Warm-up as you login

Design an algorithm to determine the winner of three candidates a, b, c given the ranking provided by n individual voters, described by a $3 \times n$ matrix M

function voting(M)
Input: M where $M_{ij} \in$ {a, b, c} is the candidate at rank j for voter i Output: $x \in$ {a, b, c} describes the winner
Return x

Example Matrix M

	Voter 1	Voter 2	Voter 3	Voter 4
Rank 1	a	c	b	a
Rank 2	b	b	c	b
Rank 3	c	a	a	c

Announcements

Assignments (everything left for the semester):

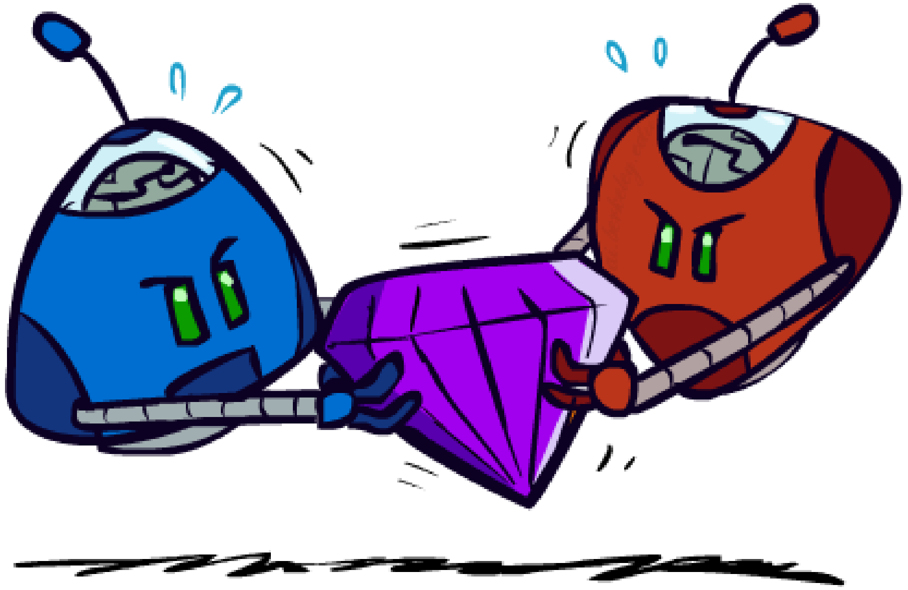
- HW12 (written) due Tue 4/28
- P5 due Thu 4/30

Final Exam: See Piazza for details

- Logistics, including zoom link by last name
- Learning objectives
- Practice midterm and solution session
- Recitations this Friday will be a review session
- Deadline for conflict rescheduling is **today**
- Deadline for zoom/camera exceptions is **today**

AI: Representation and Problem Solving

Game Theory: Equilibrium (cont) & Social Choice



Instructors: Pat Virtue & Stephanie Rosenthal

Slide credits: CMU AI, Fei Fang

Image credit: ai.berkeley.edu

Game Theory: Equilibrium (continued)

Normal-Form Games

A game in normal form consists of the following elements

- Set of players
- Set of actions for each player
- Payoffs / Utility functions
  - Determines the utility for each player given the actions chosen by all players (referred to as action profile)
- Bimatrix game is special case: two players, finite action sets

Players move simultaneously and the game ends immediately afterwards

What are the players, set of actions and utility functions of Football vs Concert (FvsC) game?

Extensive-Form Games

Normal-form game: players, actions, utilities for each action profile, simultaneous movement

Extensive-form game

- Set of players
- Sequencing of players' possible moves
- Player’s actions at every decision point
- (Possibly imperfect) information each player has about the other player's moves when they make a decision
- Payoffs for all possible game outcomes

Normal-Form vs Extensive-Form

Game 1: players play left or right simulateously

Normal-form:

