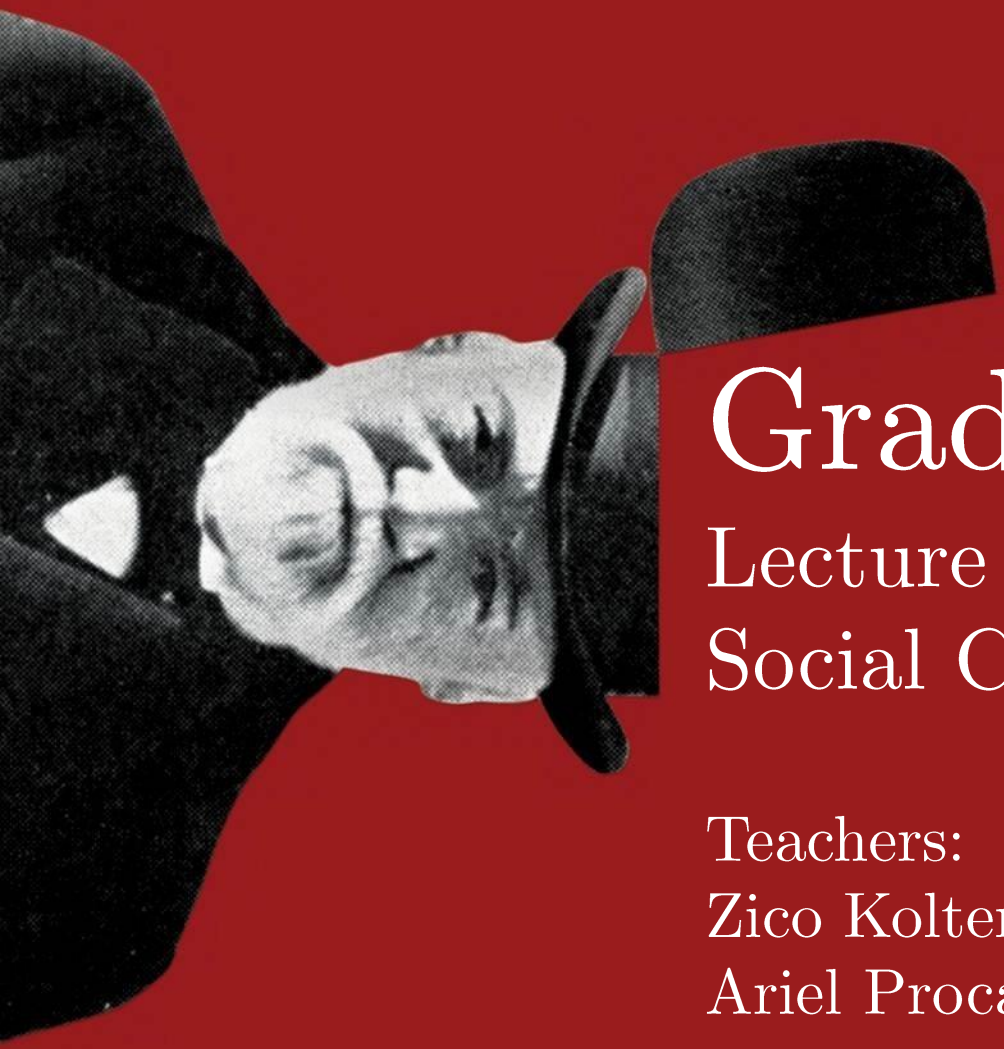


Graduate AI

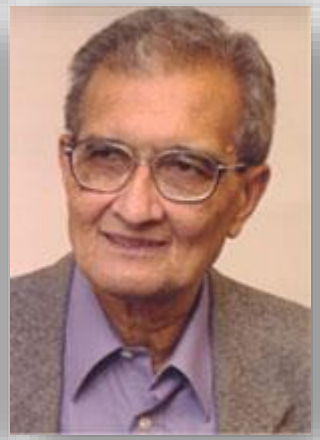
Lecture 22:
Social Choice I

Teachers:
Zico Kolter
Ariel Procaccia (this time)

Social choice theory

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



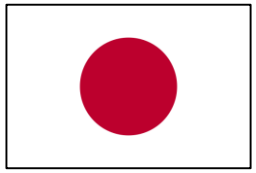
The voting model

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

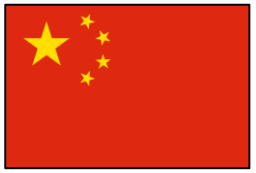
1	2	3
a	c	b
b	a	c
c	b	a

Vote over cuisines

Indian
(In)



Japanese
(J)



Chinese
(C)

Italian
(It)

Mexican
(M)

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 18th Century by the chevalier de Borda
  - Used for national elections in Slovenia
  - Similar to rule used in the Eurovision song contest

Lordi
Eurovision 2006 winners

More voting rules

- 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
    - US: Maine (governor, US congress), cities like San Francisco and Cambridge

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
- Poll 1: Which rule is not majority consistent?
  1. Plurality
  2. Plurality with runoff
  3. Borda count
  4. STV

Marquis de Condorcet

- 18th 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
- Poll 2: Which rule is Condorcet consistent?
  1. Plurality
  2. Borda count
  3. Both
  4. Neither

Condorcet consistent 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?

