

CSCI 3210: Computational Game Theory

Intro to Computational Social Choice (COMSOC) and Voting Handbook of COMSOC Ch 1, 2

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# Social choice theory

Individual preferences → collective choice



Jean-Charles de Borda 1770



Marquis de Condorcet 1785



Pierre-Simon Laplace 1795



Charles Dodgson (Lewis Carroll) 1876



Kenneth Arrow 1951



Lloyd Shapley 1962

#### **COMSOC** Handbook:

"It is this interdisciplinary view [CS and social choice theory] on collective decision making that defines computational social choice as a field."

#### Research on COMSOC

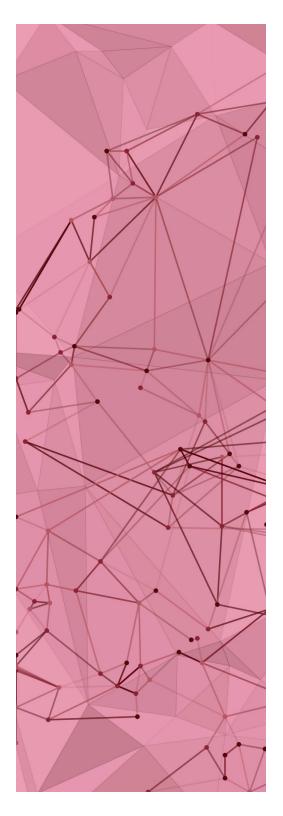
- CS -> social choice theory
  - Design and analysis of algorithms for classical/preexisting SOC problems
  - Revisit old problems from scratch
  - Revival of social choice theory

#### Research on COMSOC

- Social choice theory -> CS applications
  - Recommendation for a group restaurant/vacation
  - Information retrieval aggregating information
  - Crowdsourcing Mechanical Turk

#### Examples

- Elections
  - Social choice: winner
- Markets
  - Social choice: re-allocation of goods and money
- Auctions
  - Social choice: winner
- EPA regulations
  - Social choice: made by the government



# Voting

Ch 2 of Computational Soc Choice

# First example: plurality vote

- Each voter marks one candidate
- The candidate with most votes wins
- Other names of plurality:
  - First-past-the-post
  - Choose-one
  - First-preference plurality

#### Example: plurality vote (vs. majority)

#### 2025 New York City mayoral election



Got 50%+, but it was not needed under plurality

## Critique of plurality

- Winner can be vastly unpopular (may get well below 50% votes) – numerous examples
- Vote splitting by a "spoiler" (candidate who loses at the end) – numerous examples
- Susceptible to election control by deleting candidates
  - Roman Senator Pliny the Younger's note (year 105)
  - Prisoners could be (A) acquitted, (B) banished, or (C) condemned to death
  - A had most support in Senate, but deletion of C led to B as the outcome

#### Ranked ballots

- Each voter ranks the candidates
- How to aggregate the rankings?
- Single round
  - Plurality: most frequent top choice candidate wins
  - Condorcet, Copeland, Borda, ...
- Multiple rounds
  - Ranked-choice voting and variants

# Formalization: Social choice function (SCF)

- Ballot of a voter: linear ordering of candidates (no ties allowed)
- Profile: consists of a ballot for each voter
- *SCF:* Profile → Winner(s)

## Social welfare function (SWF)

- SWF: Profile → Weak ranking
- SCF vs. SWF
  - Some voting methods don't produce a ranking, just winner(s)
  - SWF may not even exist, e.g., in majority rules (Condorcet paradox)

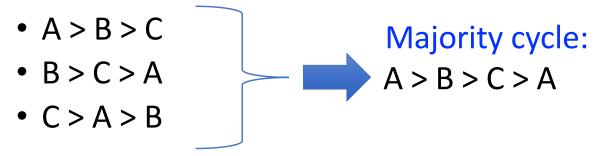
#### Condorcet winner

 The candidate that beats every other candidate in head-to-head.

- Example:
- 3 candidates, 3 voters with preferences
- Preferences of the voters:
  - A > B > C
  - B > A > C
  - A > C > B
- Condorcet winner: A
  - A beats B (2-1) and A beats C (3-0)

#### Condorcet paradox

- 3 candidates, 3 voters with preferences
- Preferences of the voters:



- A beats B (2-1 vote) and B beats C (2-1)
- But C beats A (2-1)!
- No Condorcet winner

### Condorcet paradox

The majority voting outcome may be contradictory (fails transitivity) while individual votes are rational.

