Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem

# Social Choice, Arrow's Theorem

## CPSC 532A Lecture 15

October 26, 2006

Social Choice, Arrow's Theorem

→ < ≧ → < ≧ → CPSC 532A Lecture 15, Slide 1

Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem
Lecture	Overview			

## Recap

Voting Paradoxes

Fun Game

Properties

Arrow's Theorem

Social Choice, Arrow's Theorem

#### CPSC 532A Lecture 15, Slide 2

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# Definition (*Ex-post* expected utility)

Agent *i*'s *ex-post* expected utility in a Bayesian game  $(N, A, \Theta, p, u)$ , where the agents' strategies are given by s and the agent' types are given by  $\theta$ , is defined as

$$EU_i(s,\theta) = \sum_{a \in A} \left( \prod_{j \in N} s_j(a_j | \theta_j) \right) u_i(a,\theta).$$

The only uncertainty here concerns the other agents' mixed strategies, since i knows everyone's type.

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 Recap
 Voting Paradoxes
 Fun Game
 Properties
 Arrow's Theorem

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 utility

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# Definition (*Ex-interim* expected utility)

Agent *i*'s *ex-interim* expected utility in a Bayesian game  $(N, A, \Theta, p, u)$ , where *i*'s type is  $\theta_i$  and where the agents' strategies are given by the mixed strategy profile s, is defined as

$$EU_i(s|\theta_i) = \sum_{\theta_{-i}\in\Theta_{-i}} p(\theta_{-i}|\theta_i) \sum_{a\in A} \left(\prod_{j\in N} s_j(a_j|\theta_j)\right) u_i(a,\theta_{-i},\theta_i).$$

- *i* must consider every  $\theta_{-i}$  and every *a* in order to evaluate  $u_i(a, \theta_i, \theta_{-i})$ .
- i must weight this utility value by:
  - the probability that a would be realized given all players' mixed strategies and types;
  - ► the probability that the other players' types would be  $\theta_{-i}$  given that his own type is  $\theta_i$ .

# Definition (*Ex-ante* expected utility)

Agent *i*'s *ex-ante* expected utility in a Bayesian game  $(N, A, \Theta, p, u)$ , where the agents' strategies are given by the mixed strategy profile s, is defined as

$$EU_i(s) = \sum_{\theta_i \in \Theta_i} p(\theta_i) EU_i(s|\theta_i)$$

or equivalently as

$$EU_i(s) = \sum_{\theta \in \Theta} p(\theta) \sum_{a \in A} \left( \prod_{j \in N} s_j(a_j | \theta_j) \right) u_i(a, \theta).$$

# Definition (Bayes-Nash equilibrium)

A Bayes-Nash equilibrium is a mixed strategy profile s that satisfies  $\forall i \ s_i \in BR_i(s_{-i}).$ 

# Definition (*ex-post* Bayes-Nash equilibrium)

A *ex-post* Bayes-Nash equilibrium is a mixed strategy profile s that satisfies  $\forall \theta$ ,  $\forall i$ ,  $s_i \in \arg \max_{s'_i \in S_i} EU_i(s'_i, s_{-i}, \theta)$ .

almost a dominant strategy, but not quite

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# Definition (Social choice function)

Assume a set of agents  $N = \{1, 2, ..., n\}$ , and a set of outcomes (or alternatives, or candidates) O. Let L be the set of strict total orders on O. A social choice function (over N and O) is a function  $C: L^n \to O$ .

# Definition (Social welfare function)

Let N, O, L be as above. A social welfare function (over N and O) is a function  $W: L^n \to L^-$ , where  $L^-$  is the set of weak total orderings (that is, total preorders) on O.

Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem
Some Ve	oting Schemes			

- Plurality
  - pick the outcome which is preferred by the most people
- Plurality with elimination ("instant runoff")
  - everyone selects their favorite outcome
  - the outcome with the fewest votes is eliminated
  - repeat until one outcome remains
- Borda
  - assign each outcome a number.
  - ► The most preferred outcome gets a score of n 1, the next most preferred gets n 2, down to the n<sup>th</sup> outcome which gets 0.
  - Then sum the numbers for each outcome, and choose the one that has the highest score
- Pairwise elimination
  - in advance, decide a schedule for the order in which pairs will be compared.
  - ▶ given two outcomes, have everyone determine the one that they prefer

Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem
Condorcet	Condition			

- If there is a candidate who is preferred to every other candidate in pairwise runoffs, that candidate should be the winner
- While the Condorcet condition is considered an important property for a voting system to satisfy, there is not always a Condorcet winner
- ▶ sometimes, there's a cycle where A defeats B, B defeats C, and C defeats A in their pairwise runoffs

Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem
Lecture	Overview			

#### Recap

### Voting Paradoxes

Fun Game

#### Properties

#### Arrow's Theorem

Social Choice, Arrow's Theorem

#### CPSC 532A Lecture 15, Slide 10

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35 agents:	$A \succ C \succ B$
33 agents:	$B \succ A \succ C$
32 agents:	$C \succ B \succ A$

What candidate wins under plurality voting?