Dodgson's Rule

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

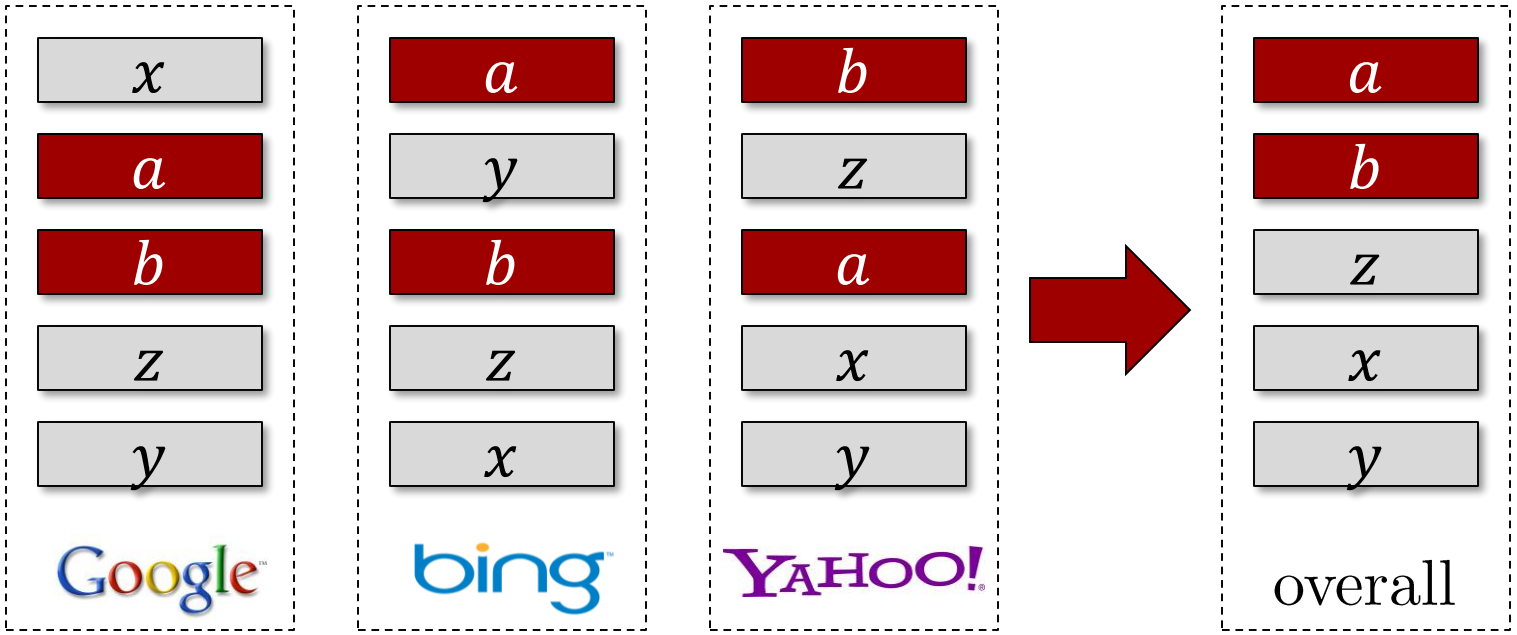
Dodgson Unleashed

Voter 1	Voter 2	Voter 3	Voter 4	Voter 5
a	b	e	e	b
b	a	b	c	e
c	c	c	d	d
d	d	a	a	a
e	e	d	b	c

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. 2001]

