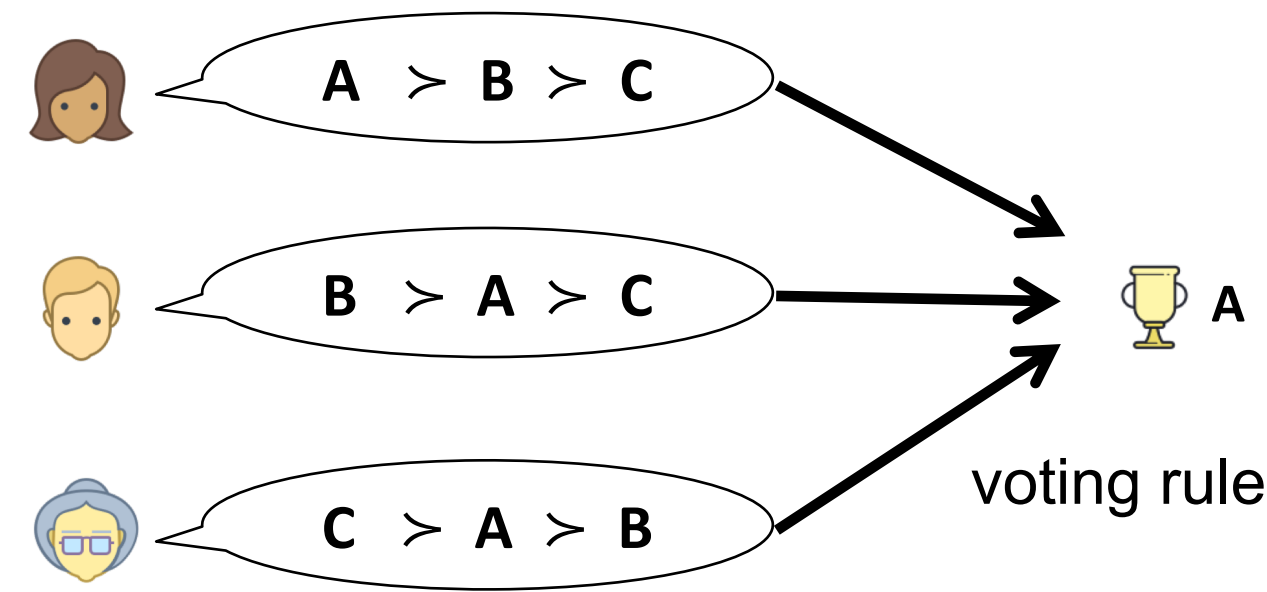
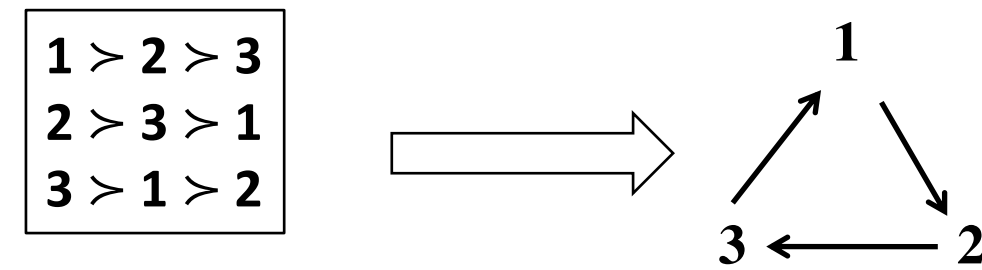


