

Manipulation

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Manipulation under plurality rule (lexicographic tie-breaking)

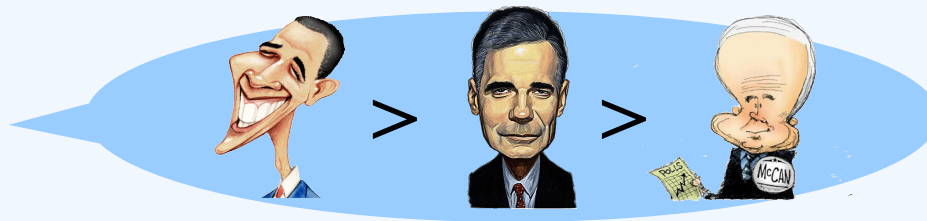


Alice

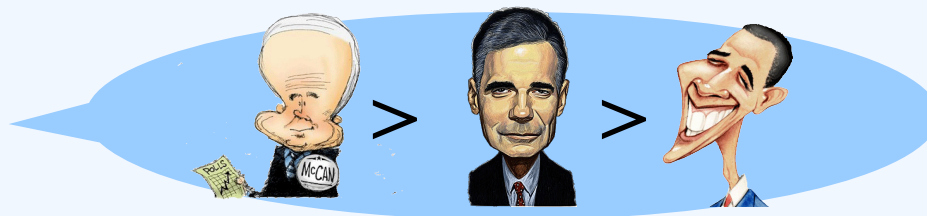


Plurality rule

Bob



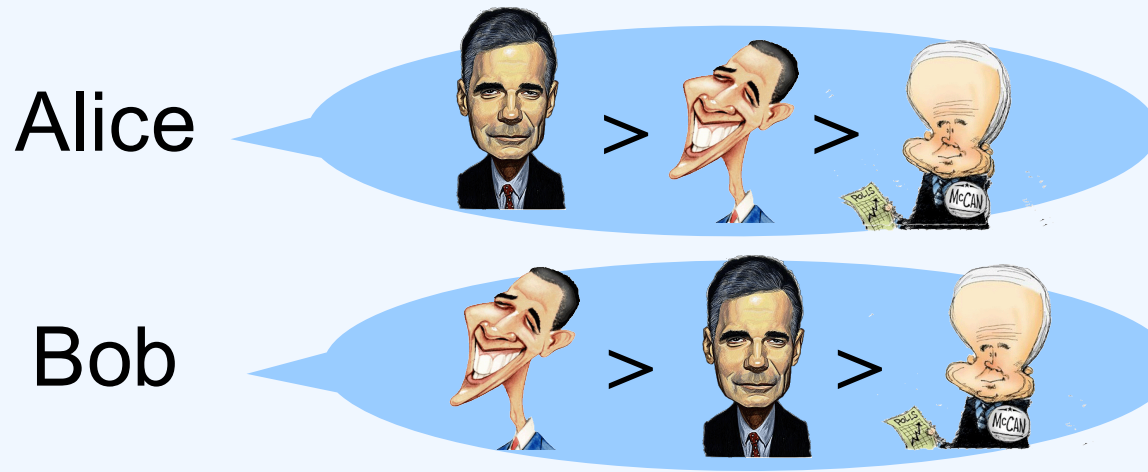
Carol



Strategic behavior (of the agents)

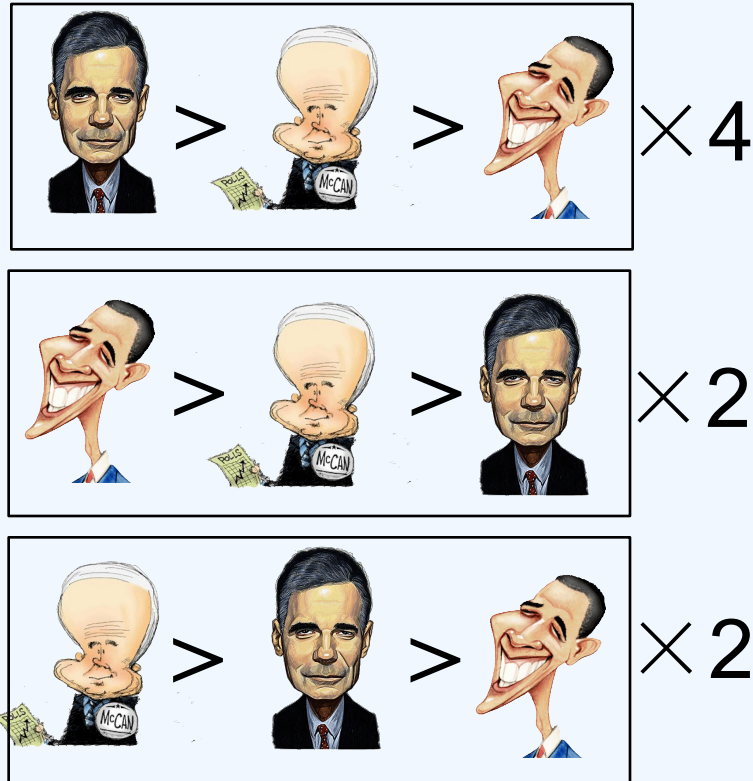
- **Manipulation**: an agent (manipulator) casts a vote that does not represent her true preferences, to make herself better off
- A voting rule is **strategy-proof** if there is never a (beneficial) manipulation under this rule