### Copeland rule

Copeland score of candidate A

- = # of candidates that A beats head-to-head # of candidates that beat A head-to-head
- Pro: Produces an aggregate ranking by scores (unlike plurality)
- Con: Ignores the margin of head-to-head wins and losses

#### Example: Copeland rule

102 votes	101 votes	100 votes
В	В	С
А	С	Α
С	А	В

B beats A in 102+101 to 100 votes C beats A in 101+100 to 102 votes B beats C in 102+101 to 100 votes

A's score = 
$$0 - 2 = -2$$
  
B's score =  $2 - 0 = 2$   
C's score =  $1 - 1 = 0$   
Winner(s) = {B}

# More sophisticated method: Borda count

- n candidates
- Each candidate gets n i points for every voter who ranks them in the i-th place
- The candidate with the most points wins

## Example: Borda count

Voter 1	Voter 2	Voter 3	
A	В	В	
В	С	А	
С	А	С	

#### Borda scores:

A: 
$$2 + 0 + 1 = 3$$

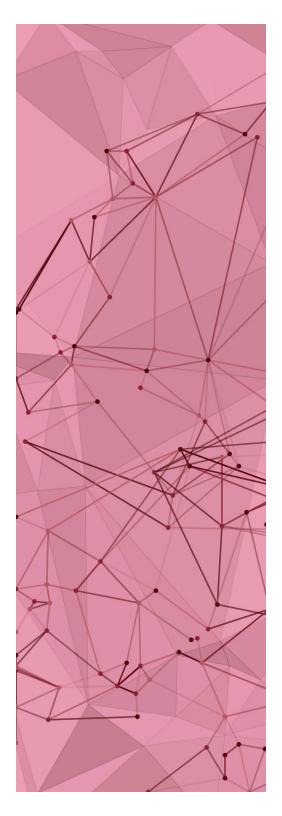
B: 
$$1 + 2 + 2 = 5$$

$$C: 0 + 1 + 0 = 1$$

Winner(s) = 
$$\{B\}$$

# Borda manipulation/ strategic or tactical voting

- Jean-Charles de Borda: "My scheme is intended for only honest men."
- Strategic voting
  - A voter's actual preference: A > B > C
  - Knows A will not win
  - Will fake B as his first choice



Ranked-Choice Voting (RCV)

#### Ranked-choice voting (RCV)

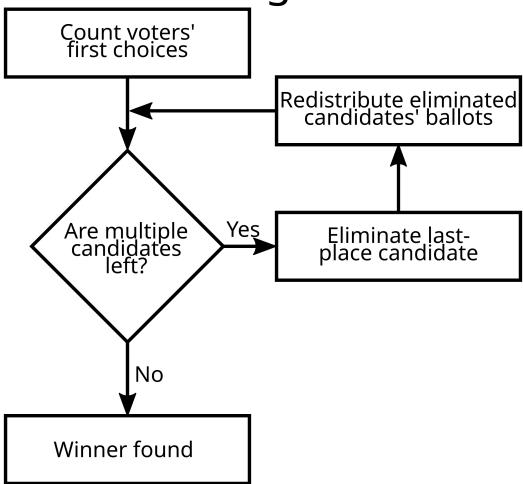
- Multiple rounds
  - Instant run-off voting (IRV): single winner
  - Single transferable voting (STV): multiple winners
  - Many variants: E.g., which scoring rule?

"In the early 2020s, the use of contingent ranked votes saw a comeback in the United States. STV, for a time used only in Cambridge, Massachusetts, was adopted by Portland, Maine, and several other American cities beginning in 2022.

Single-winner ranked voting (specifically instant-runoff voting) is used to elect politicians in the states of Maine and Alaska. In November 2016, the voters of Maine narrowly passed Question 5, approving ranked-choice voting (instant-runoff voting) for all elections. This was first put to use in 2018, marking the inaugural use of ranked votes in a statewide election in the United States."