## Social Choice

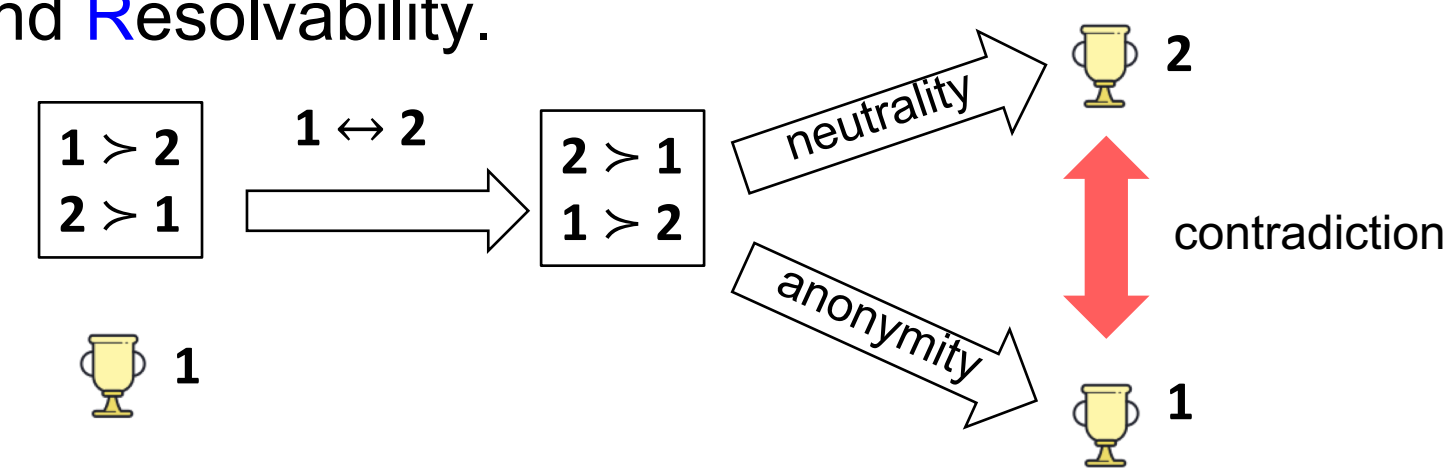


## Impossibilities as Worst Case Analysis

➤ **Condorcet's Paradox:** Pairwise majority is not always transitive.



➤ **ANR Impossibility:** No voting rule satisfies Anonymity, Neutrality, and Resolvability.



➤ Arrow's, Gibbard-Satterthwaite, etc.

## Too Many Impossibilities

The force and widespread presence of impossibility results generated a consolidated sense of pessimism, and this became a dominant theme in welfare economics and social choice theory in general

--Amartya Sen. The possibility of social choice. Nobel Prize Lecture & AER. 1999.

