## Multi-Issue Elections: A New Hope? Framework and Initial experiments

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#### • toy example: choose a unique menu

- first course: soup, salad, paté
- main course: vegetarian, beef, chicken, fish
- dessert: cheese, cake, ice cream
- wine: light red, strong red, white, sparkling
- → number of possible menus quickly becomes large!
- during an election in the US, many times voters also vote for many referenda (questions, elect judges, etc)
- the number of candidates is exponential and it may be difficult to elect a winner

#### Voting in Combinatorial domains

starter	main dish	wine	
salad s	veal v	red r	
oyster $\circ$	truit t	white w	

voter 1: svr ≻ svw ≻ ovw ~ stw ≻ str ~ ovr ≻ otw ≻ otr voter 2: ovw ≻ svr ~ otw ≻ stw ≻ otr ~ ovr ~ str ~ svw voter 3: stw ≻ svr ~ otw ≻ ovw ≻ otr ~ ovr ~ str ~ svw

- **plurality**: due to the large number of candidates, each candidate may receive few votes, the tie-breaking rule will play an important role.
- **Borda**: need to rank all candidates, which is costly for large number of issues.
- **voting issue-by-issue**: may have paradoxical outcomes, e.g., may elect a winner that is bad for every voters. Also, may not be clear how to vote.

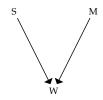
#### Preferential Dependencies

We say that issue *X* depends on issue *Y* if there exists a situation where you need to know the value of *Y* for telling which value for *X* should be weakly preferred.

Definition (Preferential dependencies)

Issue  $i \in \mathcal{I}$  is **preferentially dependent** on issue  $j \in \mathcal{I}$  given preference relation  $\succeq$ , if there exist values  $x, x' \in D_i, y, y' \in D_j$ , and a vector of values  $\vec{z} \in \mathcal{D}[\mathcal{I} \setminus \{i, j\}]$  for the remaining domains such that  $x.y.\vec{z} \succeq x'.y.\vec{z}$  but  $x.y'.\vec{z} \succeq x'.y'.\vec{z}$ .

The Dependency Graphs of voter 1:



 $svr \succ svw \succ ovw \sim stw \succ str \sim ovr \succ otw \succ otr$ 

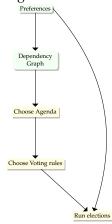
#### Approach: Sequential Voting with Complex Agendas

An approach to designing voting procedures for multi-issue elections:

1 Elicit some basic information from the voters (here: everyone's *dependency graph* over the issues at stake).

2 Choose an *agenda* (which issues to vote on together in local elections + order of local elections), based on dependencies.

**3** Choose a *local voting procedure* for each local election.



All procedures given below map a profile of dependency graphs into a single collective dependency graph:  $F : DG(\mathfrak{I})^{\mathcal{N}} \to DG(\mathfrak{I})$ . We can then *condense* the collective graph to get a meta-agenda.

- Majority aggregation: include edge if a majority of voters do
- *Quota-based aggregation:* include edge if  $\ge q\%$  of voters do
- Canonical aggregation: take the union of the input graphs
- *Distance-based aggregation:* choose a graph that is closest to the input profile, for a given metric (e.g., sum of Hamming distances)
- *Constraint-based aggregation:* choose a graph with clusters ≤ ℓ that generates ≤ k dependency violations (there a several ways of counting violations: sum of all violations; no. of voter/election pairs where the voter experiences at least one uncertainty; ...)

We can apply the axiomatic method to the study of MACFs. For example, *quota-based procedures* satisfy all of these axioms:

- Anonymity: symmetry wrt. input graphs
- *Dependency-neutrality:* for dependencies (*a*,*b*) and (*a'*,*b'*), if each voter accepts both or neither, then so does the meta-agenda
- *Reinforcement:* if the intersection *S* of sets of meta-agendas for two subelectorates is  $\neq \emptyset$ , then *S* is the outcome for their union

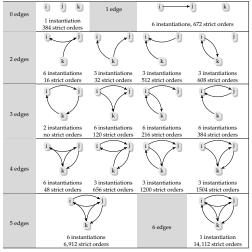
For *distance-based procedures*, some axiomatic properties are inherited from properties of the distances chosen:

- Any MACF defined in terms of a *neutral* distance (= invariant under renaming of vertices) on graphs is *dependency-neutral*.
- Any MACF defined in terms of a *symmetric* operator for extending distances between pairs of graphs to a distance between a graph and a set of graphs is *anonymous*.