Player 2

Player 1

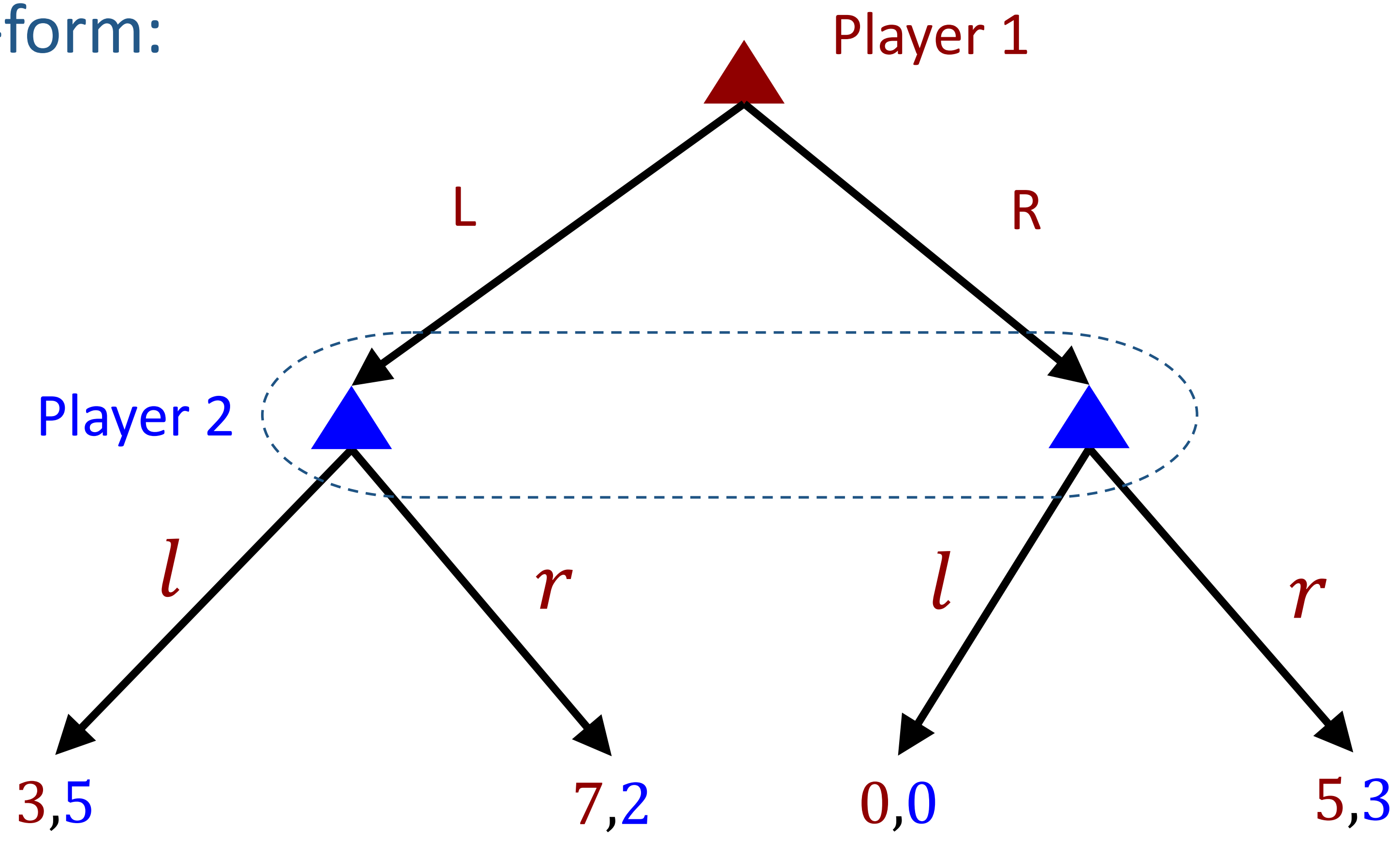
	l	r
L	3,5	7,2
R	0,0	5,3

Can we represent this game in extensive form?

Normal-Form vs Extensive-Form

Game 1: players play left or right simulateously

Extensive-form:

