

Lecture 4: Arrow's Theorem and Related Results

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Caput Logic, Language and Information: Social Software

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First, a proof of Kuhn's Theorem

Subgame Perfect Equilibrium

The subgame of the extensive game with perfect information $G = \langle N, H, P, (\succeq_i) \rangle$ that follows history h is the game

$$G_h = \langle N, H_h, P_n, (\succeq_i^h) \rangle$$

where

- H_h is the set of sequences of h' of actions for which $(h, h') \in H$
 - P_h is defined $P|_h(h') = P(h, h')$ for each $h' \in H_h$
 - \succeq_i^h is define $h' \succeq_i^h h''$ iff $(h, h') \succeq_i (h, h'')$
 - Given a strategy σ , let σ^h denote the history induced on G_h by σ
 - Let O_h denote the outcome function of G_h .
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Subgame Perfect Equilibrium

A strategy profile σ is a subgame perfect equilibrium of a game G if for every $i \in N$ and every nonterminal history h for which $P(h) = i$ we have

$$O_h(\sigma_{-i}^h, \sigma_i^h) \succeq_i^h O_h(\sigma_{-i}^h, \tau_i)$$

for every strategy τ_i of player i in the subgame G_h .

That is, σ^* is a subgame perfect equilibrium if σ^h is a Nash Equilibrium in every subgame of G .

Subgame Perfect Equilibrium

Kuhn's Theorem Every finite extensive game with perfect information has a subgame perfect equilibrium.

Subgame Perfect Equilibrium

An extensive game is a **finite horizon** game if the length of each history is finite.

Lemma (The one deviation property) Let G be a finite horizon extensive game. The strategy profile σ is a subgame perfect equilibrium of G iff for every player $i \in N$ and every history $h \in H$ for which $P(h) = i$ we have

$$O_h(\sigma_{-i}^h, \sigma_i^h) \succeq_i^h O_h(\sigma_{-i}^h, \tau_i)$$

for every strategy τ_i of player i in the subgame G_h that differs from σ_i^h only in the action it prescribes after the initial history of G_h .

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 - Representing **individual** decision makers



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- **Lecture 1:** What is social software?
 - **Goal of the course:** study mathematical tools relevant for the analysis and design of *social procedures*
 - **Lecture 2:** Expected Utility Theorem
 - Representing **individual** decision makers
 - **Lecture 3:** Describing strategic situations (extensive and strategic games)
 - Individual decision makers *interacting*
-

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Many social procedure can be described (very generally) as follows:

1. Allow each agent to represent its personal preference over a set of possible outcomes
 2. Somehow combine this information in order to find a social preference (or select a particular outcome, called the social choice)
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- A Possibility Result: May's Theorem
 - An Impossibility Result: Arrow's Theorem
-

Reminder: Agent Preference

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xI_iy : i is **indifferent** between x and y

xI_iy iff not (xP_iy) and not (yP_ix)

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xP_iy : i prefers x over y

xI_iy : i is indifferent between x and y

xI_iy iff not (xP_iy) and not (yP_ix)

xR_iy : i weakly prefers x over y

xR_iy iff xP_iy or yI_ix

Reminder: Agent Preference

Given a set of agent $A = \{1, \dots, n\}$.

Let \mathcal{P} be the set of all possible preferences (over a set of outcomes X).

A **preference profile** is a vector of preferences $\vec{P} = \langle P_1, \dots, P_n \rangle$.

Let $\vec{\mathcal{P}} = \Pi_{i \in A} \mathcal{P}$ be the set of all possible preference profiles.

A **social welfare function (SWF)** is a function $F : \vec{\mathcal{P}} \rightarrow X$.

A **social welfare relation (SWR)** is a relation $R : \vec{\mathcal{P}} \rightarrow \mathcal{P}$

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- $F : \{-1, 0, 1\}^n \rightarrow \{-1, 0, 1\}$ is a **group decision function**
-

Example: Simple Majority Rule

For $k \in \{-1, 0, 1\}$, let

$$N_k(D_1, \dots, D_n) = |\{i \mid D_i = k\}|$$

Let $\vec{D} = \langle D_1, \dots, D_n \rangle$

F_{maj} is a simple majority decision method iff

$$F_{maj}(\vec{D}) = \begin{cases} -1 & \text{if } N_1(\vec{D}) - N_{-1}(\vec{D}) < 0 \\ 0 & \text{if } N_1(\vec{D}) - N_{-1}(\vec{D}) = 0 \\ 1 & \text{if } N_1(\vec{D}) - N_{-1}(\vec{D}) > 0 \end{cases}$$

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 - **Neutral** if $F(-D_1, \dots, -D_n) = -F(D_1, \dots, D_n)$
 - **Positively Responsive** if $F(D_1, \dots, D_n) = 0$ or 1 , and $D'_i = D_i$ for all $i \neq i_0$, and $D'_{i_0} > D_{i_0}$, then $F(D'_1, \dots, D'_n) = 1$
-

May's Theorem (1952)

Theorem A group decision function is the method of simple majority decision if and only if it is always decisive, symmetric, neutral and positively responsive

Digression: May's Theorem for an infinite population

Assume \mathcal{A} is a **countable** set. Can we prove May's Theorem in this setting?

