

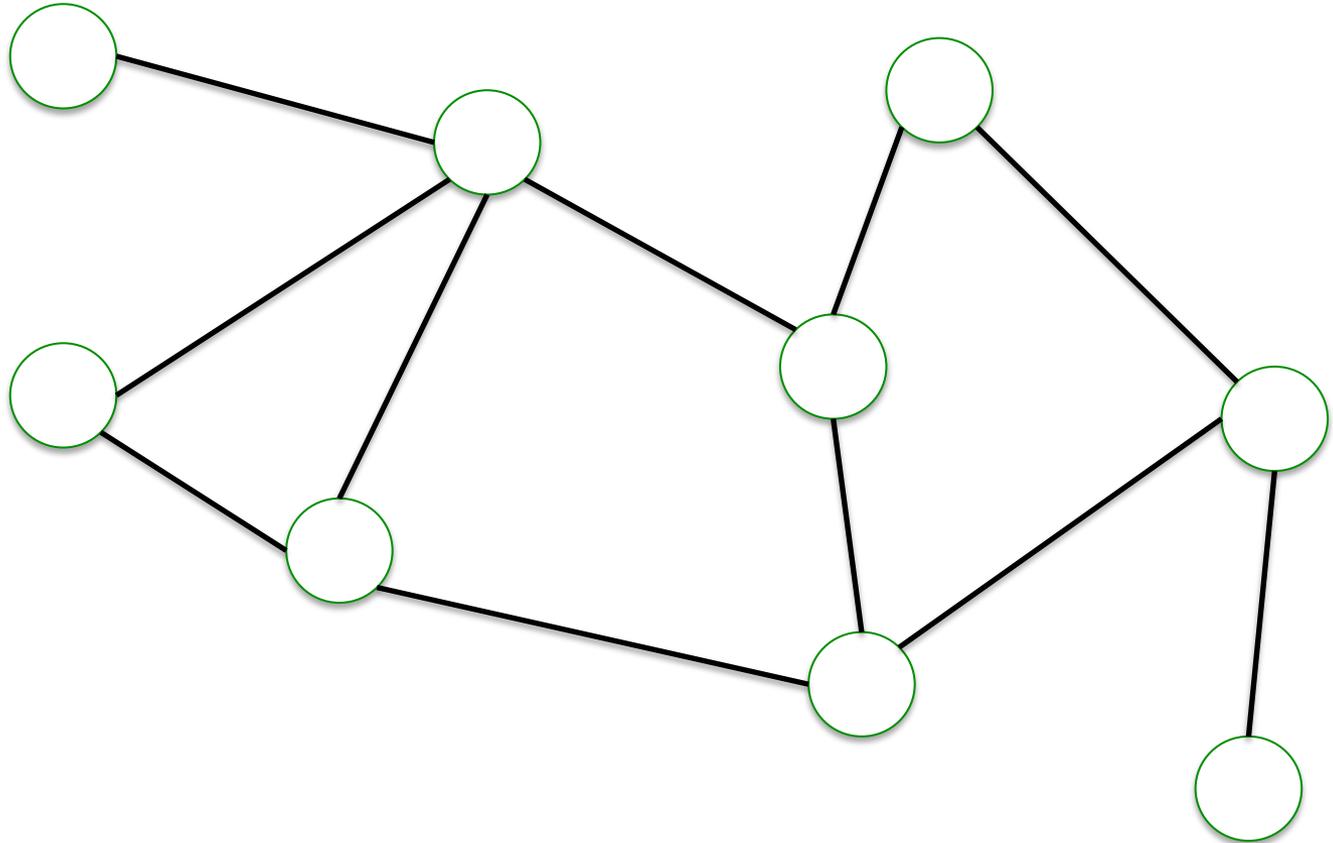
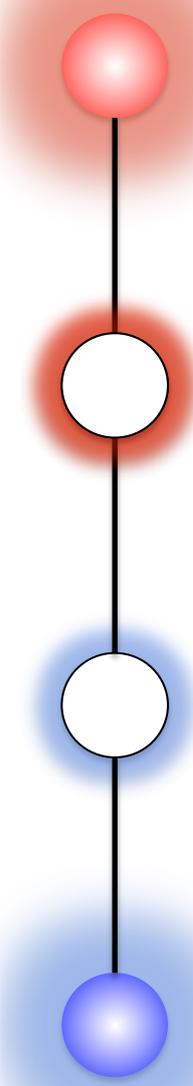
How Robust is the Wisdom of the Crowd?

