Connecting Voting Theory and Graph Theory

Karl-Dieter Crisman

Gordon College

Willamette University Math Colloquium, October 13, 2016

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Graphs and Voting

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Rankings and the Permutahedron

Voting for Committees

Even More Graphs - and Conclusion

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Graphs and Voting

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Outline

Introduction

Rankings and the Permutahedron

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Why voting?

Imagine the following hypothetical outcome in a popularity contest:

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28 %	37 %	35%

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(Change a few names to get the Minnesota election for governor in 1998, where radio host, wrestler, and small-town mayor Jesse Ventura won.)

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(You can think of lots of other paradoxes, such as the 2000 US presidential election; that example is closely related to Simpson's paradox.)

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Why graphs?

This can immediately be connected to graphs.

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Why graphs?

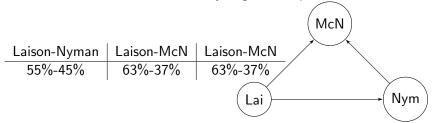
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Recall that a graph is just a set of 'nodes' (or 'vertices') and 'edges', where some nodes are connected by edges. Compare:

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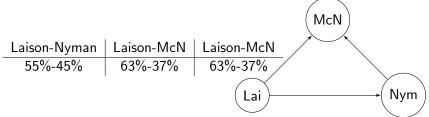


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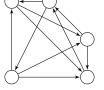
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A more general version of this is a 'tournament graph', which can be analyzed for various paradoxes or results.



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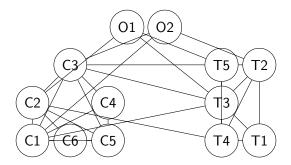
Elections and graphs?

Graphs are useful in many kinds of data analysis, even in the current election, if you know where to look. Think of social media:

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A careful advertiser can exploit that, often, Trump supporters know few Clinton supporters personally, and vice versa.

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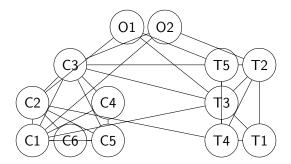
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A careful advertiser can exploit that, often, Trump supporters know few Clinton supporters personally, and vice versa. Bayesian statistical analysis of the polls using graphs may even help Nate Silver predict its outcome ... but I digress!

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Graphs and Voting

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Why really voting and graphs?

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► First, relationships among candidates are important:

In the name of God [the elector should ponder] ... who among all candidates is least qualified... who is next least suitable, and ... continues until he arrives at the best.

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• First, relationships among candidates are important:

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Although he is writing far too early to articulate it mathematically, he also cares about the fairness of the method:

It would not be possible to devise a more righteous, just [method in which] . . . the winner is the one who is judged best by the collective verdict of all.

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Why voting and graphs?

My own feeling is that people have a deep desire in voting systems for:

- Clear relationships among candidates, in both input and output
- ► Well-defined *symmetry* as a proxy for fairness or equity

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Graphs and Voting

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- Clear relationships among candidates, in both input and output
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This talk explores choosing *graphs* as our modeling tool.

- ▶ The choices we care (most) about can be modeled with vertices.
- Relationships (the ones we care about) can be modeled by edges.
- Fairness can be *modeled* by considering the symmetries *of* the graphs.

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This talk will introduce a few examples of this productive approach. But don't worry if you don't get every detail – just try for the *flavor* of graphs in analyzing voting!

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Graphs and Voting

Rankings and the Permutahedron

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Rankings and the Permutahedron

Social Preference Functions

We'll start by putting Cusa's choice procedure into context. Although he was concerned with selecting just one winner, note that he asked the voters to rank *all* the candidates.

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In social choice, there are many frameworks.

- What sort of preference inputs are allowed? (E.g. orders, yes/no, ...)
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If we ask for both input *and* output to be a full ranking, we call a procedure a *social preference functions*. Potential scenarios include:

- ► Electing a *full* slate of officers, with succession, for an organization.
- Setting up a rotating schedule for site visits for inspection.

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We briefly describe two such systems.

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We briefly describe two such systems.

- The *Borda Count* (BC):
 - ▶ With the standard point spectrum of 0 for last up to n − 1 for first, we order candidates in rank of total points, perhaps with ties.
 - As a social preference function, the outcome is all strict orders compatible with the standard weak order given by the point ranking.
 - (This was Cusa's system! Think college football polls.)

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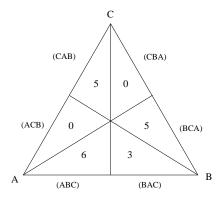
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► The *Kemeny Rule* (KR):

- ► Look at 'pairwise' votes, like A versus B.
- For each possible outcome, check for how many pairwise votes it disagrees with each voter.
- The ranking(s) with the least cumulative disagreement is (are) chosen.

