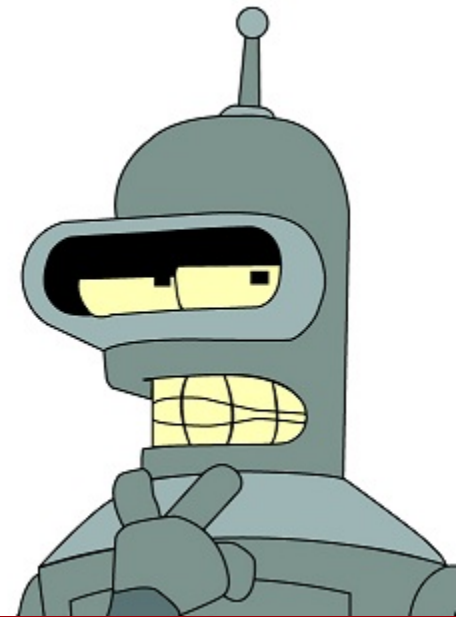
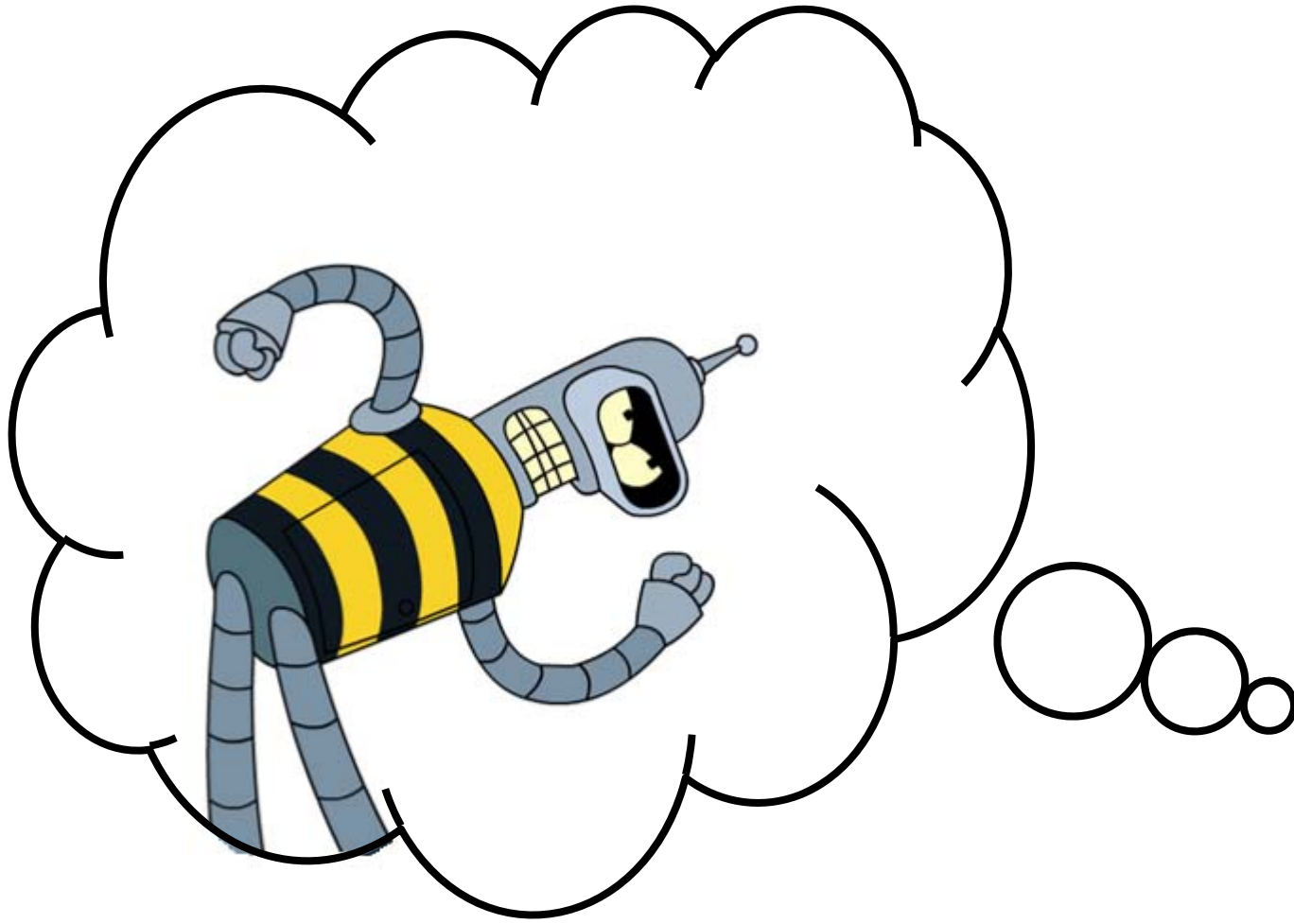


# EXAMPLE: ROBOBEEES

- Robobees need to decide on a joint plan (alternative)
- Many possible plans
- Each robobee (agent) has a numerical evaluation (utility) for each alternative
- Want to maximize sum of utilities = **social welfare**
- Communication is restricted





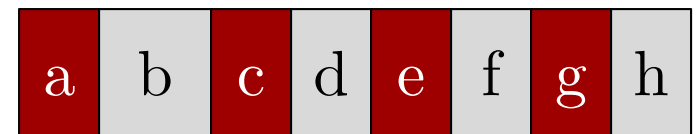


# EXAMPLE: ROBOBEEES

- Approach 1:  
communicate utilities
  - May be infeasible
- Approach 2: each agent votes for favorite alternative (plurality)
  - $\log m$  bits per agent
  - May select a bad alternative



$n/2 - 1$  agents



$n/2 + 1$  agents

# EXAMPLE: ROBOBEEES

- Approach 3: each agent votes for an alternative with probability proportional to its utility
- Theorem [Caragiannis & P 2011]:  
if  $n = \omega(m \log m)$  then this approach gives almost optimal social welfare in expectation



# EXAMPLE: PNYX



beta release

by TUM



A powerful & user-friendly preference aggregation tool

	<b>Most preferred alternative</b>	<b>Approved alternatives</b>	<b>Linear rankins</b>	<b>Rankings with ties</b>	<b>Pairwise comparisons</b>
<b>Unique winner</b>	Plurality rule	Approval voting	Borda's rule	Bucket Borda's rule	Young's generalization of Borda's rule
<b>Lottery</b>	Random dictatorship	Nash's rule	Maximal lotteries	Maximal lotteries	Maximal lotteries
<b>Ranking without ties</b>	Plurality scores	Approval voting scores	Kemeny's rule	Kemeny's rule	Kemeny's rule