

Voting and Bribing in Single-exponential Time

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Outline

- ▶ Intro to voting and bribery

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- ▶ SWAP BRIBERY in single-exponential time via n -fold IP
- ▶ Extensions

Definitions: Elections

Definition (Elections)

An *election* $E = (C, V)$ consists of a set of *candidates* C ($|C| = m$) and a set of *voters* V ($|V| = n$) who indicate their preferences over the candidates C as total orders.

- ▶ $c \succ_v c'$ if v prefers c before c'
- ▶ $\text{rank}(c, v) = i$ if c ranks as the i^{th} in v 's order

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- ▶ Any candidate with the maximum number of points is the winner.
- ▶ **Examples:** Plurality rule ($\mathbf{s} = (1, 0, \dots, 0)$), d -Approval rule ($\mathbf{s} = (1, \dots, 1, 0, \dots, 0)$ with d ones), Borda rule ($\mathbf{s} = (|C| - 1, |C| - 2, \dots, 1, 0)$).

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Let (C, V) be an election and $\succ_v \in V$ be a voter. For candidates $c, c' \in C$, a *swap* $s = (c, c')_v$ means to exchange the positions of c and c' in \succ_v ; the manipulated order is \succ_v^s .

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- ▶ v 's cost of swaps given by a function $\sigma^v : C \times C \rightarrow \mathbb{Z}$.

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Input: An election $E = (C, V)$, voting rule \mathcal{R} , bribery cost functions σ_v for each $v \in V$, a designated candidate c^*

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(also $S = \{(a, c)_2, (a, c)_4, (b, c)_4\}$)
- ▶ $\Rightarrow c$ wins (C, V^S)

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 - ▶ Challenge #1: Get $f(m)$ from double-exp to single-exp
 - ▶ Challenge #2: Go from unit costs to general costs
- ▶ **Our result:** $m^{O(m^6)} n^3$ with arbitrary costs.

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All previous results use INTEGER LINEAR PROGRAMMING:

$$\min\{\mathbf{c}^\top \mathbf{x} \mid A\mathbf{x} \leq \mathbf{b}, \mathbf{x} \in \mathbb{Z}^k\} .$$

Theorem ([Lenstra 1983])

ILP can be solved in time $k^{O(k)}L$, where $L = \langle A, \mathbf{c}, \mathbf{b} \rangle$.

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- ▶ z_{ij} = number of voters of type i swapped to type j

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- ▶ S_c = score obtained by candidate c

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$$\begin{aligned} \min \quad & \sum_{i,j=1}^{m!} c_{ij} z_{ij} \\ \text{s.t.} \quad & \sum_{j=1}^{m!} z_{ij} = n_i \quad \forall i = 1, \dots, m! \\ & \sum_{i=1}^{m!} z_{ij} = x_j \quad \forall j = 1, \dots, m! \\ & \sum_{p=1}^m \sum_{\substack{j=1, \dots, m! \\ c \text{ is } p^{\text{th}} \text{ in } j}} s_p x_j = S_c \quad \forall c \in C \\ & S_{c^*} \geq S_{c'} \quad \forall c^* \neq c' \in C \end{aligned}$$

Number of variables $O(m!) \Rightarrow$ runtime $m!^{m!} \log(n)$ by Lenstra's algorithm.

New technique: n -Fold Integer Programming

n -Fold Integer Programming:

$$\min \left\{ \mathbf{w}\mathbf{x} : E^{(n)}\mathbf{x} = \mathbf{b}, \mathbf{l} \leq \mathbf{x} \leq \mathbf{u}, \mathbf{x} \in \mathbb{Z}^{nt} \right\},$$

$$E^{(n)} := \begin{pmatrix} D & D & \cdots & D \\ A & 0 & \cdots & 0 \\ 0 & A & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & A \end{pmatrix}$$

Large theory: Graver bases, primal optimization

Theorem ([Hemmecke, Onn, Romanchuk 2011])

n -fold IP can be solved in time $a^{O(rst+st^2)}n^3L$, where

$a = \max\{\|A\|_\infty, \|D\|_\infty\}$, $D \in \mathbb{Z}^{r \times t}$, $A \in \mathbb{Z}^{s \times t}$ and $L = \langle \mathbf{l}, \mathbf{u}, \mathbf{b}, \mathbf{w} \rangle$.

Making sense of n -Fold IP: bricks, constraints, etc.

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n -fold IP formulation

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$$\min \sum_v \sum_{(c,c') \in C^2} \sigma^v(c, c') s_{cc'}^v$$

Locally uniform constraints (for every voter v):

$$\begin{aligned} \text{s.t. } \sum_c x_c^v &= \binom{m+1}{2} \quad \wedge \quad x_c^v \neq_m x_{c'}^v && \forall c \neq c' \\ s_{cc'}^v &= \text{bool}_2(\text{sign}_m(x_c^v - x_{c'}^v) = \text{sign}_m(o_c^v - o_{c'}^v)) && \forall c \neq c' \\ \tau_c^v &= \sum_{k=1}^m s_c^v \text{bool}_m(x_c^v = k) && \forall c \end{aligned}$$

Globally uniform constraints:

$$\sum_{v \in V} \tau_c^{va} < \sum_{v \in V} \tau_{c^*}^{va} \quad \forall c \in C \setminus \{c^*\}$$

Extensions

In fact, we solve many other problems by introducing a “meta-problem” \mathcal{R} -MULTI BRIBERY, which adds

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How: obvious attempts works with one more IP trick (disjunctions).

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