Application: Web Search



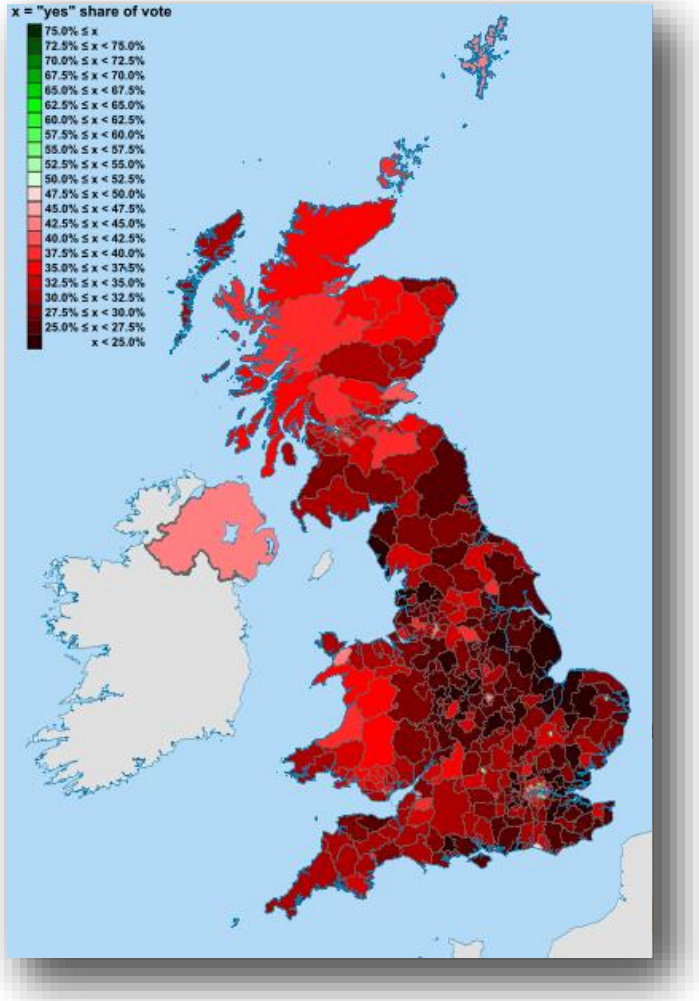
Awesome example

- 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!



