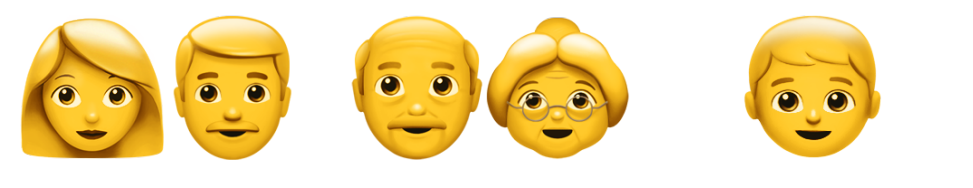


An Analytical and Experimental Comparison of Maximal Lottery Schemes

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Maximal Lottery Schemes

Step 1: Construct the matrix of pairwise majority margins.



a	b	c
b	c	a
c	a	b

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

Step 2: Apply an odd and monotone function τ to the majority margins.

C1-ML: $\tau = \text{sgn}$

	a	b	c
a	0	$\tau(1)$	$\tau(-1)$
b	$\tau(-1)$	0	$\tau(3)$
c	$\tau(1)$	$\tau(-3)$	0

C2-ML: $\tau = \text{id}$

Step 3: Compute maximin strategies (mixed Nash equilibria) of the resulting two-player zero-sum game.

$$C1-ML(R) = \left\{ \frac{1}{3}a + \frac{1}{3}b + \frac{1}{3}c \right\} \quad C2-ML(R) = \left\{ \frac{3}{5}a + \frac{1}{5}b + \frac{1}{5}c \right\}$$

Efficiency & Strategyproofness

A lottery extension extends preferences over alternatives to (possibly incomplete) preferences over lotteries of alternatives.

- Stochastic Dominance (SD):
 $p \succeq^{SD} q$ if and only if $\sum_{y \succeq x} p(y) \geq \sum_{y \succeq x} q(y)$ for all $x \in A$
- Pairwise Comparison (PC):
 $p \succeq^{PC} q$ if and only if $\sum_{x \succeq y} p(x)q(y) \geq \sum_{y \succeq x} p(x)q(y)$

Efficiency: No other lottery is weakly SD-preferred (PC-preferred) by all agents and strictly by one agent.

Strategyproofness: No agent can get an SD-preferred (PC-preferred) lottery by misrepresenting his preferences.

Positive Results

Every C2-ML scheme is PC-efficient.

Every ML scheme is PC-strategyproof in every profile that admits a Condorcet winner.

Negative Results

No ML scheme except C2-ML is SD-efficient.

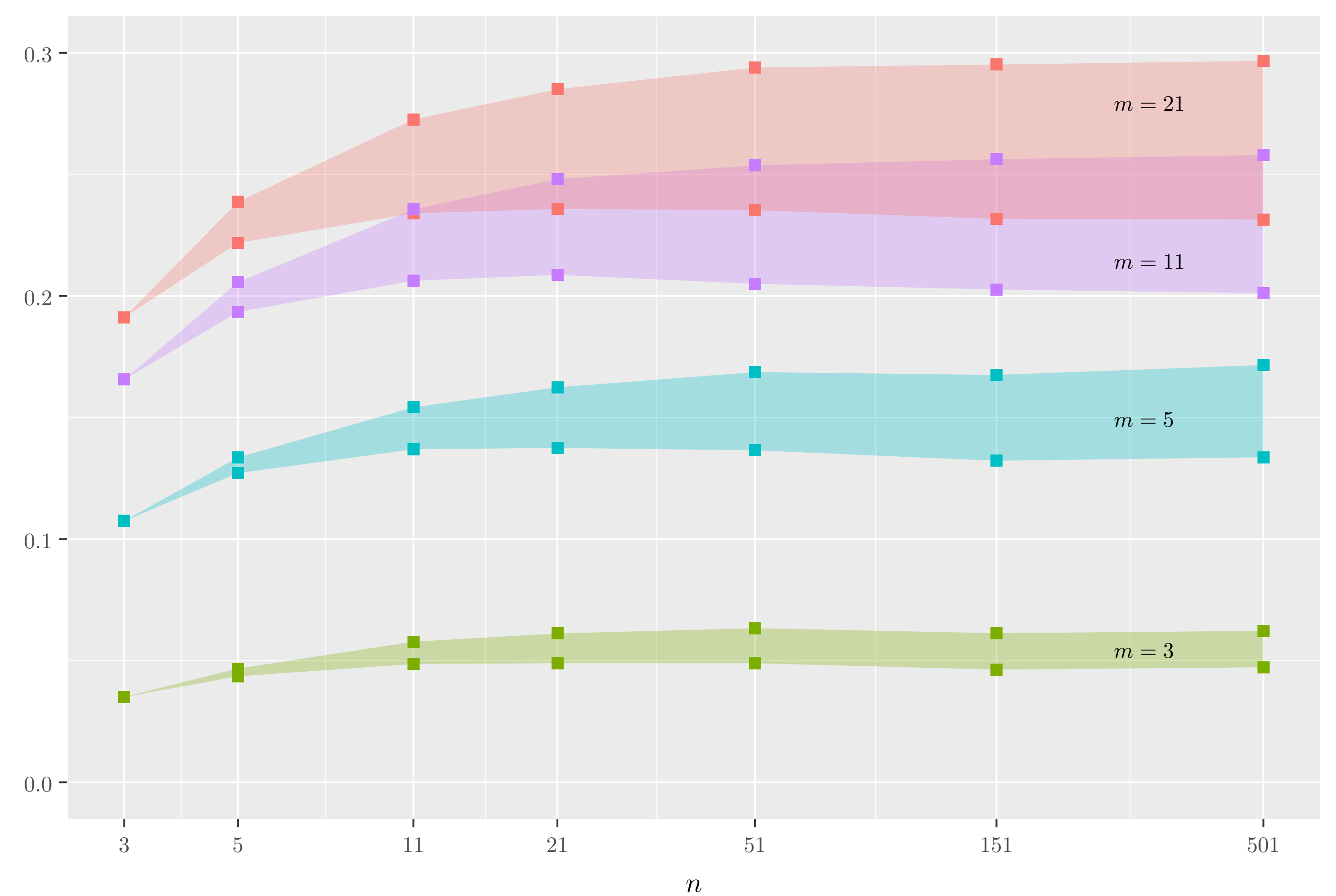
No ML scheme is SD-strategyproof.