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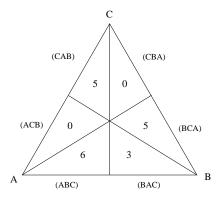
This picture is called the 'representation triangle'.

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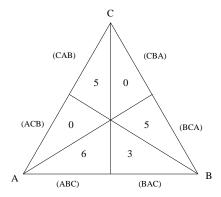
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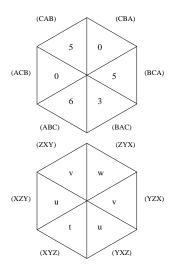
- The Borda count gives the outcome B ≻ A ≻ C, with point totals 22 ≻ 20 ≻ 15.
- We'll just highlight a few Kemeny computations:
 - Note that A ≻ C ≻ B differs in only one pairwise vote from 11 voters, but in all three with 5 voters, totaling 32 points.
 - But A ≻ B ≻ C agrees completely with six voters and disagrees completely with none, in the end totaling 23 points – and this is the eventual winner.

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Rankings and the Permutahedron

Towards Graphs



Where are the graphs? This new picture alludes to them.

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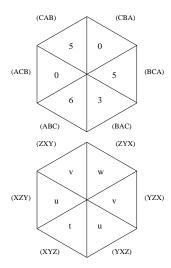
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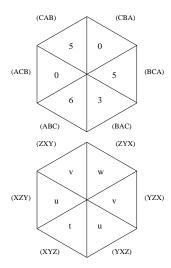
Next, let's define a new type of procedure with some 'weights'. For each *ranking*, we do a dot product of the appropriate rotation of the weight hexagon with the first one. Whichever ranking has the most points, wins. For instance:

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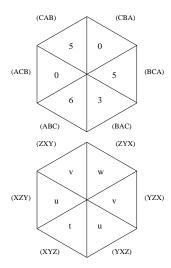
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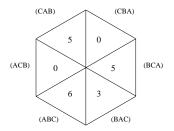
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Neutral Simple Ranking Scoring Functions

I will call these *Neutral Simple Ranking Scoring Functions* (due to Conitzer, Xia, and Zwicker).

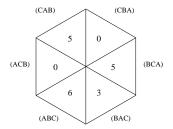


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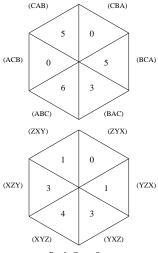
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Neutral Simple Ranking Scoring Functions



Borda Count Setup

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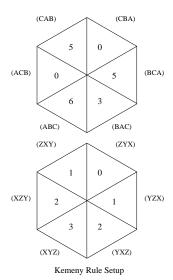
Regular plurality votes (like for president), but also Borda and Kemeny, are examples and can be computed directly this way.

For instance, this set of weights gives the Borda Count, although it's not obvious. As an example, $B \succ A \succ C$ receives

 $4 \cdot 6 + 3 \cdot 0 + 3 \cdot 3 + 1 \cdot 5 + 1 \cdot 5 + 0 \cdot 0 = 43$ points; you may wish to take a moment to verify this is the highest possible score.

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Neutral Simple Ranking Scoring Functions



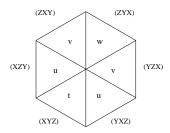
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It's not hard at all to verify that this set of weights gives the Kemeny Rule.

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Notice that I have restricted to weights with a certain symmetry.

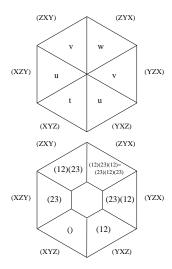
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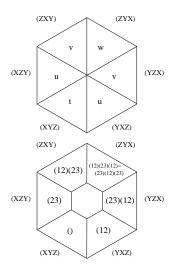
It's precisely the symmetry given by traversing the permutations you need to apply to $X \succ Y \succ Z$ to get the other rankings.

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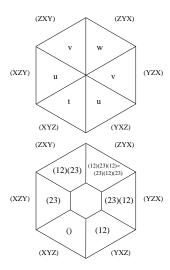


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Indeed, the regular hexagon is the 3-permutahedron – the Cayley graph of the symmetric group with generators $(i \ i + 1)$.

(You can also think of it as requiring that reversing all preferences would lead to a reversal in the outcome.)

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Graphs and Symmetry

We can now use this to discover meaningful voting procedures, by looking at the set of *all symmetries* (the 'automorphism group') of the graph!

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► The set of all possible voter preferences can be regarded as a vector space M = Q^{n!}.

