

Robustness to Manipulation in Voting Theory

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Introduction to Voting Theory

- Voting Theory: mathematical study of systems to aggregate many preferences.
- Judge systems based on their properties.
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- Important for the real world: who should win?
- Robustness to manipulation: which systems lead to the fewest number of elections an adversary could manipulate to change the results?
- Techniques: simulations and proofs

Two Candidates

Election Terminology:

- **ballot:** 0 or 1
- **election:** n voters choosing 0 or 1, $\{0, 1\}^n$
- **voting system:** function $f : \{0, 1\}^n \rightarrow \{0, 1\}$
- **balanced voting system:** equal chances of each candidate being the winner
- **majority:** voting system for odd n where candidate with most votes wins
- **leave-one-out majority:** for even n , disregarding the vote of one voter across all elections to avoid ties
- **t -manipulable election:** changing at most t ballots can result in a different winner

Two Candidates

Of all 2-candidate n -voter voting systems, which one minimizes the number of t -manipulable elections?

Theorem

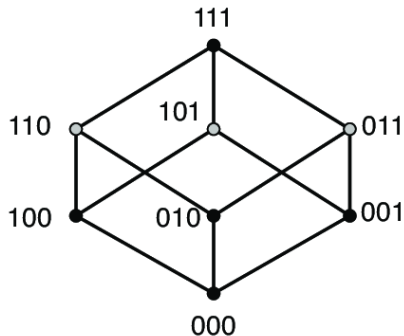
For odd n , majority minimizes the number of t -manipulable elections. (Heilman '20)

For even n , leave-one-out majority minimizes the number of t -manipulable elections.

Two Candidates

Main tool: Harper's Theorem

- **hypercube:** n -dimensional square/cube: vertices $\{0, 1\}^n$, 0-1 vectors of length n , where two vertices are adjacent if they differ in exactly one coordinate.



Two Candidates

Main tool: Harper's Theorem

- **hypercube:** n -dimensional square/cube: vertices $\{0, 1\}^n$, 0-1 vectors of length n , where two vertices are adjacent if they differ in exactly one coordinate.
- **lexicographic order:** alphabetical order of vertices
- **simplicial order:** ordering that first orders by the number of zeros/ones, then within those sets of vertices, orders lexicographically
- **boundary of S :** vertices not in S with a neighbor in S

Two Candidates

Theorem (Harper '66)

For every ℓ , a subset S of size ℓ of the hypercube of minimum boundary is given by an initial segment of simplicial order.

Simplicial order - Majority: $n = 3$

- 111
- 011, 101, 110
- 001, 010, 100
- 000

Simplicial order - Leave-one-out Majority: $n = 4$

- 1111
- 0111, 1011, 1101, 1110
- 0011, 0101, 0110, 1001, 1010, 1100
- 0001, 0010, 0100, 1000
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Two Candidates

Theorem (Harper '66)

For every ℓ , a subset S of size ℓ of the hypercube of minimum boundary is given by an initial segment of simplicial order.

- vertices = elections
- subset of hypercube S = elections where candidate 1 wins
- boundary = manipulable elections
- initial segment of simplicial order = majority or leave-one-out majority

Simulations: Terminology

λ -Borda count voting system:

- voters rank every candidate
- assign points to each candidate: 1 to 1st, λ to 2nd, 0 to 3rd
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	1pt		$\frac{1}{2}$ pt		0pt
5:	A	>	B	>	C
3:	B	>	C	>	A
1:	C	>	B	>	A

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A:	5(1)	+	3(0)	+	1(0)	=	5
B:	5($\frac{1}{2}$)	+	3(1)	+	1($\frac{1}{2}$)	=	6
C:	5(0)	+	3($\frac{1}{2}$)	+	1(1)	=	3.5

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B is selected as the winner.

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C is eliminated.

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$$\begin{array}{r} \text{A: } 5(1) + 3(0) + 1(0) = 5 \\ \text{B: } 5(0) + 3(1) + 1(1) = 4 \end{array}$$

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- score as with λ -Borda count
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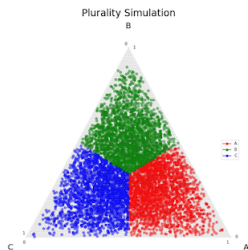
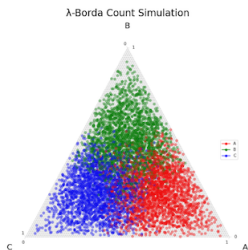
$$A: 5(1) + 3(0) + 1(0) = 5$$

$$B: 5(0) + 3(1) + 1(1) = 4$$

B is eliminated; A wins.

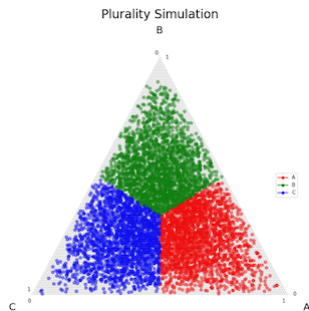
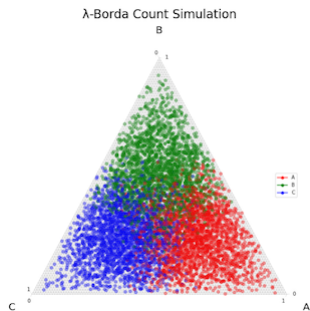
Simulations: Terminology

- These systems can be visualized in an **equilateral triangle**
- **Vertex** represents one candidate receiving all top-place votes
- **Distance to side**: proportion of top-place votes that each candidate received
- **Color** determined by winner



