A measure of the difficulty of manipulation of voting rules

Mark C. Wilson www.cs.auckland.ac.nz/~mcw/blog/ (joint with Geoff Pritchard and Reyhaneh Reyhani)

Department of Computer Science University of Auckland

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- PrWi2009 G. Pritchard and M. C. Wilson, Asymptotics of the minimum manipulating coalition size for positional rules under IC behaviour, Mathematical Social Sciences 58 (2009), 35–56.
- RPW201x R. Reyhani, G. Pritchard and M. C. Wilson, A new measure of the difficulty of manipulation of voting rules, preprint 2009.

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- We break ties symmetrically: choose a tied winner uniformly at random. This is not an essential assumption but makes computation somewhat easier.
- ► We can describe the individual votes by a profile, an ordered list of the individual votes. There are (m!)ⁿ of these. For anonymous voting rules we need only the succinct input (voting situation) which lists numbers of voters of each preference. There are (n+m!-1) of these.

Let X ⊆ V. If E_v ≠ S_v for some v ∈ X, yet E_v = S_v for all v ∈ V \ X, and each member of X prefers this to the sincere outcome, we say the profile is manipulable by X.

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- ► A profile is manipulable by some X if and only if the common strategy "always vote sincerely" does not give a strong Nash equilibrium of the associated game.

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- ► A profile is manipulable by some X if and only if the common strategy "always vote sincerely" does not give a strong Nash equilibrium of the associated game.
- ▶ Gibbard-Satterthwaite theorem says that if m ≥ 3 and the rule is fair to voters and candidates, then it is manipulable in some situation.

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- Note for experts: our random tie-breaking means G-S does not strictly apply, but a variant does. Our definition of manipulation does deal with ties.
- Key theme in most research literature: since manipulation is essentially unavoidable, how can we minimize its impact? In order to do this, we need to quantify manipulability.

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- Manipulability can be similarly described by more complicated systems of integer linear (in)equalities for most commonly used rules, including all scoring rules, Copeland's rule, etc.

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- "Lifted" random variables I, M formed from these by sampling from the preference distribution. Note they can be defective.
- Distribution function of *M*: probability that the situation is manipulable by k or fewer voters. More information than previous one, but still doesn't consider number of coalitions.

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- Let Q be the random variable thus obtained, Q its lifting.
- ► It is easy to show that Pr(Q ≤ k) equals the probability that a randomly chosen k-subset of V contains a manipulating coalition.
- Thus Q measures both the size and prevalence of manipulating coalitions. It is an average-case analogue of the best-case M, and contains more information than the other measures.

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- ► Using the rule w = (3, 2, 0) for the same situation, the sincere result is (16, 18, 6) and b wins. Again M = 2, via two cab → acb switches.

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- ► Using the rule w = (3, 2, 0) for the same situation, the sincere result is (16, 18, 6) and b wins. Again M = 2, via two cab → acb switches.
- Q can have any value between 2 and 8. Expected value of Q is 6.

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Computation of Q

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- Differences from classical case: sampling without replacement, union not intersection.
- For rules amenable to linear system description, we are looking at a type of random walk and want the time to hit one of several polytopes.
- ► Can compute exactly in polynomial time in n for fixed m, but the obvious algorithm is $\Omega(n^5)$ even for m = 3.

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Results for scoring rules

Exact computation of distribution function of M (resp. Q) for m = 3 up to n = 150 (resp. n = 25) for 6 rules, under 2 probability distributions [PrWi2007, RPW201x].

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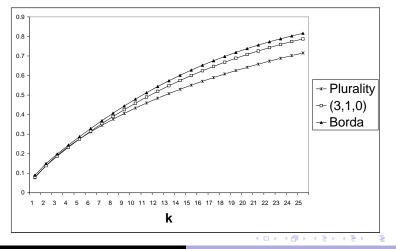
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We expect a similar result for Q (current work by PhD student Reyhaneh Reyhani).

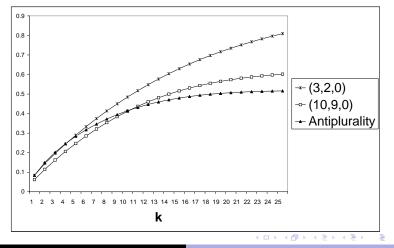
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$\Pr(\mathcal{Q} \leq k)$ for n = 25 under IC, m = 3



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- ► Friedgut, Kalai, Nisan, Dobinski, Isaakson, Kindler, Mossel have considered random manipulations by individuals. Under mild conditions they obtain a lower bound on Pr(Q ≤ 1) under IC that decays polynomially in n and m.

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- Slinko, Xia, Conitzer, Procaccia, Rosenschein, Zuckerman have discussed the phase transition under IC for Pr(Q ≤ k) as k increases past √n, for classes of rules including scoring rules. They often focus on weighted voting but the definition of manipulation is not always the same.

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- Walsh has discussed this phase transition in detail for specific rules, mostly using simulation and considering weighted voting.



Manipulability: are we measuring the wrong thing?

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- Allowing manipulation can give voters more expressivity by restoring information lost in the voting rule (for example, full preference order, intensity of preference). Lehtinen (Public Choice, 2007; European J. Political Economy, 2008) argues via simulations that strategic voting can improve overall social welfare.

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- Dowding and van Hees (British J. Politics, 2008) argue that encouraging strategic voting has many benefits for democracy. Buchanan and Yeo (Public Choice, 2006) argue that in fact all voting is strategic.

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