

*Casting the lot puts an end to disputes and decides between powerful contenders.*

— Solomon, Proverbs 18:18

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# Fishburn's Maximal Lotteries

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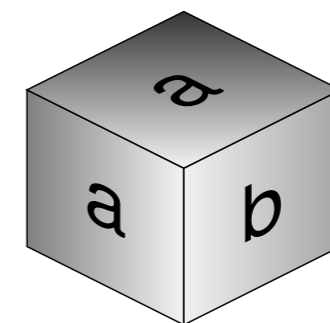
Felix Brandt

Workshop on Decision Making and Contest Theory  
Ein Gedi, January 2017

# Probabilistic Social Choice

- ▶ Voters have complete and transitive **preference relations**  $\succsim_i$  over a finite set of alternatives  $A$ .
- ▶ A **social decision scheme**  $f$  maps a preference profile  $(\succsim_1, \dots, \succsim_n)$  to a lottery  $\Delta(A)$ .
  - ▶ randomization or other means of tie-breaking are inevitable when insisting on anonymity and neutrality.
  - ▶ first studied by Zeckhauser (1969), Fishburn (1972), Intriligator (1973), Nitzan (1975), and Gibbard (1977)

<b>1</b>	<b>1</b>	<b>1</b>
$a$	$b$	$a$
$b$	$a$	$c$
$c$	$c$	$b$





Germain Kreweras

# Maximal Lotteries



Peter C. Fishburn

- ▶ Kreweras (1965) and Fishburn (1984)
  - ▶ rediscovered by Laffond et al. (1993), Felsenthal and Machover (1992), Fisher and Ryan (1995), Rivest and Shen (2010)
- ▶ Let  $(M_{x,y})$  be the **majority margin matrix**, i.e.,  
 $M_{x,y} = |\{i : x \succ_i y\}| - |\{i : y \succ_i x\}|.$
- ▶  $M$  admits a (weak) **Condorcet winner** if  $M$  contains a non-negative row, i.e., there is a standard unit vector  $v$  such that  $v^T M \geq 0.$

$$\begin{array}{ccc} 1 & 1 & 1 \\ \hline a & b & c \\ b & a & a \\ c & c & b \end{array} \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}^T \begin{array}{ccc} a & b & c \\ a & \begin{pmatrix} 0 & 1 & 1 \\ -1 & 0 & 1 \\ -1 & -1 & 0 \end{pmatrix} & \\ b & & \\ c & & \end{array} = (0 \quad 1 \quad 1) \geq 0$$





Germain Kreweras

# Maximal Lotteries



Peter C. Fishburn

$$\begin{array}{ccc}
 1 & 1 & 1 \\
 \hline
 a & b & c \\
 b & a & a \\
 c & c & b
 \end{array}
 \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}^T
 \begin{array}{ccc}
 & a & b & c \\
 a & \begin{pmatrix} 0 & 1 & 1 \end{pmatrix} \\
 b & \begin{pmatrix} -1 & 0 & 1 \end{pmatrix} \\
 c & \begin{pmatrix} -1 & -1 & 0 \end{pmatrix}
 \end{array}
 = (0 \quad 1 \quad 1) \geq 0$$

- ▶ A lottery  $p$  is **maximal** if  $p^T M \geq 0$ .
  - ▶ **randomized Condorcet winner**
  - ▶  $p$  is “at least as good” as any other lottery
  - ▶ bilinear expected majority margin  $p^T M q \geq 0$  for all  $q \in \Delta(A)$

$$\begin{array}{ccc}
 1 & 1 & 1 \\
 \hline
 a & b & c \\
 b & c & a \\
 c & a & b
 \end{array}
 \begin{pmatrix} 1/3 \\ 1/3 \\ 1/3 \end{pmatrix}^T
 \begin{array}{ccc}
 & a & b & c \\
 a & \begin{pmatrix} 0 & 1 & -1 \end{pmatrix} \\
 b & \begin{pmatrix} -1 & 0 & 1 \end{pmatrix} \\
 c & \begin{pmatrix} 1 & -1 & 0 \end{pmatrix}
 \end{array}
 = (0 \quad 0 \quad 0) \geq 0$$