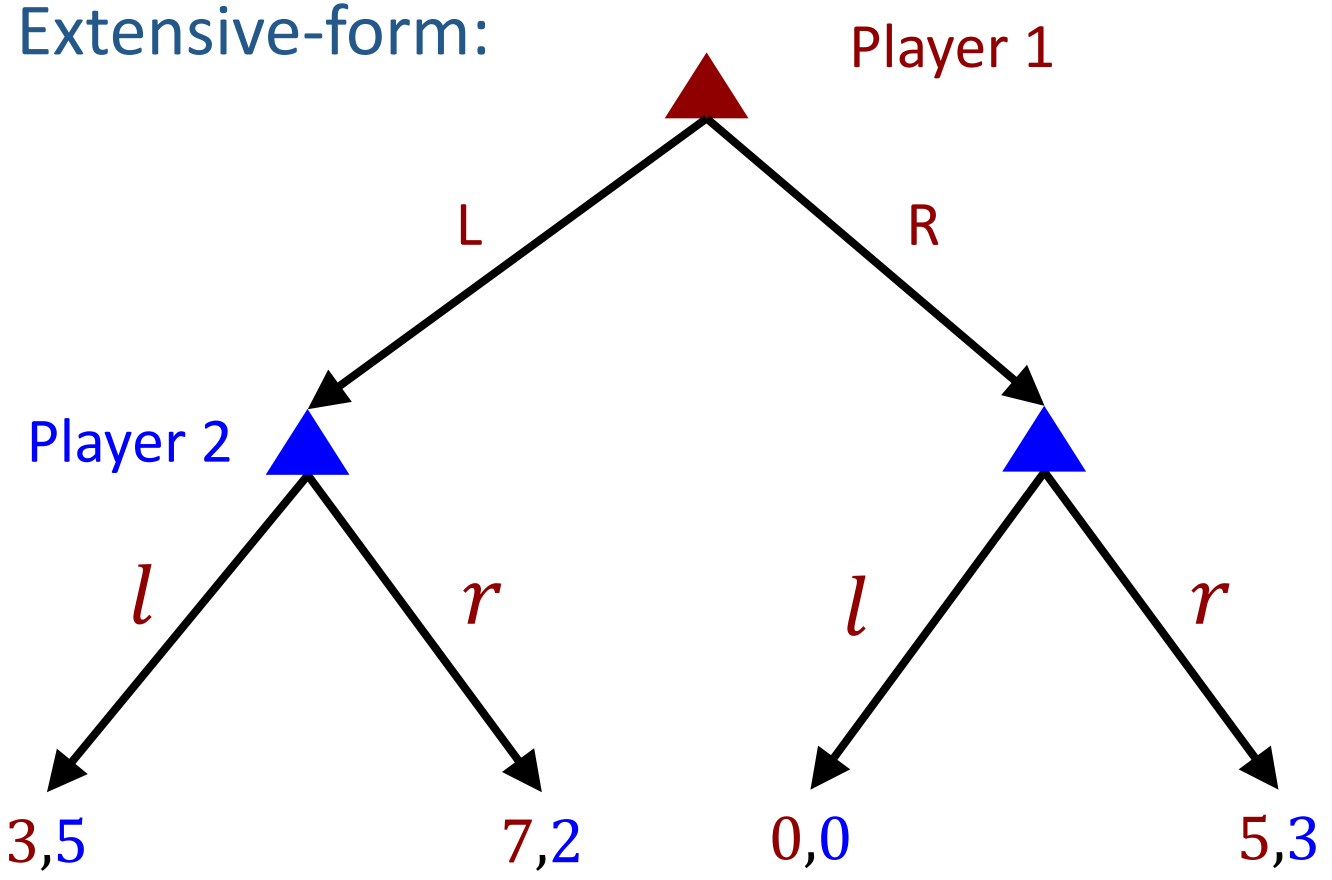


Can we solve this game using algorithms for adversarial search?

Normal-Form vs Extensive-Form

Game 2: players play left or right sequentially

Extensive-form:



Can we solve this game using algorithms for adversarial search?

Normal-Form vs Extensive-Form

Game 2: players play left or right sequentially

Normal-form:

Player 2

Player 1

	Ll, Rl	Ll, Rr	Lr, Rl	Lr, Rr
L	3,5	3,5	7,2	7,2
R	0,0	5,3	0,0	5,3

Normal-Form vs Extensive-Form

Game 3: players play left, center, or right simultaneously

Normal-form:

Player 2

Player 1

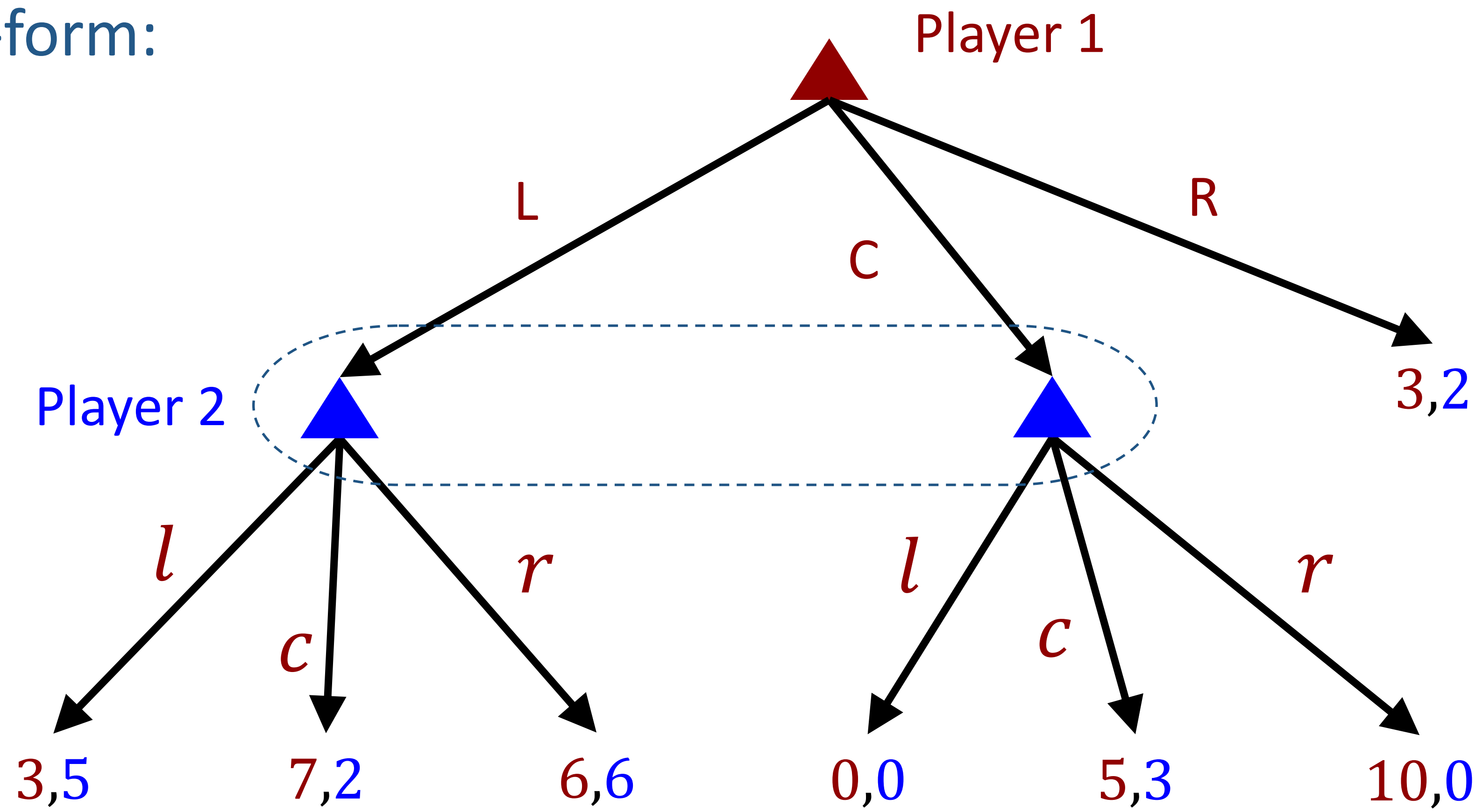
	l	c	r
L	3,5	7,2	6,6
C	0,0	5,3	10,0
R	3,2	3,2	3,2

Can we represent this game in extensive form?