Using Borda?



- Inverse the tie-breaking order?

Using STV?



- $N > M > O \rightarrow O > M > N$

Any strategy-proof voting rule?



No reasonable voting rule is strategyproof

- **Gibbard-Satterthwaite Theorem** [Gibbard *Econometrica*-73, Satterthwaite *JET*-75]: When there are at least three alternatives, no voting rules except dictatorships satisfy
 - **non-imposition**: every alternative wins for some profile
 - **unrestricted domain**: voters can use any linear order as their votes
 - **strategy-proofness**
- Axiomatic characterization for dictatorships!
- Randomized version [Gibbard *Econometrica*-77]

A few ways out

- Relax non-dictatorship: use a dictatorship
- Restrict the number of alternatives to 2
- Relax unrestricted domain: mainly pursued by economists

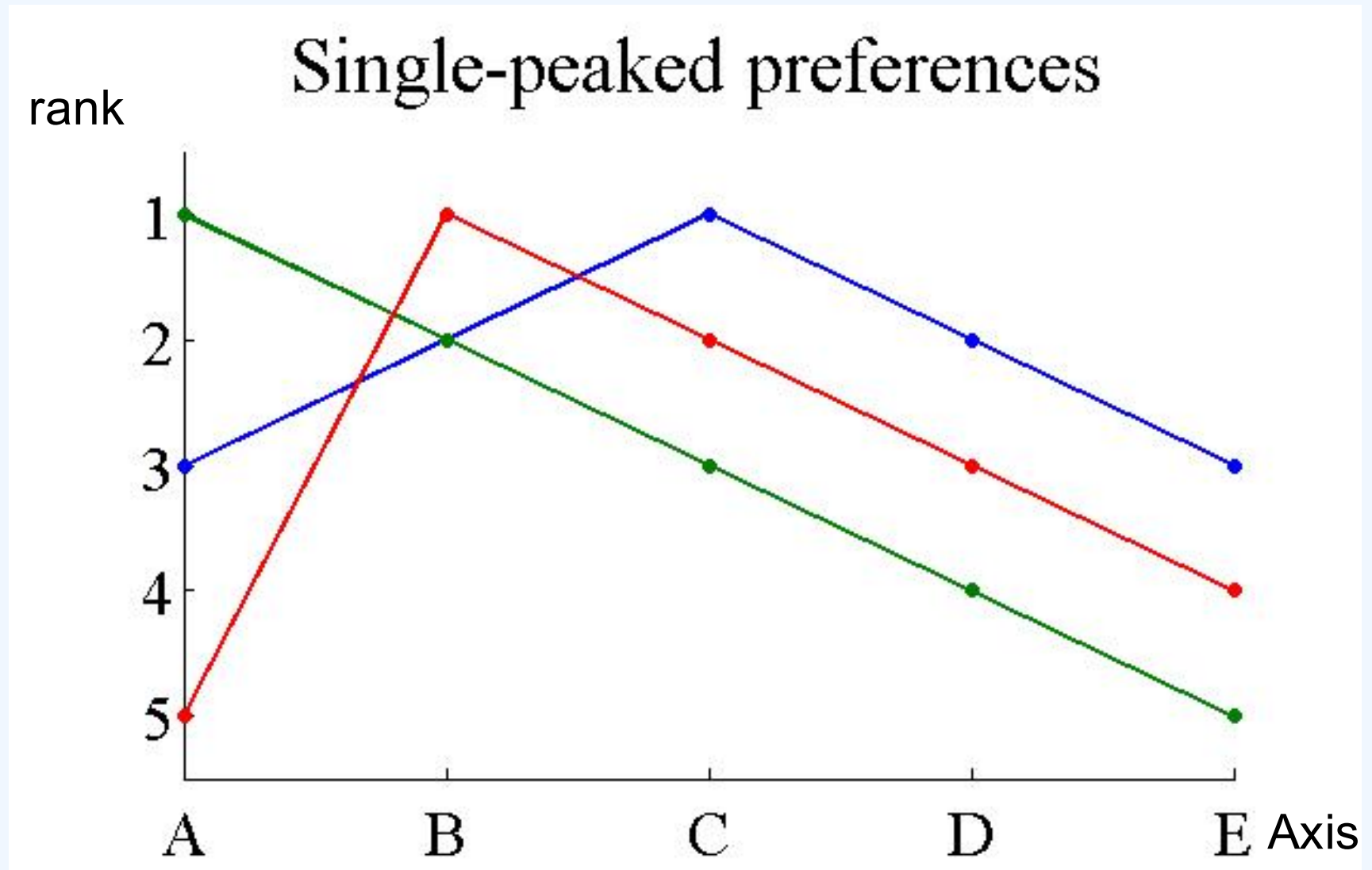


- **Single-peaked preferences:**
- **Range voting:** A voter submit any natural number between 0 and 10 for each alternative
- **Approval voting:** A voter submit 0 or 1 for each alternative

Single-peaked preferences

- There exists a **social axis** S
 - linear order over the alternatives
- Each voter's preferences V are compatible with the social axis S
 - there exists a “peak” a such that
 - $[b < c < a \text{ in } S]$ implies $[c > b \text{ in } V]$
 - $[a > c > b \text{ in } S]$ implies $[c > b \text{ in } V]$
 - alternatives closer to the peak are more preferred
 - different voters may have different peaks

Examples



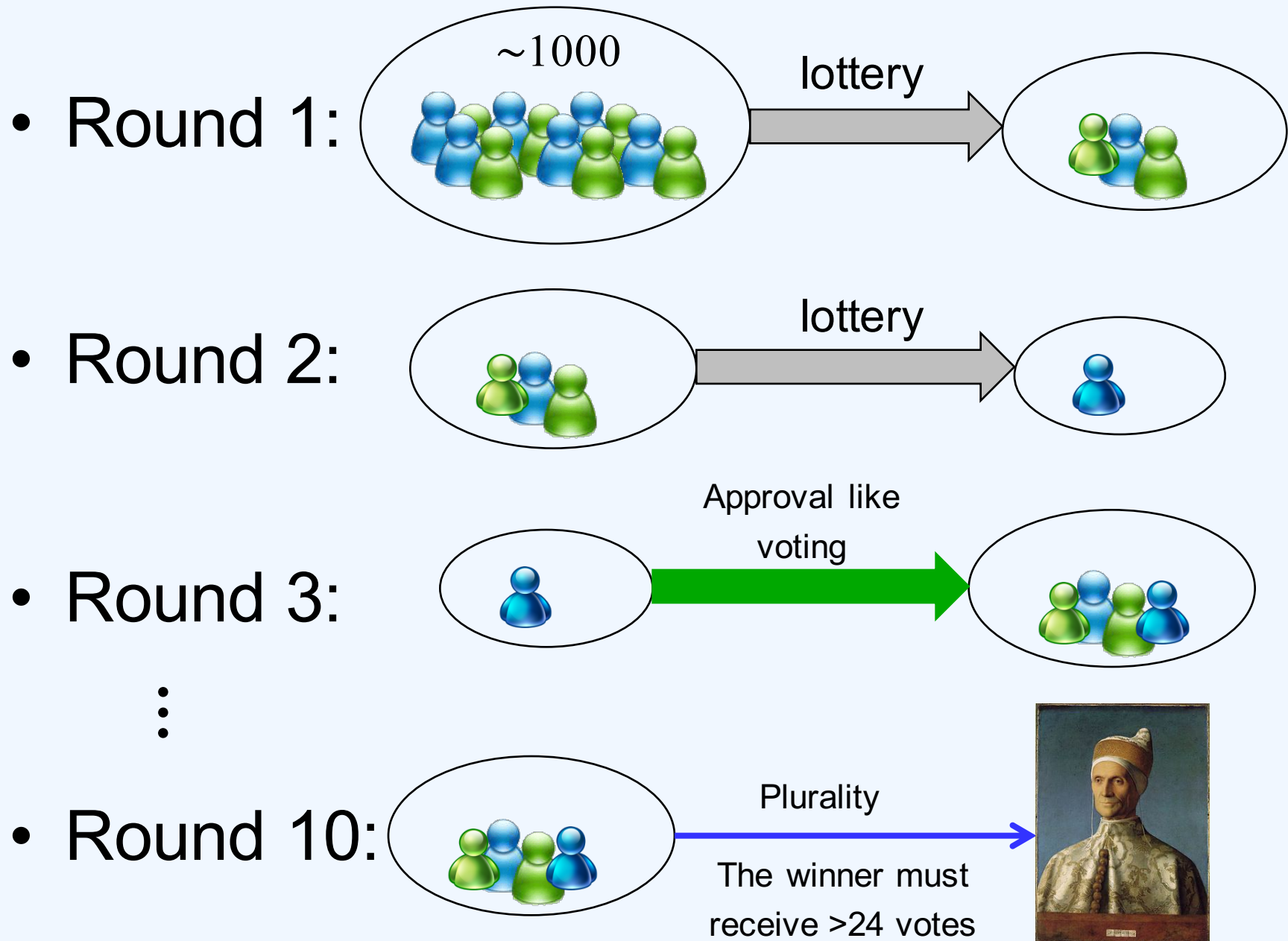
Strategy-proof rules for single-peaked preferences