Social Choice, Arrow's Theorem

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35 agents:	$A \succ C \succ B$
33 agents:	$B \succ A \succ C$
32 agents:	$C \succ B \succ A$

#### What candidate wins under plurality voting? A

Social Choice, Arrow's Theorem

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35 agents:	$A \succ C \succ B$
33 agents:	$B \succ A \succ C$
32 agents:	$C \succ B \succ A$

- What candidate wins under plurality voting? A
- What candidate wins under Borda voting?

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35 agents:	$A \succ C \succ B$
33 agents:	$B \succ A \succ C$
32 agents:	$C \succ B \succ A$

- What candidate wins under plurality voting? A
- What candidate wins under Borda voting? A

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35 agents:	$A \succ C \succ B$
33 agents:	$B \succ A \succ C$
32 agents:	$C \succ B \succ A$

- What candidate wins under plurality voting? A
- What candidate wins under Borda voting? A
- ▶ Now consider dropping *C*. Now what happens under both Borda and plurality?

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35 agents:	$A \succ C \succ B$
33 agents:	$B \succ A \succ C$
32 agents:	$C \succ B \succ A$

- What candidate wins under plurality voting? A
- What candidate wins under Borda voting? A
- ▶ Now consider dropping *C*. Now what happens under both Borda and plurality? *B* wins.

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#### • Who wins pairwise elimination, with the ordering A, B, C?

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#### • Who wins pairwise elimination, with the ordering A, B, C? C

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- Who wins pairwise elimination, with the ordering A, B, C? C
- Who wins with the ordering A, C, B?

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- Who wins pairwise elimination, with the ordering A, B, C? C
- Who wins with the ordering A, C, B? B

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**B K K B K** 



- Who wins pairwise elimination, with the ordering A, B, C? C
- Who wins with the ordering A, C, B? B
- ▶ Who wins with the ordering *B*,*C*,*A*?

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**B K K B K** 



- Who wins pairwise elimination, with the ordering A, B, C? C
- Who wins with the ordering A, C, B? B
- Who wins with the ordering B, C, A? A

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**B K K B K** 

 Recap
 Voting Paradoxes
 Fun Game
 Properties
 Arrow's Theorem

 Another Pairwise Elimination Problem

 $\begin{array}{ll} 1 \text{ agent:} & B \succ D \succ C \succ A \\ 1 \text{ agent:} & A \succ B \succ D \succ C \\ 1 \text{ agent:} & C \succ A \succ B \succ D \end{array}$ 

Who wins under pairwise elimination with the ordering A, B, C, D?

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 Recap
 Voting Paradoxes
 Fun Game
 Properties
 Arrow's Theorem

 Another Pairwise Elimination Problem

 $\begin{array}{ll} 1 \text{ agent:} & B \succ D \succ C \succ A \\ 1 \text{ agent:} & A \succ B \succ D \succ C \\ 1 \text{ agent:} & C \succ A \succ B \succ D \end{array}$ 

► Who wins under pairwise elimination with the ordering A, B, C, D? D.

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 Recap
 Voting Paradoxes
 Fun Game
 Properties
 Arrow's Theorem

 Another Pairwise Elimination Problem

 $\begin{array}{ll} \mbox{1 agent:} & B \succ D \succ C \succ A \\ \mbox{1 agent:} & A \succ B \succ D \succ C \\ \mbox{1 agent:} & C \succ A \succ B \succ D \end{array}$ 

- Who wins under pairwise elimination with the ordering A, B, C, D? D.
- What is the problem with this?

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Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem
Another	Pairwise Elimii	nation Prob	olem	

 $\begin{array}{ll} 1 \text{ agent:} & B \succ D \succ C \succ A \\ 1 \text{ agent:} & A \succ B \succ D \succ C \\ 1 \text{ agent:} & C \succ A \succ B \succ D \end{array}$ 

- ► Who wins under pairwise elimination with the ordering A, B, C, D? D.
- What is the problem with this?
  - ► all of the agents prefer B to D—the selected candidate is Pareto-dominated!