Normal-Form vs Extensive-Form

Game 3: players play left, center, or right simulateously

Extensive-form:

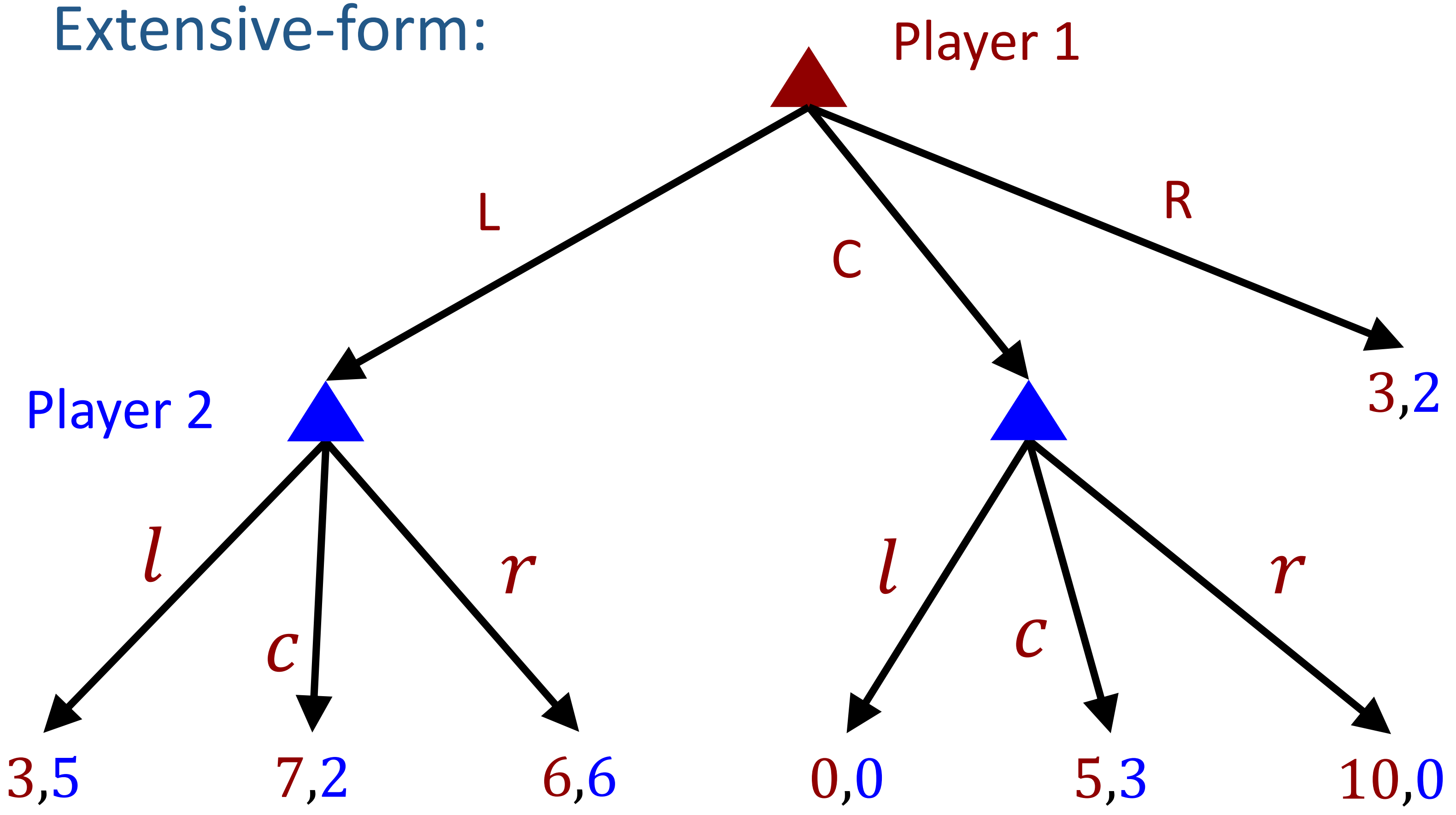


Can we solve this game using algorithms for adversarial search?

Normal-Form vs Extensive-Form

Game 4: players play left, center, or right sequentially

Extensive-form:



Can we represent this game in extensive form?