https://en.wikipedia.org/wiki/Ranked voting

#### IRV counting flowchart



# Example: IRV

https://vote.nyc/RankedChoiceVoting

	Round 1		Round 2		Round 3	
Candidate +	Votes +	% \$	Votes +	% \$	Votes +	% \$
Zohran Mamdani	469,642	43.82%	469,755	43.86%	573,169	56.39%
Andrew Cuomo	387,137	36.12%	387,377	36.17%	443,229	43.61%
Brad Lander	120,634	11.26%	120,707	11.27%	Eliminated	
Adrienne Adams	44,192	4.12%	44,359	4.14%	Eliminated	
Scott Stringer	17,820	1.66%	17,894	1.67%	Eliminated	
Zellnor Myrie	10,593	0.99%	10,648	0.99%	Eliminated	
Whitney Tilson	8,443	0.79%	8,525	0.80%	Eliminated	
Michael Blake	4,366	0.41%	4,389	0.41%	Eliminated	
Jessica Ramos	4,273	0.40%	4,294	0.40%	Eliminated	
Paperboy Prince	1,560	0.15%	1,628	0.15%	Eliminated	
Selma Bartholomew	1,489	0.14%	1,505	0.14%	Eliminated	
Write-ins	1,581	0.15%	Eliminated			
Active votes	1,071,730	100.00%	1,071,081	99.94%	1,016,398	94.84%
Exhausted ballots	_		649	0.06%	55,332	5.16%

Non-viable: eliminated at once

**Source**: New York City Board of Elections<sup>[66]</sup>

#### Two-Round System (2RS)

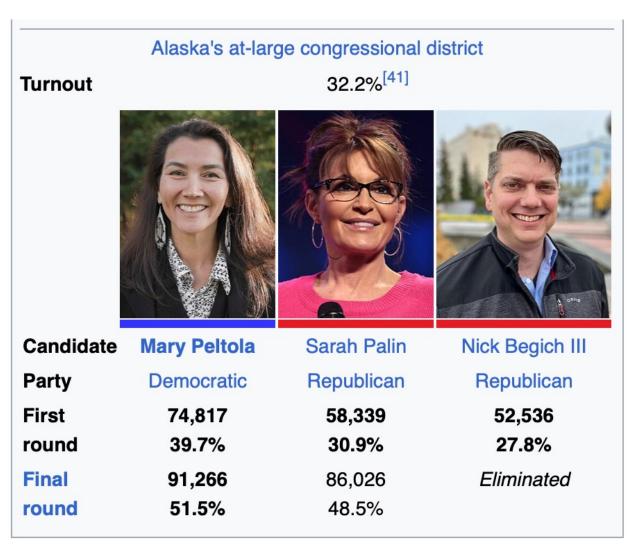
- Origin: France, most common in the world
  - French presidential election
  - US non-partisan primaries in California, Washington, Louisiana, and Georgia
  - Partisan primaries in other states
- First round: Each voter chooses one candidate
  - Top two candidates qualify for the second round
- Second round: Each voter chooses one of the two

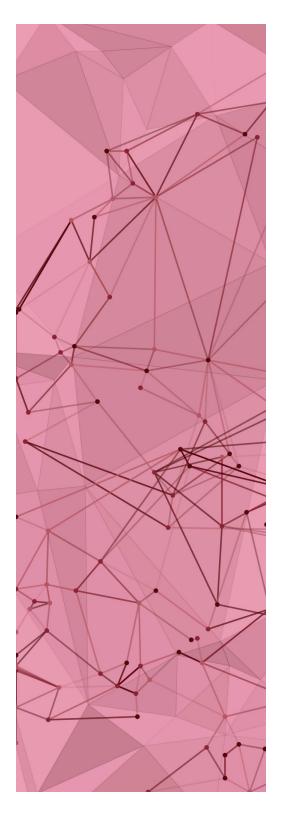
#### Center squeeze

- Known issue with ranked-choice and two-round systems
- Majority preferred candidate (in head-to-head) may lose to extreme alternatives or spoiler candidates (those losing in the end)

#### 2022 Alaska Special Election:

- Begich is the "Condorcet winner": wins head-to-head against both Peltola and Palin.
- But he gets eliminated in the first round of IRV.
- Spoiler: Palin





Is there a perfect voting method?

### Desirable properties/axioms

- 1. Unanimity: if all voters prefer A to B, then the social preference must be the same
- 2. No dictatorship: No one voter dictates the social preference
- 3. Independent of irrelevant alternatives (IIA):
  Social preference between A & B depends only on the voters' preferences between A & B, not on other *alternatives* (meaning choices)

## Example: IIA violation

Plurality rule violates IIA

X: X-men, S: Superman, B: Batman

Without X-Men	With X-Men
5: S > B	5: X > S > B
4: B > S	4: B > S > X
1: S > B	1: S > B > X
S > B	X > B > S
S beats B (6-4)	B beats S (4-1)

## Arrow's impossibility theorem

For 3 or more candidates, there is no voting method that satisfies all 3 desirable properties. Kenneth Arrow, 1950 (Nobel Prize, 1972)