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Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem
Lecture	Overview			

Recap

Voting Paradoxes

#### Fun Game

Properties

Arrow's Theorem

Social Choice, Arrow's Theorem

CPSC 532A Lecture 15, Slide 14

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Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem
Fun Game				

- Imagine that there was an opportunity to take a one-week class trip at the end of term, to one of the following destinations:
  - ► (O) Orlando, FL
  - (L) London, England
  - (M) Moscow, Russia
  - (B) Beijing, China
- Construct your preference ordering

Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem
Fun Game				

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- Vote (truthfully) using each of the following schemes:
  - plurality (raise hands)

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  - (M) Moscow, Russia
  - (B) Beijing, China
- Construct your preference ordering
- Vote (truthfully) using each of the following schemes:
  - plurality (raise hands)
  - plurality with elimination (raise hands)

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Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem
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- Vote (truthfully) using each of the following schemes:
  - plurality (raise hands)
  - plurality with elimination (raise hands)
  - Borda (volunteer to tabulate)

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Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem
Fun Game				

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  - ▶ (0) Orlando, FL
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  - (M) Moscow, Russia
  - (B) Beijing, China
- Construct your preference ordering
- Vote (truthfully) using each of the following schemes:
  - plurality (raise hands)
  - plurality with elimination (raise hands)
  - Borda (volunteer to tabulate)
  - pairwise elimination (raise hands, I'll pick a schedule)

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Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem
Lecture	Overview			

Recap

Voting Paradoxes

Fun Game

Properties

Arrow's Theorem

Social Choice, Arrow's Theorem

CPSC 532A Lecture 15, Slide 16

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Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem
Notation				

- N is the set of agents
- O is a finite set of outcomes with  $|O| \ge 3$
- ► L the set of all possible preference orderings over O.
- ➤ is an element of the set L<sup>n</sup> (a preference ordering for every agent; the input to our social welfare function)
- ≻<sub>W</sub> is the preference ordering selected by the social welfare function W.
  - When the input to W is ambiguous we write it in the subscript; thus, the social order selected by W given the input ≻' is denoted as ≻<sub>W(≻')</sub>.



# Definition (Pareto Efficiency (PE)) W is Pareto efficient if for any $o_1, o_2 \in O$ , $\forall i o_1 \succ_i o_2$ implies that $o_1 \succ_W o_2$ .

when all agents agree on the ordering of two outcomes, the social welfare function must select that ordering.

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 Recap
 Voting Paradoxes
 Fun Game
 Properties
 Arrow's Theorem

 Independence of Irrelevant Alternatives

Definition (Independence of Irrelevant Alternatives (IIA)) W is independent of irrelevant alternatives if, for any  $o_1, o_2 \in O$ and any two preference profiles  $\succ', \succ'' \in L^n$ ,  $\forall i (o_1 \succ'_i o_2 \leftrightarrow o_1 \succ''_i o_2)$  implies that  $o_1 \succ_{W(\succ')} o_2 \Leftrightarrow o_1 \succ_{W(\succ'')} o_2$ .

the selected ordering between two outcomes should depend only on the relative orderings they are given by the agents.

# Definition (Non-dictatorship)

W does not have a dictator if  $\neg \exists i \forall o_1, o_2(o_1 \succ_i o_2 \Rightarrow o_1 \succ_W o_2)$ .

- there does not exist a single agent whose preferences always determine the social ordering.
- ▶ We say that W is *dictatorial* if it fails to satisfy this property.

Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem
Lecture	Overview			

Recap

Voting Paradoxes

Fun Game

Properties

Arrow's Theorem

Social Choice, Arrow's Theorem

CPSC 532A Lecture 15, Slide 21

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# Theorem (Arrow, 1951)

Any social welfare function W that is Pareto efficient and independent of irrelevant alternatives is dictatorial.

We will assume that W is both PE and IIA, and show that W must be dictatorial. The argument proceeds in four steps.



If every voter puts an outcome b at either the very top or the very bottom of his preference list, b must be at either the very top or very bottom of  $\succ_W$  as well.

Consider an arbitrary preference profile  $\succ$  in which every voter ranks some  $b \in O$  at either the very bottom or very top, and assume for contradiction that the above claim is not true. Then, there must exist some pair of distinct outcomes  $a, c \in O$  for which  $a \succ_W b$  and  $b \succ_W c$ .

Recap	Voting Paradoxes	Fun Game	Properties	Arrow's Theorem
Step 1				

If every voter puts an outcome b at either the very top or the very bottom of his preference list, b must be at either the very top or very bottom of  $\succ_W$  as well.

Now let's modify  $\succ$  so that every voter moves c just above a in his preference ranking, and otherwise leaves the ranking unchanged; let's call this new preference ordering  $\succ'$ . We know from IIA that for  $a \succ_W b$  or  $b \succ_W c$  to change, the pairwise relationship between a and b and/or the pairwise relationship between b and c would have to change. However, since b occupies an extremal position for all voters, c can be moved above a without changing either of these pairwise relationships. Thus in profile  $\succ'$  it is also the case that  $a \succ_W b$  and  $b \succ_W c$ . From this fact and from transitivity, we have that  $a \succ_W c$ . However, in  $\succ'$  every voter ranks c above a and so PE requires that  $c \succ_W a$ . We have a contradiction.