... but one weird voter seems enough to force a single election with all issues!

if an oracle could tell us that the voter is not pivotal, we could use the voting protocol.

#### Lesson from linear orders with 3 issues



- a small proportion of strict linear orders have an acyclic dependency graph (6,864 preferences, i.e. 17.02% of all strict linear orders)
- 3080 different strict linear orders that are compatible with issue-by-issue voting, 7.64% of all possible strict linear orders.

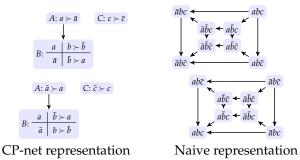
# Likelihood that the dependency graph of a given strict preference order is the full graph

# of issues		3	4	5
proportion of s.o. with full graph	$\frac{1}{3}$	$\frac{7}{20}$	0.578	0.9345

The impartial culture assumption is quite restrictive

If this assumption is realistic, sequential voting will not be a good solution and the voters need to pay a high cost to elicit the preferences.

### Working with pre-orders



- **for Borda**: the score of a candidate as the number of candidates she dominates.
- two agendas compatible with the dependencies of all the voters can elect different winners!
  {*A*} ▷ {*B*} ▷ {*C*}: winner is decided by tie-breaking rule, e.g., *āb̄c̄* if the tie-breaking rule chooses *ā* over *a*, *b̄* over *b* and *c̄* over *c*.
  {*A*, *B*, *C*} tie between *abc* and *āb̄c*

If the preferential dependency is violated, a voter is **uncertain** about his preference. We consider these three basic behaviours:

- abstain a voter can decide not to vote for that election
- **optimistic** a voter vote as if the best outcome is selected (wishful thinking).
- **pessimistic** a voter vote as if the worse outcome is selected.

optimistic and pessimistic are easy to compute if the CP-net is acyclic. If it is cyclic, it becomes hard.

data generation:

**Assumption 1**: there exists a "true" dependency graph  $G_o$  and some voters make mistake.

• add an edge to  $G_o$  with probability  $r_1$ 

• remove an edge from  $G_0$  with probability  $r_2$ 

Then, generate random CP-tables that respect the dependencies.

**Assumption 2**: voters can rank up to 8 candidates

(i.e. voters can vote on combinaison of 3 issues at most).

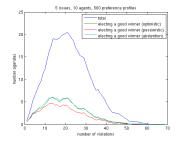
experiments with  $|\mathcal{I}| = 5$  binary issues,  $|\mathcal{N}| = 10$  voters, average over 500 preference profiles.

In 28% of the preference profiles generated, the largest election of the canonical agenda is less than 3, hence it produces a legitimate winner.

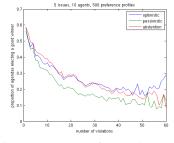
For the remaining profiles, we generate all possible agendas with election size no larger than **3** issues.

- about half the candidates can be elected
- a "legitimate winner" is elected is about 29% of the agendas (22% with pessimistic, 29% with optimistic and abstain)
- → 49% a "legitimate winner" is elected
  - if we select an agenda minimizing the number of violations, a "legitimate winner" is elected 65% of the time.

#### Results with acyclic dependency graphs



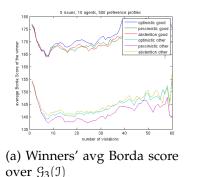
(a) number of agendas

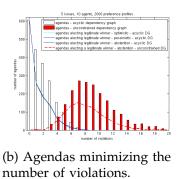


# (b) proportion of agendas electing a legitimate winner

### Results with acyclic dependency graphs

### Quality of the winners





- **none** of the canonical agendas is in  $\mathcal{G}_3(\mathcal{I})$
- a legitimate winner was elected in 28.3% over all agendas in  $\mathcal{G}_3(\mathfrak{I})$
- if we concentrate on agenda that minimize the number of violations, a "legitimate winner" is elected in about 49% of the time

- we need some real data, at least check with other types of data
- test with larger number of issues
- compute a likelihood of being pivotal given the dependency graph of the voters

#### current work:

- check if we can solve more profiles if we check the results a posteriori (a voter could cast a ballot indicating his preferential dependencies for the issues at stake).
- estimate/compute likelihood of electing a legitimate winner