Germain Kreweras

# Maximal Lotteries



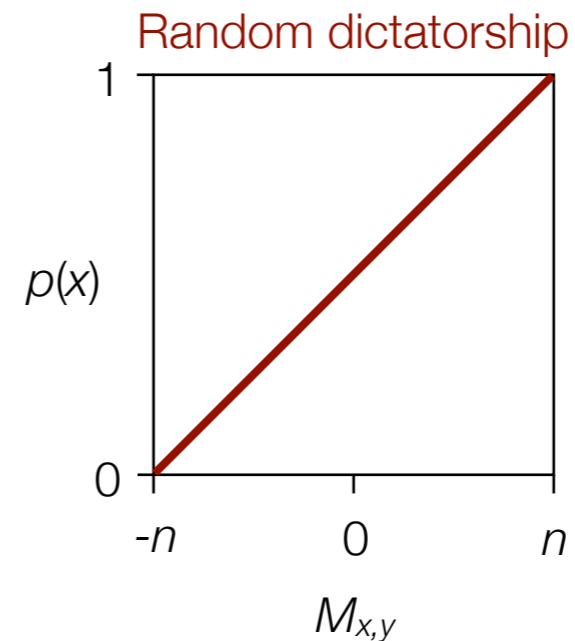
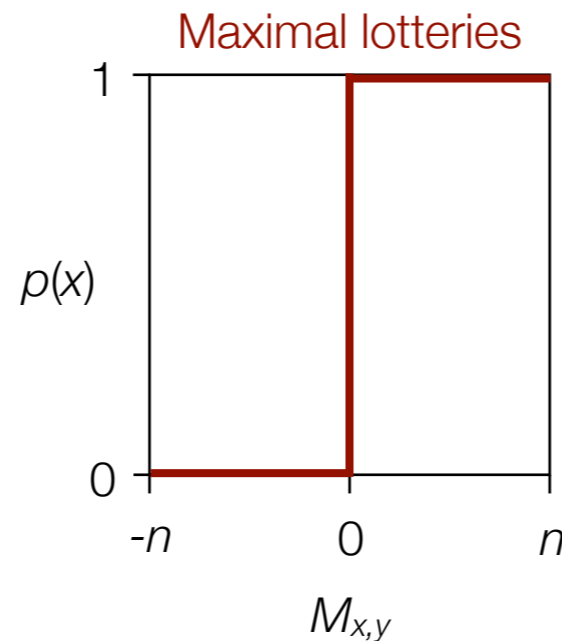
Peter C. Fishburn

- ▶ always **exist** due to Minimax Theorem (v. Neumann, 1928)
- ▶ almost always **unique**
  - ▶ set of profiles with multiple maximal lotteries has measure zero
  - ▶ always unique for odd number of voters with strict preferences (Laffond et al., 1997)
- ▶ **do not require** asymmetry, completeness, or even transitivity of individual preferences
- ▶ can be **efficiently computed** via linear programming
- ▶ known as **popular mixed matchings** in assignment (aka house allocation) domain (Kavitha et al., 2011)



# Examples

- ▶ Two alternatives



- ▶  $M$  can be interpreted as a symmetric zero-sum game.
  - ▶ Maximal lotteries are **mixed minimax strategies**.

	<b>2</b>	<b>2</b>	<b>1</b>
	<i>a</i>	<i>b</i>	<i>c</i>
<i>a</i>	<i>b</i>	<i>c</i>	<i>a</i>
<i>b</i>	<i>c</i>	<i>a</i>	<i>b</i>
<i>c</i>	<i>a</i>	<i>b</i>	<i>c</i>

	<i>a</i>	<i>b</i>	<i>c</i>
<i>a</i>	0	1	-1
<i>b</i>	-1	0	3
<i>c</i>	1	-3	0

- ▶ The unique maximal lottery is  $\frac{3}{5} a + \frac{1}{5} b + \frac{1}{5} c$ .