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We can now use this to discover meaningful voting procedures, by looking at the set of *all symmetries* (the 'automorphism group') of the graph!

- ► The set of all possible voter preferences can be regarded as a vector space M = Q^{n!}.
- We decompose this vector space in a 'nice' linear algebra way that keeps the symmetries in mind.

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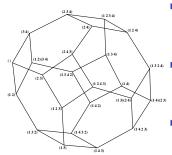
Graphs and Voting

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- Finally, we add voting: we only allow procedures which are 'compatible with head-to-head matchups' in a specific, linear way.
- Borda and Kemeny manage to stick around ...

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The punch line is that, for any n, we can bring the voting in.

- ► Create the permutahedron graph, find its symmetries (S_n × ℤ/2ℤ), and only look at stuff obeying the symmetry.
- Only allow procedures that take head-to-head (pairwise) information into account, if you want.
 - Theorem: If you then only allow procedures that don't ignore this nice information you just gave it, you now get a procedure 'between' the Borda Count and Kemeny Rule, in a linear algebra sense.

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Outline

Introduction

Rankings and the Permutahedron

Voting for Committees

Even More Graphs - and Conclusion

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Graphs and Voting

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Thinking about Committees

Graphs and voting can elucidate a very wide spectrum of topics. Let's switch gears to a very common (and onerous) task maybe you haven't had to do yet – choosing committees.

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We have to start somewhere, so let's make the following assumptions:

- There are *n* candidates, but the committee will be of size k < n.
- Each voter gets to select $j \leq k$ of the candidates.
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Ex: Each voter picks j = 2 candidates, aiming at a k = 3-person committee out of n = 5.

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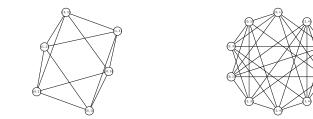
Ex: Each voter picks j = 2 candidates, aiming at a k = 3-person committee out of n = 5.

The Johnson graph is the graph which proves useful for this model.

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The Johnson Graph



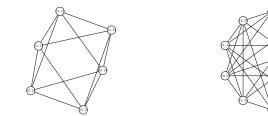
The Johnson graph J(n, j) has:

- ▶ Vertices which are cardinality-*j* subsets of {1, 2, ..., *n*}
- Two vertices joined if the subsets differ in only one element
- Evident connection to votes for a committee in our model

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Note that the graph distance between two vertices v and w is simply the number of candidates differing between the two 'votes'.

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Voting on the Johnson Graph

Fact (Davis, Orrison, Su):

For any set of votes, there is a committee at least $\frac{\binom{k}{j}}{\binom{n}{i}}$ voters approve of.

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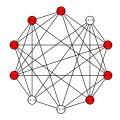
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In order to do so, we introduce a notion of a 'ball' around a given vote.

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Voting on the Johnson Graph

It's easier to see than describe; here is the ball of radius one around $\{0, 1\}$.



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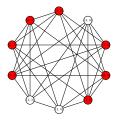
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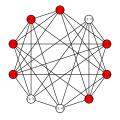
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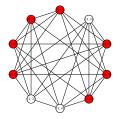


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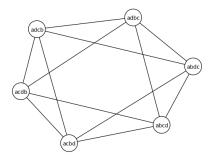
More Voting Questions

Could we attack other questions where we do not have output a single candidate or choice function? Think again of the example of site visits for inspection.

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Over the long term, perhaps the cyclic order is most important. The so-called *cyclic order graph* catalogues these. Here is CO(4).



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Even More Graphs - and Conclusion

Cyclic Order Graphs

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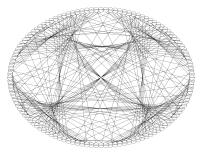
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Let's agree not to construct CO(6) by hand.



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Symmetry of Cyclic Orders

What voting information can we get from these?

- ▶ We assume, just like in the committee and ranking case, that certain minimal changes give an edge. Here, it is one swap in the cycle.
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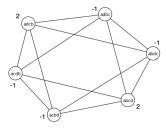
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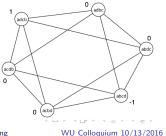
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In CO(4), here are the interesting decompositions, which have definite voting flavor.





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Even More Graphs - and Conclusion

More Graphs

But wait, there's more!

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Even More Graphs - and Conclusion

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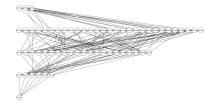
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For n > 5, it turns out this has half as much symmetry; can we get meaningful information about voting on how to sit at the table from it?



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Takeaways and Thanks

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- I'm very thankful to Drs. McNicholas and Nyman for inviting me to speak on something I find fascinating.
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Questions?

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