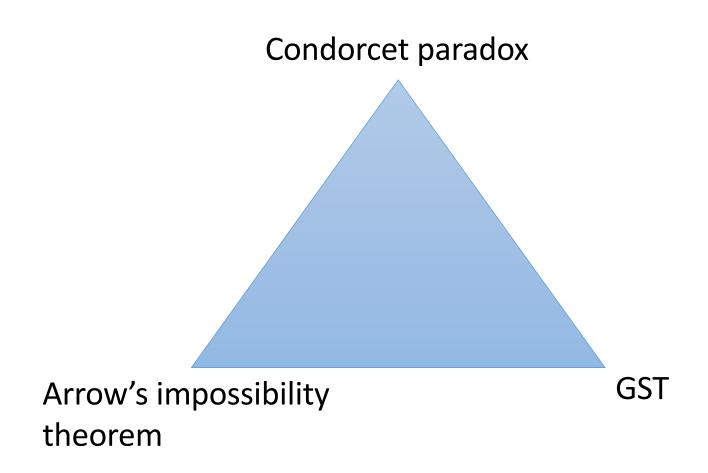
Revived voting theory 150 years after its golden age.

#### Gibbard-Satterthwaite Theorem (GST)

Other than dictatorship, every ranking-based voting method is susceptible to manipulation (i.e., not *strategyproof*).

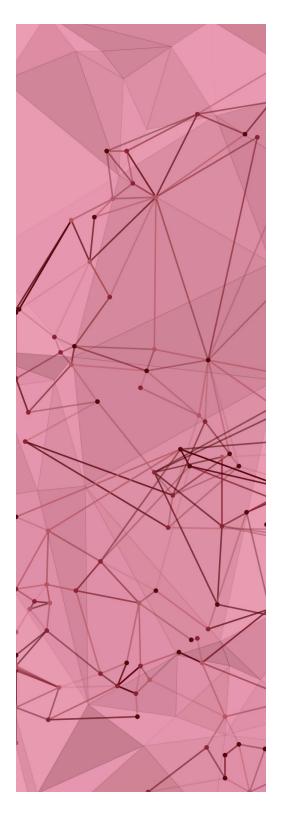
Gibbard, 1973 and Satterthwaite, 1975

# Voting theory triad



## Main take-aways

- Avoid love at first sight with any voting method
- Need to critically examine the pros and cons of a voting system
  - Trade-offs among axioms are common
  - "Fair voting system": how and at what cost?
- Strategyproof voting is important, but how hard is manipulation computationally?



Axiomatic approach to evaluating voting methods

Axioms: Precisely defined properties of voting rules, often normative

#### **Axioms I**

Bare minimum
Absolutely required

#### **Axioms II**

Higher demands
Tradeoffs unavoidable
Controversial

#### **Axioms III**

Strongest demands: strategyproofness, IIA Impossibility thms apply

#### Axioms I

- Anonymous: Voters are treated the same: no voter has more weight than another
- Neutral: All candidates are treated equally: swapping two candidates in everybody's ballot results in swapping them in the outcome
- Pareto optimality: The voting method never declares X as a winner when every voter prefers some other candidate to X

# Which methods satisfy Axioms 1?

- Plurality
- Copeland
- Borda
- Numerous variants
- Multi-round versions of these: IRV, STV, etc.

#### Axioms II

- Reinforcement:
  - Let's say candidate X wins in Brunswick and Portland separately
  - Combine the votes of Brunswick and Portland
     X should still be the winner
- Sampling of results:
  - Condorcet consistent methods (which declare Condorcet winner if there exists one) don't satisfy reinforcement for 3 or more candidates.

#### Axioms III

- Strategyproofness
- IIA
- Impossibility theorems
  - Can debate the importance of IIA in democracy

# Approval Voting Vote for as many candidates as you like.

Andre

Blake

Carmen

David

Ella

The candidate with the most votes wins.

# Approval voting: SCF

- Does not have an SWF or SCF: ballots are not ranked
- Construct an SCF
  - Two indifference classes for a ballot: marked & unmarked
  - Indifference among all marked candidates
  - Marked candidates are preferred over unmarked
- We can now apply Borda and other voting rules

# Pros: approval voting

- Simplicity
- Addresses the #1 flaw of plurality voting: vote splitting between same-party candidates
- Improves the probability that the winner will be supported by the majority of citizens
- Relatively resistant to strategic manipulation

# Cons: approval voting

- Understanding the meaning: where to draw the line of approval?
- Restricts the expressiveness of a ballot
- Violates "one person, one vote"
- Unfair: gives more influence to voters who approve more candidates