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**Maximal Lotteries**

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**Random Serial Dictatorship**

**Borda's Rule**

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population-consistency

agenda-consistency

cloning-consistency

Condorcet-consistency

(SD-) strategyproofness

(ST-) group-strategyproofness

(SD-) participation

(SD-) efficiency

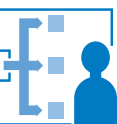
efficient computability

randomness

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	Maximal Lotteries	Random Serial Dictatorship	Borda's Rule
population-consistency	✓	only for strict prefs	✓
agenda-consistency	✓	✓	—
cloning-consistency	✓ even composition-consistency	✓	—
Condorcet-consistency	✓	—	—
(SD-) strategyproofness	—	✓ even strongly	—
(ST-) group-strategyproofness	✓	✓	—
(SD-) participation	✓ even PC-group-participation	✓ even very strongly	✓
(SD-) efficiency	✓	only for strict prefs otherwise only <i>ex post</i>	✓
efficient computability	✓	#P-complete in P for strict prefs	✓
randomness	<i>some</i>	<i>a lot</i>	<i>very little</i>





# Population-Consistency



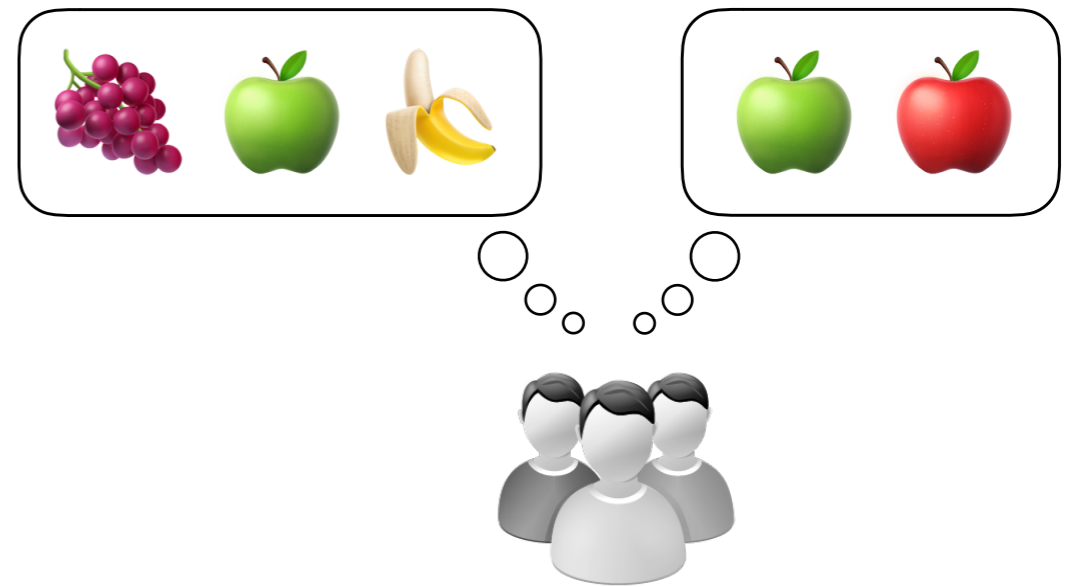
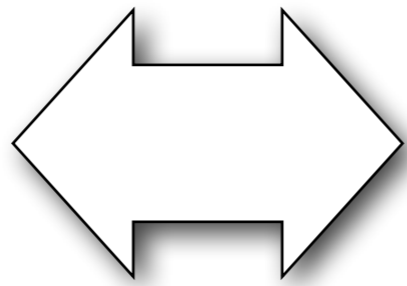
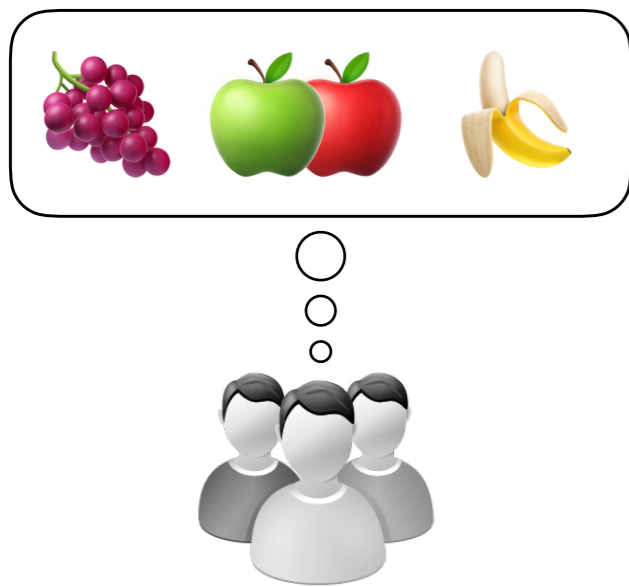
Whenever two disjoint electorates agree on a lottery, this lottery should also be chosen by the union of both electorates.