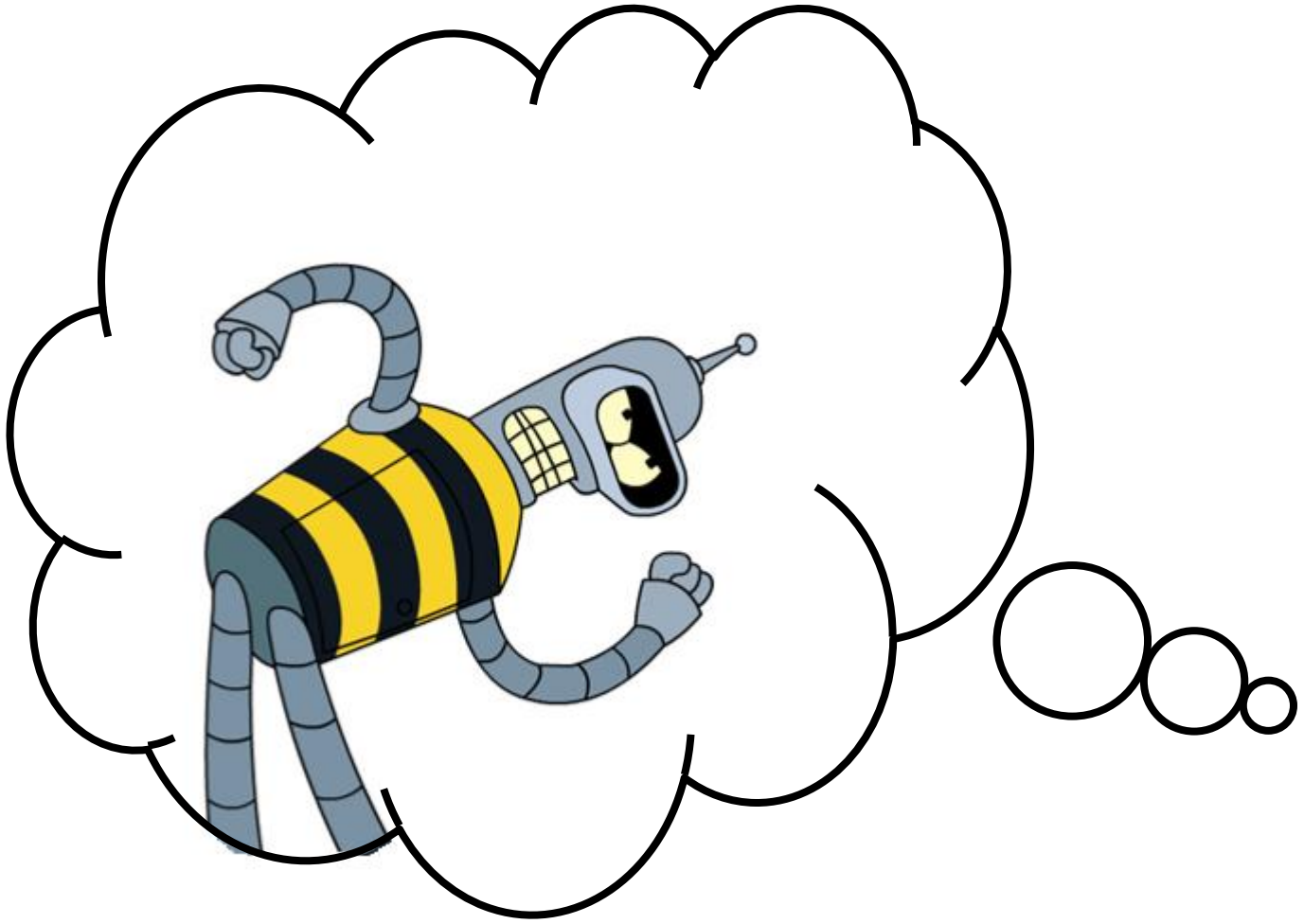
Computational social choice

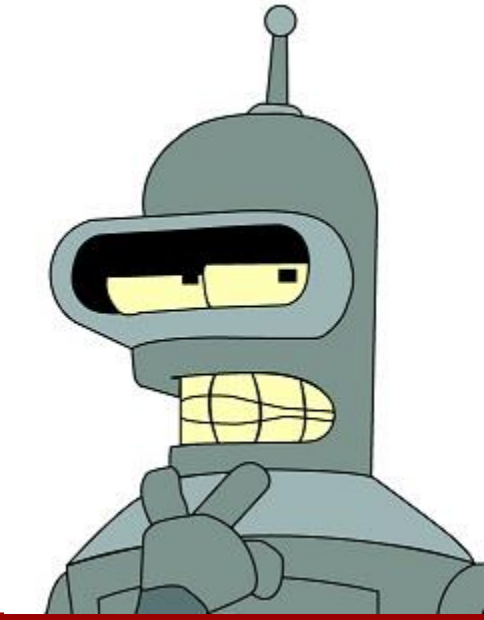
- However:
  - in online voting...
  - in human computation...
  - in multiagent systems...

  the designer is free to employ any voting rule!

Example: Robobees

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

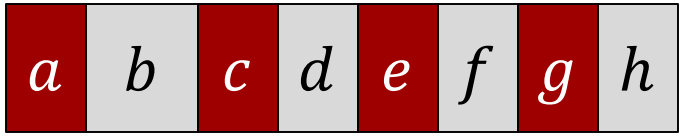




Example: Robobees

- 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



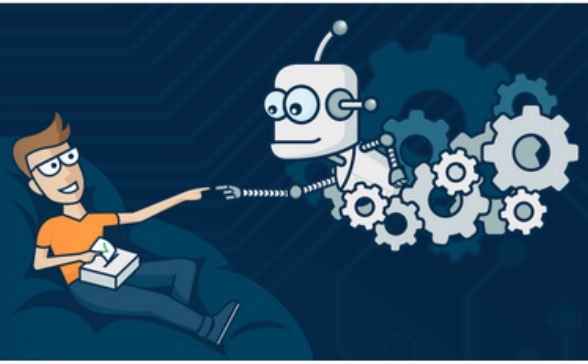
n/2 + 1 agents

Example: Robobees

- 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

AI-Driven Decisions

RoboVote is a free service that helps users combine their preferences or opinions into optimal decisions. To do so, RoboVote employs state-of-the-art voting methods developed in artificial intelligence research. Learn More



Poll Types

RoboVote offers two types of polls, which are tailored to different scenarios; it is up to users to indicate to RoboVote which scenario best fits the problem at hand.

Objective Opinions

In this scenario, some alternatives are objectively better than others, and the opinion of a participant reflects an attempt to estimate the correct order. RoboVote's proposed outcome is guaranteed to be as close as possible — based on the available information — to the best outcome. Examples include deciding which product prototype to develop, or which company to invest in, based on a metric such as projected revenue or market share. Try the demo.

Subjective Preferences

In this scenario participants' preferences reflect their subjective taste; RoboVote proposes an outcome that mathematically makes participants as happy as possible overall. Common examples include deciding which restaurant or movie to go to as a group, which destination to choose for a family vacation, or whom to elect as class president. Try the demo.

Ready to get started?

CREATE A POLL

Summary

- Terminology:
  - Voting rules: plurality, Borda, plurality with runoff, STV, Copeland, Maximin, Dodgson
  - Axioms: Majority consistency, Condorcet consistency
- Big ideas:
  - When we build voting systems, we are not constrained by politics and tradition!