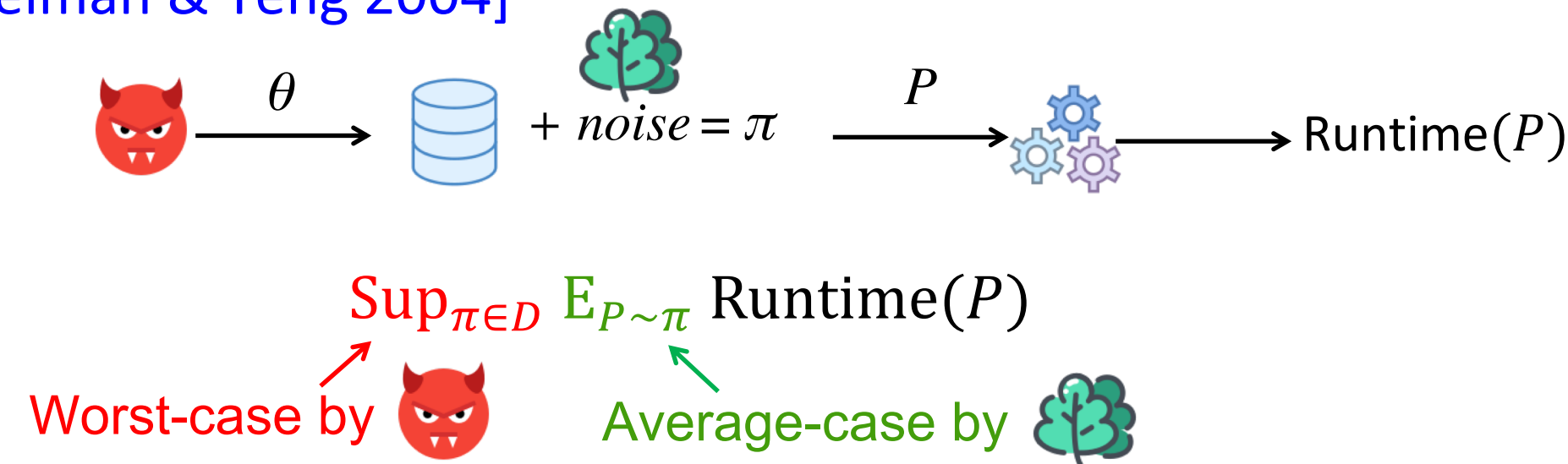
## Circumventing the impossibilities

	Social Choice	Computer Science
Worst-case	Impossibilities	NP-hardness, O notation $\text{Sup}_P \text{Runtime}(P)$
Domain restrictions	Single-peaked preferences ☹️ restrictive [Lackner'17]	2-SAT ☹️ restrictive
Average-case	$\text{Pr}_{P \sim \pi}$ (impossibility) • $\pi$ : i.i.d., e.g. Impartial Culture ☹️ unrealistic [Mulligan & Hunter 03]	Average runtime $E_{P \sim \pi} \text{Runtime}(P)$ ☹️ unrealistic
Smoothed analysis	<b>This paper*</b>	Spielman & Teng 04 Worst average-case

\* A position paper [Baumeister, Högrebe, Rothe AAMAS-20 blue sky ideas track] independently proposed to study smoothed computational problems in voting, voting paradoxes, and ties, but no technical result was obtained.

## Smoothed (Complexity) Analysis

[Spielman & Teng 2004]



"an important step forward in meeting the grand challenge of developing means for predicting the performance of algorithms and heuristics on *real* data and on *real* computers.

-----2008 Gödel Prize announcement

## Smoothed Social Choice

➤ **Per-profile property X.**  $S_X: (r, \text{profile}) \rightarrow \{0, 1\}$  s.t.

$$r \text{ satisfies } X \Leftrightarrow \text{Inf}_P S_X(r, P) = 1$$

➤ **Examples**

- $S_{\text{NCC}}(P) = 1$ :  $P$  does not contain a Condorcet cycle
- $S_{\text{-ANR}}(r, P) = 1$ :  $\forall$  permutation  $\eta$  over voters,  $r(\eta(P)) = r(P)$ ,  $\forall$  permutation  $\sigma$  over alternatives,  $r(\sigma(P)) = \sigma(r(P))$ , and  $|r(P)| = 1$

➤ **Smoothed social choice framework.** Given

- a per-profile property  $X$  described by  $S_X$ , and
- a set of distributions  $D$  over profiles

The **smoothed satisfaction** of  $r$

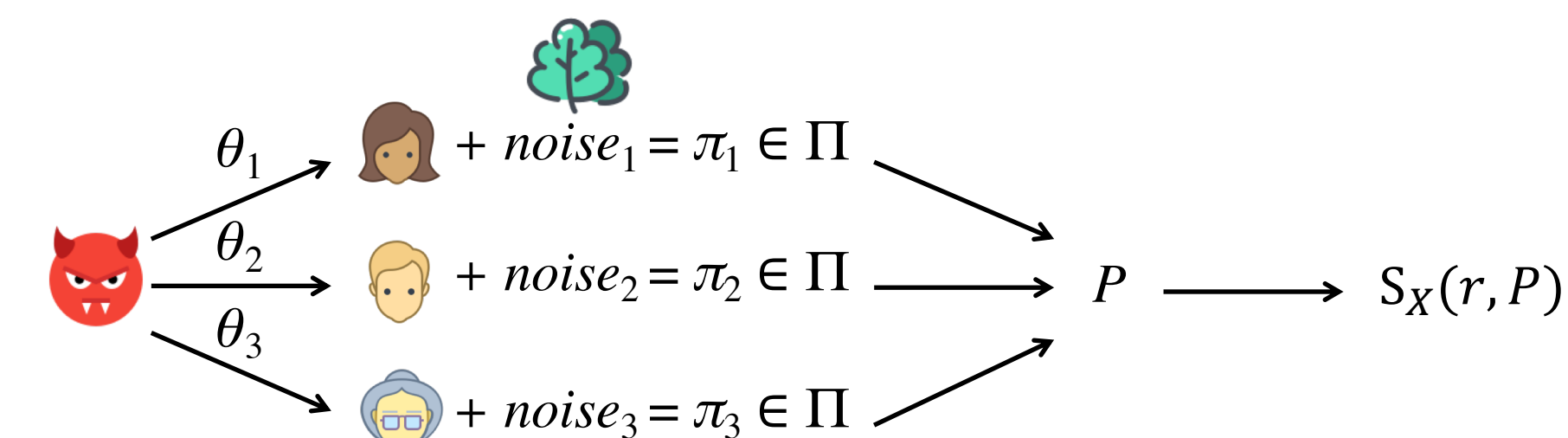
$$\tilde{S}_X(r, D) = \text{Inf}_{\pi \in D} E_{P \sim \pi} S_X(r, P)$$



## Assumptions in This Paper

➤  $D = \Pi^n$

- $\Pi$ : a set of distributions over votes for a single agent
  - each agent's "ground truth" preferences
  - strictly positive, closed



- Arbitrarily correlated ground truth, independent noises

## Message: Impossibilities can vanish fast

➤ Question: When?

