### Beyond Plurality: Truth-Bias in Binary Scoring Rules

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#### Why truth-bias?





#### What's truth-bias?

Each voter gets an  $\varepsilon$  extra utility from being truthful. The  $\varepsilon$  is small enough so that a voter would rather change the winner to someone more to its liking than to be truthful.





### What's the *k*-approval voting rule?

Each voter gives a point to *k* candidates and the rest do not receive any point from the voter.

The candidate with the most points, wins.

When *k*=1, this is **plurality.** When *k*=number of candidates-1, this is **veto.** 







They don't necessarily exist...



Lexicographic tie-breaking rule

They don't necessarily exist...



Lexicographic tie-breaking rule

They don't necessarily exist...



Lexicographic tie-breaking rule

They don't necessarily exist...



### Can we say anything about it?

If an equilibrium is non-truthful:

The winner's score is the same as in the truthful setting.

There is a *threshold candidate*, that would win if the winner lost a point.

All non-truthful voters veto a "runner-up", i.e., candidates one point away from winning.

# **Can we say if candidate** *w* **has an equilibrium where it wins?** No.

Finding if there is an equilibrium in which candidate *w* is the winner in a veto election with truth-biased voters is NP-complete.

#### Furthermore,

Finding if there is an equilibrium a veto election with truth-biased voters is NP-complete.

#### But do not falter!

The candidate following w in the tie breaking rule -t – has a truthful score at least as high as w.

All voters that do not veto w prefer it to the candidate following w in the tie breaking rule  $(w >_i t)$ .

### The truth(-bias) is out there!

In veto elections with truth-biased voters, if the 2 conditions hold for a candidate *w*, determining if there is an equilibrium in which it wins can be done in polynomial time.

Not true for each condition separately!

#### Creating a graph: potential deviations

Nodes are source, sink, C (candidates), V (voters)

For a voter *v* truthfully vetoing *r* we add an edge (r,v). And for each *c* such that  $w >_v c >_v r$  we add an edge (v,c).



#### Creating a graph: deviations

If a candidate *c* needs more points to beat *w*, there is an edge (*source,c*) with capacity of the score it needs to add to become a runner-up.

If a candidate *c* beats *w*, there is an edge (*c*,*sink*) with capacity of the score it needs to lose to become a runner-up.



If maxflow<incoming to *sink* – not enough points changed to make *w* the winner.

If maxflow=incoming to *sink* – some tweaks to flow manifestation will show the flow means voters moving veto from some candidates to others.



## But what about the conditions? (1)

The candidate following w in the tie breaking rule -t - has a truthful score at least as high as w.

Condition ensured *t* was the threshold candidate



# But what about the conditions? (2)

All voters that do not veto w prefer it to the candidate following w in the tie breaking rule  $(w \geq_i t)$ .

Condition ensured no one would veto *w*, making *t*, the threshold candidate, the winner.



### Plurality

#### **Plurality truth-bias**

Equilibrium not ensured.

Knowing if equilibrium exists is NP-complete.

Winner increases score (if not-truthful)

Runner-up score does not change

Obraztsova et al. (SAGT 2013)

# K-approval



#### k-approval truth-bias

Winner score can stay the same or rise.

Runner-up score can increase or decrease



#### **Future directions**

Other voting rules! (we're not even sure what's going on in non-binary scoring rules...)

Simulation / analysis: how good are the winners?

More useful conditions to make problems poly-solvable.

Classes of truth-biased equilibria?



#### Thanks for listening!