Normal-Form vs Extensive-Form

Game 4: players play left, center, or right sequentially

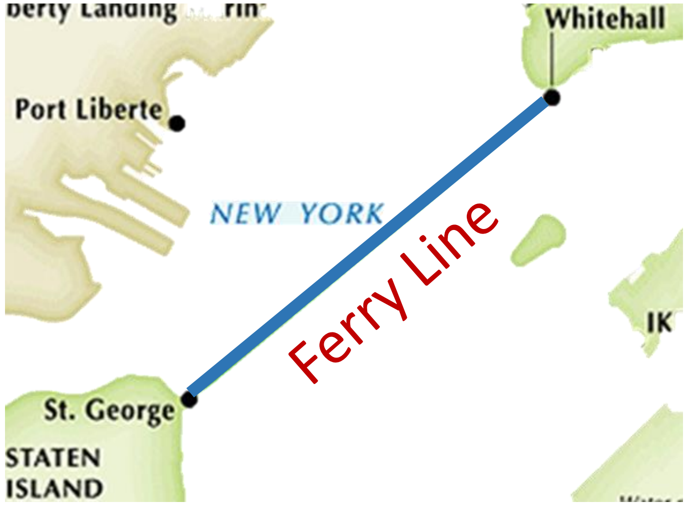
Normal-form:

Player 2

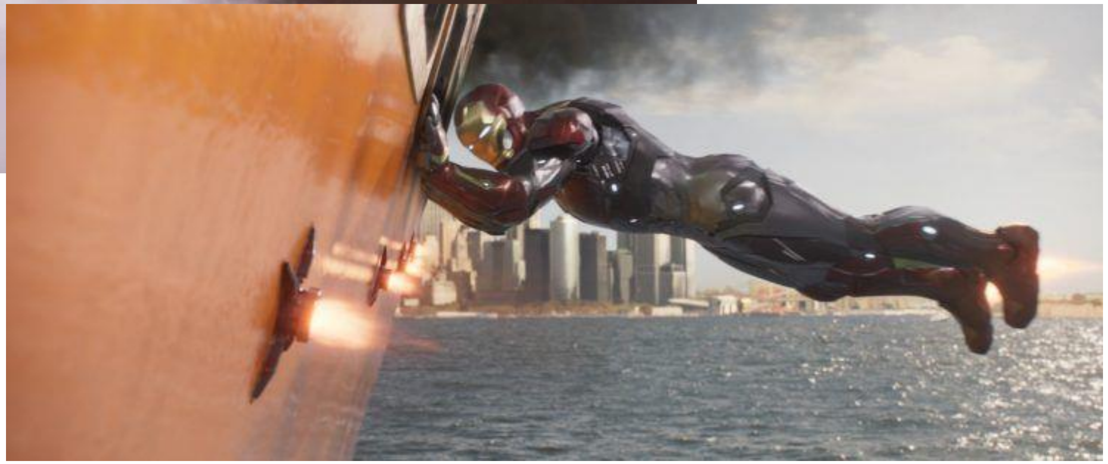
Player 1

	Ll, Cl, R	Ll, Cc, R	Ll, Cr, R	Lc, Cl, R	Lc, Cc, R	Lc, Cr, R	Lr, Cl, R	Lr, Cc, R	Lr, Cr, R
L	3,5	3,5	3,5	7,2	7,2	7,2	6,6	6,6	6,6
C	0,0	5,3	10,0	0,0	5,3	10,0	0,0	5,3	10,0
R	3,2	3,2	3,2	3,2	3,2	3,2	3,2	3,2	3,2