What is the majority of an infinite set?

All properties of F generalize to the infinite setting except symmetry (Why?).

See (Mark Fey, 2001) and (P and Salame, 2005) for a discussion of majorities of an infinite set.

The General Situation

In May's Theorem, the agents are making a single binary choice between two alternatives.

What about more general situations?

- Agents choose between more than two alternatives.
 - There are multiple interconnected propositions on which simultaneous decisions are to be made.
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-

Arrow's Theorem

Social Choice & Individual Values by Kenneth J. Arrow (1951)

Also,

"Three Brief Proofs of Arrow's Impossibility Theorem." John Geanakoplos. *Economic Theory*, **26**, 2005

Social Choice and The Mathematics of Manipulation by Alan D. Taylor (2005)

Mathematical Methods in Economics and Social Choice by Norman Shofield (2002)

Arrow's Theorem

Let X be a finite set of preferences with *at least three elements*.
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In the present study the objects of choice are social states.

The most precise definition of a social state would be a complete description of the amount of each type of commodity in the hands of each individual, the amount of labor to be supplied by each individual, the amount of each productive resource invested in each type of productive activity ... and the erection of statues to famous men. (Arrow, 1951)

Arrow's Theorem: Unanimity

If each agent ranks x above y , then so does the social welfare function

If for each $i \in A$, $xP_i y$ then $xR(\vec{P})y$

Arrow's Theorem: Independence of Irrelevant Alternatives

The social relative ranking (higher, lower, or indifferent) of two alternatives x and y depends only the relative rankings of x and y for each individual.

$xR(\vec{P})y$ iff $xR(\vec{P}')y$ whenever for each $i \in \mathcal{A}$, $xP_i y$ iff $xP'_i y$.

Arrow's Theorem: Dictatorship

There is an individual $d \in A$ such that the society strictly prefers x over y whenever d strictly prefers x over y .

There is a $d \in A$ such that $xR(\vec{P})y$ whenever xP_dy .

Arrow's Theorem

Theorem (Arrow, 1951) Any social welfare function that respects transitivity, independence of irrelevant alternatives and unanimity is a dictatorship.

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Arrow's Theorem: Proof 2

For a set X , let

$S(X)$ is the set of **strict preference relations** (irreflexive and asymmetric)

$T(X)$ is the set of **strict partial orders** (transitive strict preference)

$O(X)$ is the set of **weak orders** (negatively transitive strict preference)

P is negatively transitive iff $\forall x, y, z ((\neg xPy \wedge \neg yPz) \rightarrow \neg yPx)$

Arrow's Theorem: Decisive Coalition

A set $M \subseteq A$ is **decisive** under R iff for any profile \vec{P} such that xP_iy for all $i \in M$ then $xR(\vec{P})y$.

Let \mathcal{D}_R be the set of all decisive coalitions under the social welfare rule R .

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Lemma If $R : T(X)^n \rightarrow T(X)$ and A, M_1, M_2 all belong to \mathcal{D}_R , then $M_1 \cap M_2 \in \mathcal{D}_R$

Arrow's Theorem: Proof 2

Lemma If $R : T(X)^n \rightarrow T(X)$ and R satisfies the unanimity then \mathcal{D}_R is a filter:

1. If $M_1 \subseteq M_2$ and $M_1 \in \mathcal{D}_R$ then $M_2 \in \mathcal{D}_R$
 2. $A \in \mathcal{D}_R$ and $\emptyset \notin \mathcal{D}_R$
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Lemma If $R : T(X)^n \rightarrow O(X)$ and $A \in \mathcal{D}_R$ and $M \subseteq A$ and $M \notin \mathcal{D}_R$ then $A - M \in \mathcal{D}_R$

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Arrow's Impossibility Theorem If $R : O(X)^n \rightarrow O(X)$ and $A \in \mathcal{D}_R$, with $|A|$ finite, then there exists a $i \in A$ such that $\{i\} \in \mathcal{D}_R$.

Next week: Examples of social procedures (fair division algorithms)

Next² week: Guest Lecture: K. Apt

Next³ week: From reasoning about programs to reasoning about social procedures