## Our Work: Smoothed Condorcet

☺️ **Smoothed avoidance:** if **CONDITION** holds, vanishes exp fast

$$\tilde{S}_{\text{NCC}}(\Pi^n) = 1 - \exp(-\Omega(n))$$

☹️ **Smoothed paradox:** otherwise, does not vanish

$$\tilde{S}_{\text{NCC}}(\Pi^n) = 1 - \Omega(1) \text{ for infinitely many } n$$

- **CONDITION:**  $\forall \pi \in \text{CH}(\Pi)$ ,  $\text{UMG}(\pi)$  has no weak Condorcet cycle

convex hull  $\swarrow$  unweighted majority graph

## Our Work: Smoothed ANR Dichotomy

☺️ **Smoothed possibility:** ANR can be avoided by some rule  $r$

$$\tilde{S}_{\text{-ANR}}(r, \Pi^n) = \begin{cases} 1 - O(\text{poly}(n)) \\ 1 - \exp(-\Omega(n)) \end{cases}$$

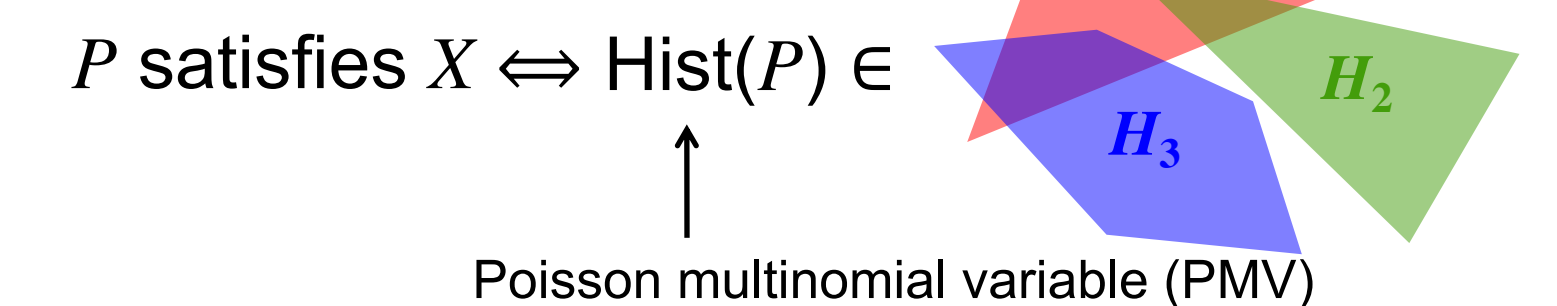
☹️ **Smoothed impossibility:** no resolute rule can do better

☺️ **A new easy-to-compute tie-breaking mechanism**

- Most-Popular-Singleton-Ranking (MPSR) tie-breaking.
- better than lexicographic or fixed-agent tie-breaking w.r.t.  $\tilde{S}_{\text{-ANR}}$

## Proof Techniques

➤ Given  $X$



➤ Given  $\vec{\pi} \in \Pi^n$ ,

$$\max\{\Pr(\text{Hist}(P) \in H_1), \Pr(\text{Hist}(P) \in H_2), \Pr(\text{Hist}(P) \in H_3)\} \leq \Pr_{P \sim \vec{\pi}}(P \text{ satisfies } X) \leq \Pr(\text{Hist}(P) \in H_1) + \Pr(\text{Hist}(P) \in H_2) + \Pr(\text{Hist}(P) \in H_3)$$

**Dichotomy theorem:** smoothed  $\Pr(\text{PMV in a polyhedron})$

## Future Work: Smoothed Social Choice

- Other axioms, properties, impossibilities
- Other problems: judgement aggregation, distortion, matching, resource allocation, etc.