Every C2-ML scheme is SD-manipulable in every fully diverse profile that does not admit a weak Condorcet winner.

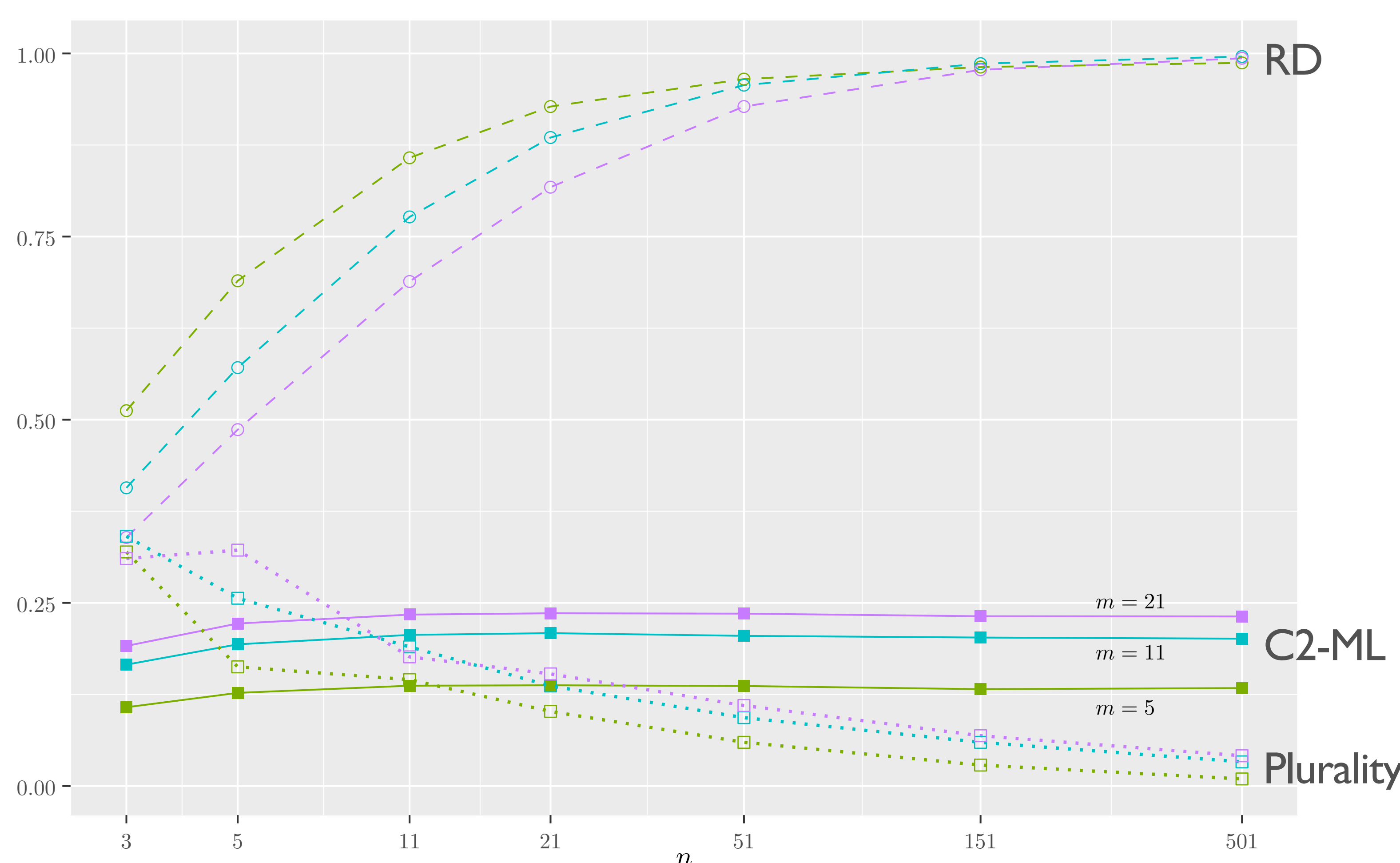
Degree of Randomization



Average support size under IAC (C1-ML vs. C2-ML)



Shannon entropy under IAC (C1-ML vs. C2-ML)



Shannon entropy under IAC (C2-ML vs. Random Dictatorship and Plurality)



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