Protecting Staten Island Ferry



Protecting Staten Island Ferry



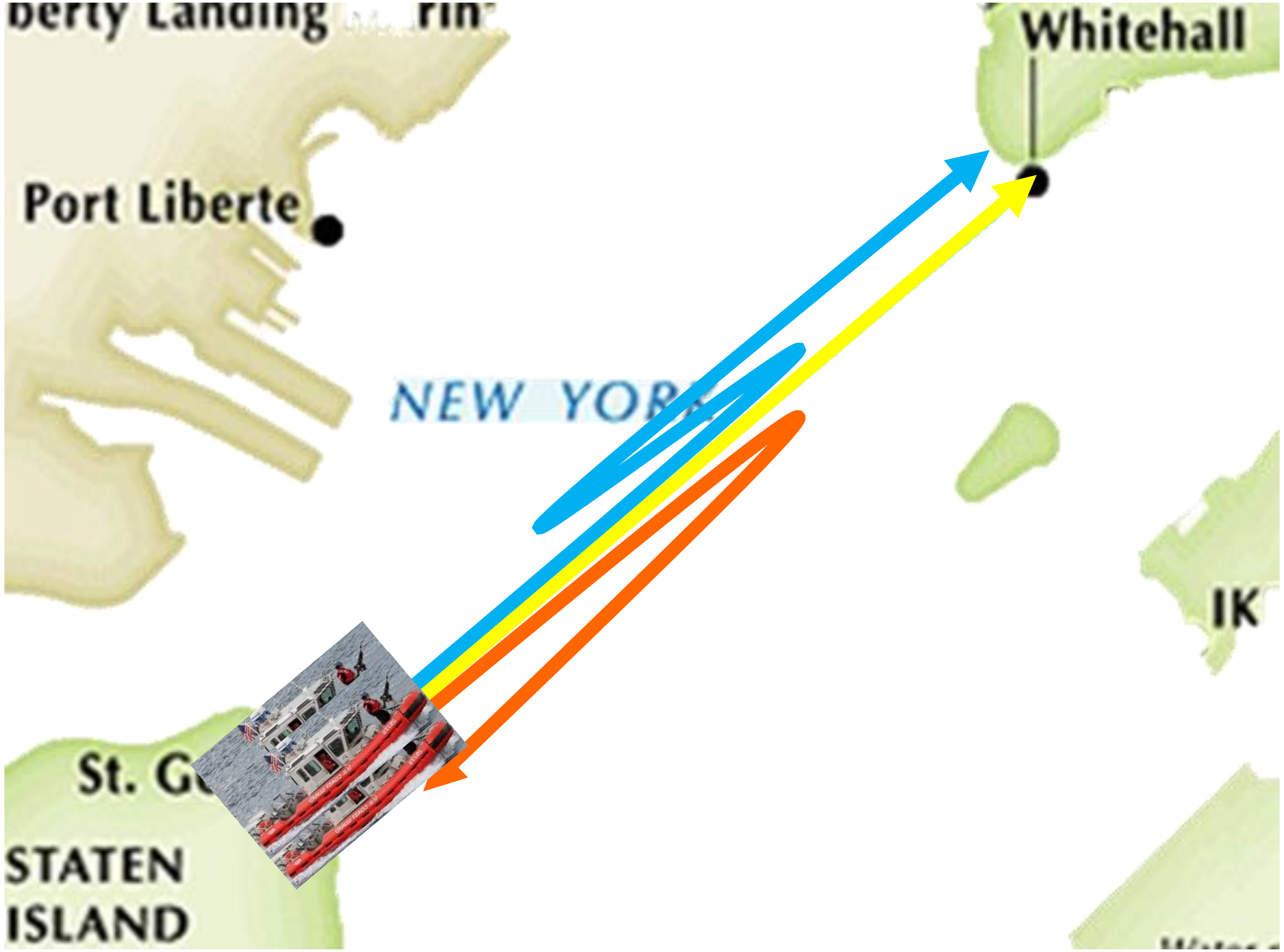
Protecting Staten Island Ferry

Previous USCG Approach

Game-Theoretic Patrols

In collaboration with US Coast Guard (Contact: Joe Direnzo, Craig Baldwin)

Problem



Optimal Patrol Strategy for Protecting Moving Targets with Multiple Mobile Resources
Fei Fang, Albert Xin Jiang, Milind Tambe
In AAMAS-13: The Twelfth International Conference on Autonomous Agents and Multiagent Systems, May 2013

Game Model and Linear Programming-based Solution

Stackelberg game: Leader – Defender, Follower – Attacker

Attacker's payoff: $u_i(t)$ if not protected, 0 otherwise

Zero-sum → Strong Stackelberg Equilibrium=Nash Equilibrium =Minimax (Minimize Attacker's Maximum Expected Utility)

$$\min_{p_r, v} v$$

$$\text{s.t. } v \geq \mathbb{E}[U^{att}(i,t)] = u_i(t) \times \mathbb{P}[unprotected(i,t)], \forall i, t$$

Adversary

p_r

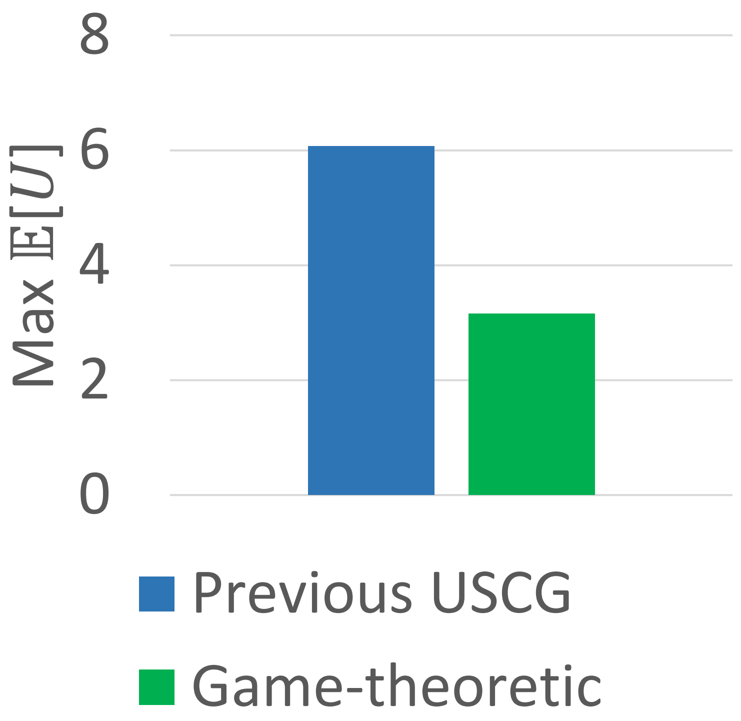
Defender

p_r		10:00:00 AM Target 1	10:00:01 AM Target 1	…	10:30:00 AM Target 3	…
30%	Purple Route	-5,5	-4,4		0,0	
40%	Orange Route					
20%	Blue Route					
	……					

$$\sum_r p_r \leq 1$$

Evaluation: Simulation & Real-World Feedback

Reduce potential risk by 50%



Deployed by US Coast Guard

USCG evaluation

- Point defense to zone defense
- Increased randomness

Professional mariners:

- Apparent increase in Coast Guard patrols

Game Theory: Social Choice

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Example Matrix M

	Voter 1	Voter 2	Voter 3	Voter 4
Rank 1	a	c	b	a
Rank 2	b	b	c	b
Rank 3	c	a	a	c

Learning Objectives

Understand the voting model

Find the winner under the following voting rules

- Plurality, Borda count, Plurality with runoff, Single Transferable Vote

Describe the following concepts, axioms, and properties of voting rules

- Pairwise election, Condorcet winner
- Majority consistency, Condorcet consistency, Strategyproof
- Dictatorial, constant, onto

Understand the possibility of satisfying multiple properties

Describe the greedy algorithm for voting rule manipulation

Social Choice Theory

A mathematical theory that deal with aggregation of individual preferences

Wide applications in economics, public policy, etc.

Origins in Ancient Greece

18th century

- Formal foundations by Condorcet and Borda

19th Century

- Charles Dodgson

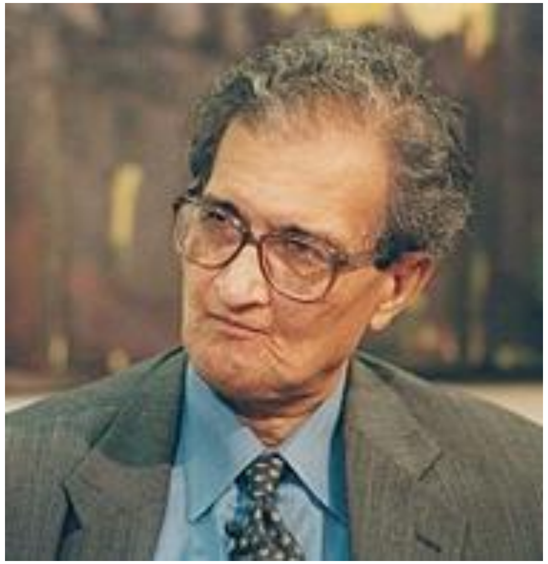
20th Century

- Nobel Prize in Economics

20th Century – Winners of Nobel Memorial Prize in Economic Sciences

Kenneth Arrow

Amartya Kumar Sen



Voting Model

Model

- Set of voters $N = \{1..n\}$
- Set of alternatives A ($|A| = m$)
- Each voter has a ranking over the alternatives
- Preference profile: collection of all voters' rankings

Voter ID	1	2	3	4
Ranking	a	c	b	a
	b	b	c	b
	c	a	a	c

Voting Rules

Voting rule: function that maps preference profiles to alternatives that specifies the winner of the election

function voting(M)
Input: M where M_{ij} ∈ {a, b, c} is the candidate at rank j for voter i Output: x ∈ {a, b, c} describes the winner
Return x

Example Matrix M

a	c	b	a
b	b	c	b
c	a	a	c

Voting Rules

Plurality (used in many political elections)

- Each voter give one point to top alternative
- Alternative with most points win

Who’s the winner? a

Voter ID	1	2	3	4
Ranking	a	c	b	a
	b	b	c	b
	c	a	a	c

Voting Rules

Borda count (used for national election in Slovenia)

- Each voter awards $m - k$ points to alternative ranked k^{th}
- Alternative with most points win

Who’s the winner? b

Voter ID	1	2	3	4
Ranking	a	c	b	a
	b	b	c	b
	c	a	a	c

Pairwise Election

Alternative x beats y in pairwise election if majority of voters prefer x to y

Who beats who in pairwise election?

b beats c

Voter ID	1	2	3	4
Ranking	a	c	b	a
	b	b	c	b
	c	a	a	c

Voting Rules

Plurality with runoff

- First round: two alternatives with highest plurality scores survive
- Second round: pairwise election between the two

x beats y if majority of voters prefer x to y

Who's the winner?

Voter ID	1	2	3	4	5
Ranking	a	c	b	a	c
	b	b	c	b	b
	c	a	a	c	a

Voting Rules

Single Transferable Vote (STV)

- (used in Ireland, Australia, New Zealand, Maine, San Francisco, Cambridge)
- $m - 1$ rounds: In each round, alternative with least plurality votes is eliminated
- Alternative left is the winner

Who's the winner?

Voter ID	1	2	3	4	5
Ranking	a	d	b	a	b
	b	b	c	b	d
	d	c	a	d	a
	c	a	d	c	c

Tie Breaking

Commonly used tie breaking rules include

- Borda count
- Having the most votes in the first round
- …

Let's vote for candies!

On your own, rank your favorite candies

- M&Ms
- Snickers
- Milky Way
- Kit Kat
- Skittles

Compute the Plurality, Borda, STV winners in your group (you may need to choose a tie-breaking rule)

Representation of Preference Profile

Identity of voters does not matter

Only record how many voters has a preference

22 voters	30 voters	42 voters
M&Ms	Milky Way	Kit Kat
Snickers	M&Ms	M&Ms
Milky Way	Kit Kat	Skittles
Kit Kat	Skittles	Snickers
Skittles	Snickers	Milky Way

Social Choice Axioms

How do we choose among different voting rules? What are the desirable properties?