<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>
<i>a</i>	<i>b</i>	<i>a</i>	<i>b</i>	<i>a</i>	<i>a</i>	<i>b</i>
<i>b</i>	<i>c</i>	<i>c</i>	<i>c</i>	<i>b</i>	<i>c</i>	<i>c</i>
<i>c</i>	<i>a</i>	<i>b</i>	<i>a</i>	<i>c</i>	<i>b</i>	<i>a</i>
<i>R</i>		<i>S</i>		<i>R ∪ S</i>		
$\frac{1}{2} a + \frac{1}{2} b$		$\frac{1}{2} a + \frac{1}{2} b$		$\frac{1}{2} a + \frac{1}{2} b$		

- ▶ first proposed by Smith (1973), Young (1974), Fine & Fine (1974)
- ▶ also known as “reinforcement” (Moulin, 1988)
- ▶ famously used for the characterization of scoring rules and Kemeny



# Composition-Consistency



# Composition-Consistency

Decomposable preference profiles are treated component-wise.

In particular, alternatives are not affected by the cloning of other alternatives

2	1	3
<i>a</i>	<i>a</i>	<i>b</i>
<i>b'</i>	<i>b</i>	<i>b'</i>
<i>b</i>	<i>b'</i>	<i>a</i>

$R$

$$\frac{1}{2} a + \frac{1}{3} b + \frac{1}{6} b'$$

3	3
<i>a</i>	<i>b</i>
<i>b</i>	<i>a</i>

$R|_A$

$$\frac{1}{2} a + \frac{1}{2} b$$

2	4
<i>b'</i>	<i>b</i>
<i>b</i>	<i>b'</i>

$R|_B$

$$\frac{2}{3} b + \frac{1}{3} b'$$

$A = \{a, b\}$

$B = \{b, b'\}$

- ▶ Laffond, Laslier, and Le Breton (1996)
- ▶ cloning consistency precursors: Arrow and Hurwicz (1972), Maskin (1979), Moulin (1986), Tideman (1987)





Chevalier de Borda

# Non-Probabilistic Social Choice



Marquis de Condorcet

- ▶ All scoring rules satisfy population-consistency.  
(Smith 1973; Young, 1974)
- ▶ No Condorcet extension satisfies population-consistency.  
(Young and Levenglick, 1978)
- ▶ Many Condorcet extensions satisfy composition-consistency. (Laffond et al., 1996)
- ▶ No Pareto-optimal scoring rule satisfies composition-consistency. (Laslier, 1996)
- ▶ **Population-consistency** and **composition-consistency** are incompatible in non-probabilistic social choice. (Brandl et al., 2016)
- ▶ A probabilistic SCF satisfies **population-consistency** and **composition-consistency** iff it returns all **maximal lotteries**.  
(Brandl et al., 2016)



# Agenda Consistency



A lottery should be chosen from two agendas iff it is also chosen in the union of both agendas.