Simulations: Terminology

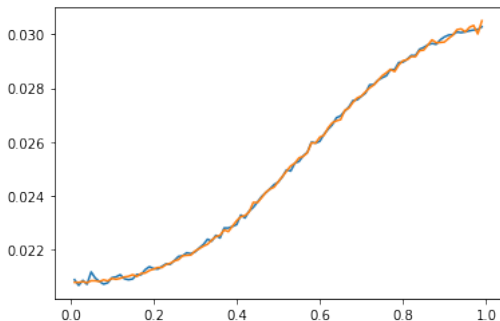
- **Manipulability:** proportion of elections where we can change at most ϵ -proportion of each type of ballot to change the outcome of the election



Polytope Calculation

- **Polytope:** set of all points in \mathbb{R}^6 satisfying some linear inequalities
 - generalized as a polyhedron in any dimension
 - enclosed by hyperplanes represented by linear inequalities
 - linear inequalities derived from $x_1, x_2, x_3, x_4, x_5,$ and x_6
- Manipulability = volume of the boundary between regions with different winners
- Finding the polytope volume determines the manipulability at a given λ

Polytope Volume with respect to λ



- Lower $\lambda \rightarrow$ lower polytope volume \rightarrow lower manipulability
- Plurality voting system ($\lambda = 0$) has the least manipulability

Generalized Borda Count

- **Simulations:** using python to graphically display how manipulability changes based on λ .
 - **Input:** 6 numbers, each representing a proportion of voters for a ballot.
 - **Manipulability:** proportion of elections manipulated by changing ϵ -proportion of ballots
 - **Perturbation:** changing ϵ -proportion of the ballots to check if manipulable

Manipulability and Perturbations

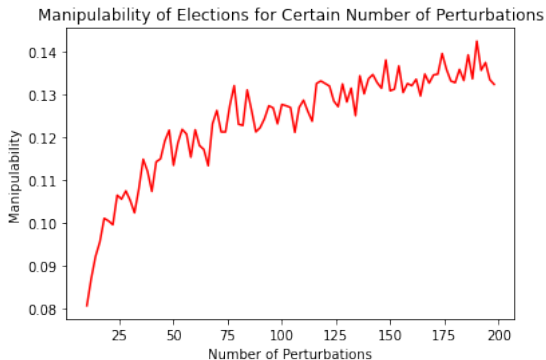


Figure: Finding the necessary number of perturbations for accuracy and efficiency.

Manipulability vs Epsilon

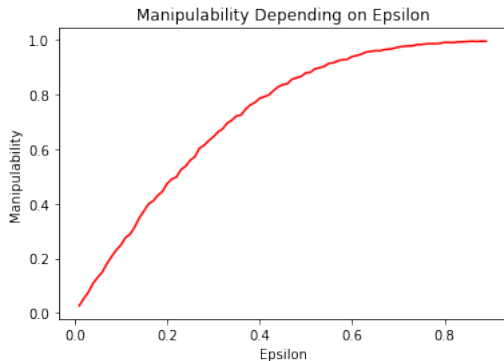
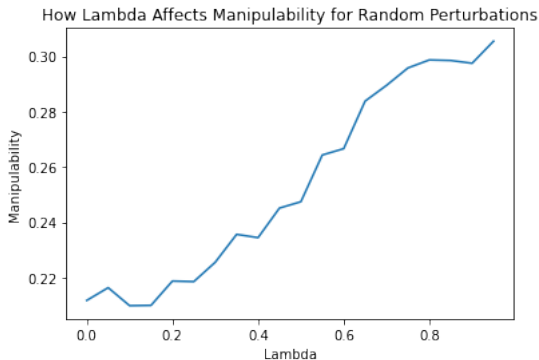


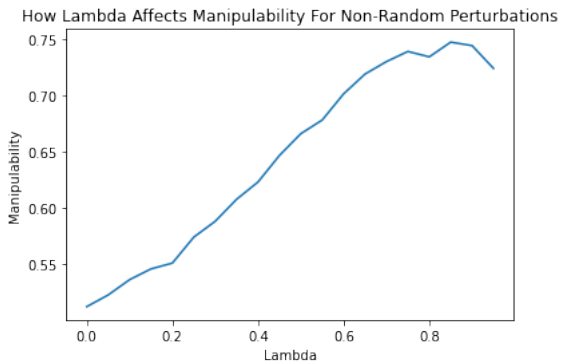
Figure: Finding a realistic and effective epsilon for the simulations.

Manipulability vs. Lambda Random Perturbations

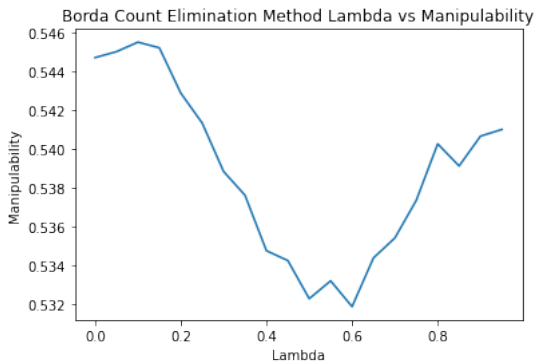


- Lower Lambda, Lower Manipulability
- Lambda of 0 corresponds to Plurality

Manipulability vs. Lambda Non-Random Perturbations



Generalized Borda Elimination



Open Questions and Future Work

Question

Is plurality least manipulable across all 3 candidate voting systems?

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What happens under other distributions of votes?

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We thank David Frankel (Uni High class of 1976) whose gift made this experience possible for University Laboratory High School students.

Thanks for listening.