Majority consistency

Majority consistency: Given a voting rule that satisfies Majority Consistency, if a majority of voters (> 50% of voters) rank alternative x first, then x should be the final winner.

Piazza Poll 1

Which rules are NOT majority consistent?

A. Plurality: Each voter give one point to top alternative

B. Borda count: Each voter awards $m - k$ points to alternative ranked k^{th}

C. Plurality with runoff: Pairwise election between two alternatives with highest plurality scores

D. STV: In each round, alternative with least plurality votes is eliminated

E. None

Condorcet Consistency

Recall: x beats y in a pairwise election if majority of voters prefer x to y

Condorcet winner is the alternative that beats every other alternative in pairwise election

Does a Condorcet winner always exist?

Condorcet paradox = cycle in majority preferences

Voter ID	1	2	3
Ranking over alternatives (first row is the most preferred)	a	c	b
	b	a	c
	c	b	a

Condorcet Consistency

Condorcet consistency: A voting rule satisfies majority consistency should select a Condorcet Winner as the final winner if one exists.

Which of the introduced voting rules (Plurality, Borda count, Plurality with runoff, STV) are Condorcet consistent?

Piazza Poll 2

Which rules ARE Condorcet consistent?

A. Plurality: Each voter give one point to top alternative
B. Borda count: Each voter awards $m - k$ points to alternative ranked k^{th}
C. Plurality with runoff: Pairwise election between two alternatives with highest plurality scores
D. STV: In each round, alternative with least plurality votes is eliminated
E. None

Condorcet Consistency

Winner under different voting rules in this example

- Plurality:
- Borda:
- Plurality with runoff:
- STV:
- Condorcet winner:

33 voters	16 voters	3 voter	8 voters	18 voters	22 voters
a	b	c	c	d	e
b	d	d	e	e	c
c	c	b	b	c	b
d	e	a	d	b	d
e	a	e	a	a	a

Strategy-Proofness

Using Borda Count

Who is the winner?

Voter ID	1	2	3	$m-k$
Ranking over alternatives (first row is the most preferred)	b	b	a	3
	a	a	b	2
	c	c	c	1
	d	d	d	0

Who is the winner now?

Voter ID	1	2	3	$m-k$
Ranking over alternatives (first row is the most preferred)	b	b	a	3
	a	a	c	2
	c	c	d	1
	d	d	b	0

Strategy-Proofness

A single voter can manipulate the outcome!

Voter ID	1	2	3	$m-k$
Ranking over alternatives (first row is the most preferred)	b	b	a	3
	a	a	b	2
	c	c	c	1
	d	d	d	0

b: 2*3+1*2=8
a: 2*2+1*3=7

b is the winner

Voter ID	1	2	3	$m-k$
Ranking over alternatives (first row is the most preferred)	b	b	a	3
	a	a	c	2
	c	c	d	1
	d	d	b	0

b: 2*3+1*0=6
a: 2*2+1*3=7

a is the winner

Strategy-Proofness

A voting rule is strategyproof (SP) if a voter can never benefit from lying about his preferences (regardless of what other voters do)

- Benefit: a more preferred alternative is selected as winner

Do not lie: b is the winner

Voter ID	1	2	3
Ranking	b	b	a
	a	a	b
	c	c	c
	d	d	d

Lie: a is the winner

Voter ID	1	2	3
Ranking	b	b	a
	a	a	c
	c	c	d
	d	d	b

If a voter's preference is a>b>c, c will be selected w/o lying, and b will be selected w/ lying, then the voter still benefits

Piazza Poll 3

Which of the introduced voting rules are strategyproof?

A. Plurality: Each voter give one point to top alternative

B. Borda count: Each voter awards $m - k$ points to alternative ranked k^{th}

C. Plurality with runoff: Pairwise election between two alternatives with highest plurality scores

D. STV: In each round, alternative with least plurality votes is eliminated

E. None

Greedy Algorithm for f −Manipulation

Given voting rule f and preference profile of $n-1$ voters, how can the last voter report preference to let a specific alternative y *uniquely* win (no tie breaking)?

Greedy algorithm for f −Manipulation

Rank y in the first place
While there are unranked alternatives
    If $\exists x$ that can be placed in the next spot without preventing y from winning
        place this alternative in the next spot
    else
        return false
return true (with final ranking)

Correctness proved (Bartholdi et al., 1989)

Greedy Algorithm for f −Manipulation

Example with Borda count voting rule

Voter ID	1	2	3
Ranking over alternatives (first row is the most preferred)	b	b	a
	a	a	
	c	c	
	d	d	

Other Properties

A voting rule is dictatorial if there is a voter who always gets their most preferred alternative

A voting rule is constant if the same alternative is always chosen (regardless of the stated preferences)

A voting rule is onto if any alternative can win, for some set of stated preferences

Which of the introduced voting rules (Plurality, Borda count, Plurality with runoff, STV) are dictatorial, constant or onto?

Results in Social Choice Theory

Constant functions and dictatorships are SP Why?

Theorem (Gibbard-Satterthwaite): If $m \geq 3$, then any voting rule that is SP and onto is dictatorial

- Any voting rule that is onto and nondictatorial is manipulable
- It is impossible to have a voting rule that is strategyproof, onto, and nondictatorial