1	1
<i>a</i>	<i>b</i>
<i>d</i>	<i>c</i>
<i>b</i>	<i>d</i>
<i>c</i>	<i>a</i>

*R*

$$\frac{1}{2} a + \frac{1}{2} b$$

1	1
<i>a</i>	<i>b</i>
<i>b</i>	<i>c</i>
<i>c</i>	<i>a</i>

*R*<sub>A</sub>

$$\frac{1}{2} a + \frac{1}{2} b$$

1	1
<i>a</i>	<i>b</i>
<i>d</i>	<i>d</i>
<i>b</i>	<i>a</i>

*R*<sub>B</sub>

$$\frac{1}{2} a + \frac{1}{2} b$$

*A*={*a*,*b*,*c*}

*B*={*a*,*b*,*d*}

- ▶ Sen (1971)'s  $\alpha$  (contraction) and  $\gamma$  (expansion)
- ▶ at the heart of numerous impossibilities (e.g., Blair et al., 1976; Sen, 1977; Kelly, 1978; Schwartz, 1986)



# SD-Participation

No agent can obtain more expected utility (for all vNM representations) by abstaining from an election.

	$a$	$b$	$c$
$a$	0	1	-1
$b$	-1	0	1
$c$	1	-1	0

	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>
$a$	$a$	$a$	$b$	$c$
$c$	$c$	$b$	$c$	$a$
$b$	$b$	$c$	$a$	$b$

$R$

$$\frac{1}{3} a + \frac{1}{3} b + \frac{1}{3} c$$

	<b>1</b>	<b>2</b>	<b>1</b>
$a$	$a$	$b$	$c$
$b$	$b$	$c$	$a$
$c$	$c$	$a$	$b$

$R'$

$$b$$

	$a$	$b$	$c$
$a$	0	0	-2
$b$	0	0	2
$c$	2	-2	0

- ▶ cannot be satisfied by *resolute* Condorcet extensions (Moulin, 1988)
- ▶ satisfied by maximal lotteries



# SD-Efficiency



The expected utility of a voter can only be increased by decreasing the expected utility of another.

- ▶ maximal lotteries are SD-efficient
- ▶ violated by **random serial dictatorship**: there can even be lotteries that give strictly more expected utility to *all* voters!
- ▶ maximal lotteries are social-welfare-maximizing lotteries for canonical skew-symmetric bilinear (SSB) utility functions



# SD-Strategyproofness

No agent can obtain more expected utility (for all vNM representations) by misreporting his preferences.

	$a$	$b$	$c$
$a$	0	1	-1
$b$	-1	0	1
$c$	1	-1	0

	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>
$a$	$a$	$a$	$b$	$c$
$c$	$c$	$b$	$c$	$a$
$b$	$b$	$c$	$a$	$b$

$R$

$$p = \frac{1}{3} a + \frac{1}{3} b + \frac{1}{3} c$$

	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>
$a$	$a$	$a$	$b$	$c$
$b$	$b$	$b$	$c$	$a$
$c$	$c$	$c$	$a$	$b$

$R'$

$$q = \frac{3}{5} a + \frac{1}{5} b + \frac{1}{5} c$$

	$a$	$b$	$c$
$a$	0	1	-1
$b$	-1	0	3
$c$	1	-3	0

- ▶ maximal lotteries are *not* strategyproof with respect to stochastic dominance
  - ▶  $q$  will always yield more expected utility than  $p$





# SD-Strategyproofness (ctd.)

- ▶ Maximal lotteries are SD-strategyproof in all profiles that admit a Condorcet winner (Peyre, 2013) ✓.
- ▶ Maximal lotteries are **group-strategyproof** with respect to the **“sure thing” lottery extension** ✓.
  - ▶ loosely based on Savage’s sure-thing principle
  - ▶ ignore alternatives that receive the same probability in  $p$  and  $q$
  - ▶ all remaining alternatives in the support of  $q$  should be preferred to all remaining alternatives in the support of  $p$ .
- ▶ Almost all randomized versions of classic rules fail to satisfy even this weak notion of strategyproofness
  - ▶ e.g., Borda, Copeland, STV, Kemeny, Dodgson



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