- The median rule
 - given a profile of “peaks”
 - choose the median in the social axis
- **Theorem.** The Median rule is strategy-proof.
- The median rule with phantom voters
 - parameterized by a fixed set of “peaks” of phantom voters
 - chooses the median of the peaks of the regular voters and the phantom voters
- **Theorem.** Any strategy-proof rule for single-peaked preferences are median rules with phantom voters
- Talk announcement: Dominik Peters 9/21 3-4pm
Sage 3713

Computational thinking

- Use a voting rule that is too complicated so that nobody can easily predict the winner
 - Dodgson
 - Kemeny
 - The randomized voting rule used in Venice Republic for more than 500 years [[Walsh&Xia AAMAS-12](#)]
- We want a voting rule where
 - Winner determination is easy
 - Manipulation is hard
- The **hard-to-manipulate** axiom: manipulation under the given voting rule is NP-hard

Example 3: Venetian election (1268--1797)



Manipulation: A computational complexity perspective

💡 If it is **computationally too hard** for a manipulator to compute a manipulation, she is best off voting truthfully

– Similar as in cryptography




❓ For which common voting rules manipulation is computationally hard?

Unweighted coalitional manipulation (UCM) problem

- Given
 - The voting rule r
 - The non-manipulators' profile P^{NM}
 - The number of manipulators n'
 - The alternative c preferred by the manipulators
- We are asked whether or not there exists a profile P^M (of the manipulators) such that c is the winner of $P^{NM} \cup P^M$ under r

The stunningly big table for UCM

#manipulators	One manipulator	At least two	
Copeland	P [BTT SCW-89b]	NPC [FHS AAMAS-08,10]	
STV	NPC [BO SCW-91]	NPC [BO SCW-91]	
Veto	P [ZPR AIJ-09]	P [ZPR AIJ-09]	
Plurality with runoff	P [ZPR AIJ-09]	P [ZPR AIJ-09]	
Cup	P [CSL JACM-07]	P [CSL JACM-07]	
Borda	P [BTT SCW-89b]	NPC [DKN+ AAAI-11] [BNW IJCAI-11]	
Maximin	P [BTT SCW-89b]	NPC [XZP+ IJCAI-09]	
Ranked pairs	NPC [XZP+ IJCAI-09]	NPC [XZP+ IJCAI-09]	
Bucklin	P [XZP+ IJCAI-09]	P [XZP+ IJCAI-09]	
Nanson's rule	NPC [NWX AAA-11]	NPC [NWX AAA-11]	
Baldwin's rule	NPC [NWX AAA-11]	NPC [NWX AAA-11]	

What can we conclude?

- For some common voting rules, computational complexity provides some protection against manipulation
- Is computational complexity a strong barrier?
 - NP-hardness is a worst-case concept