*Noga Alon, Michal Feldman, Omer Lev &
Moshe Tennenholtz*

IJCAI 2015
Buenos Aires

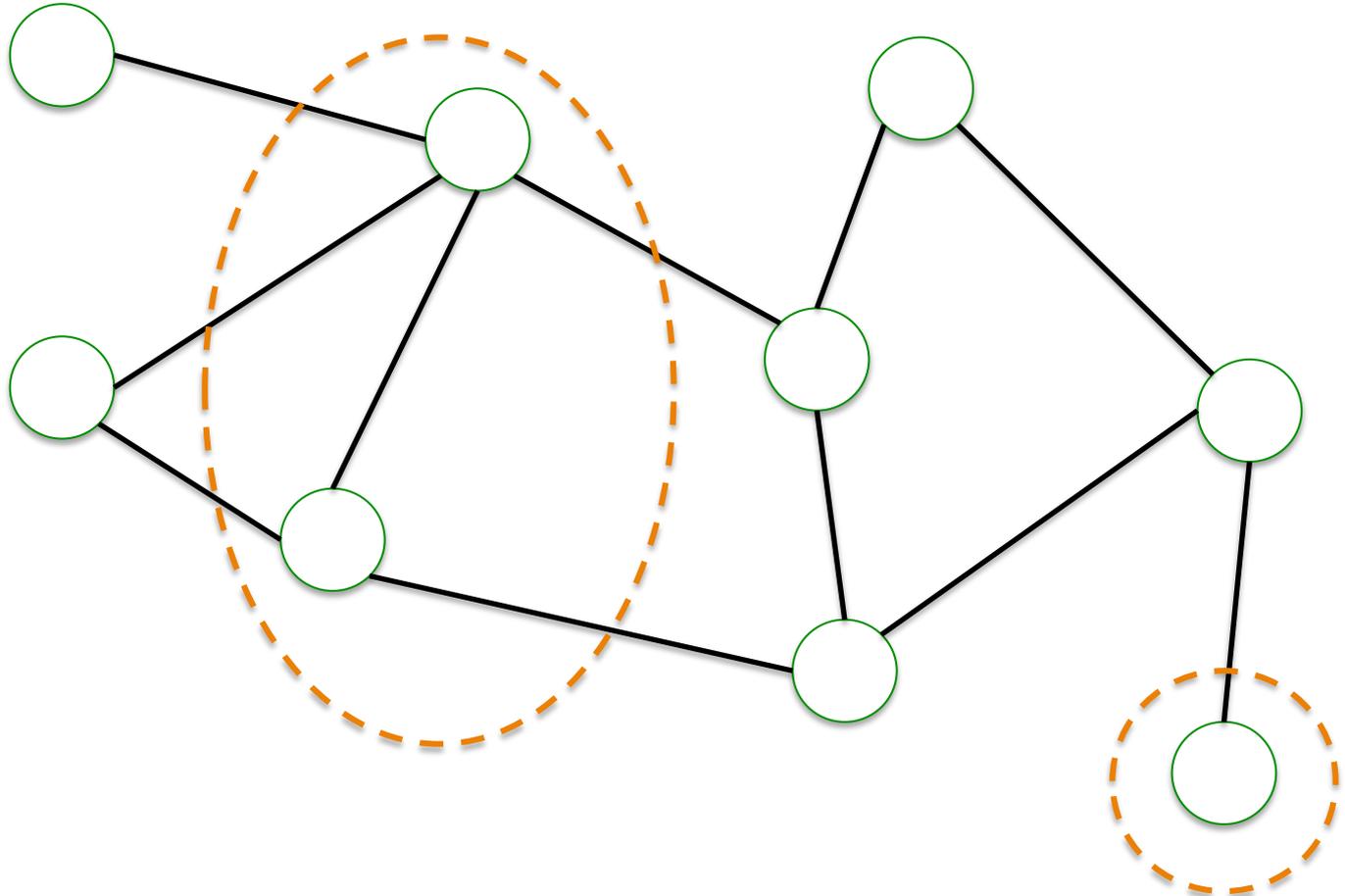
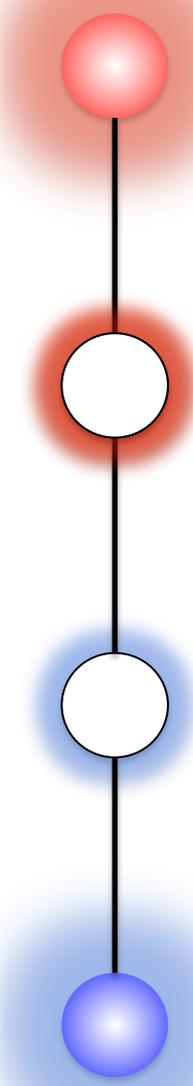
Is this new movie any good?

the world



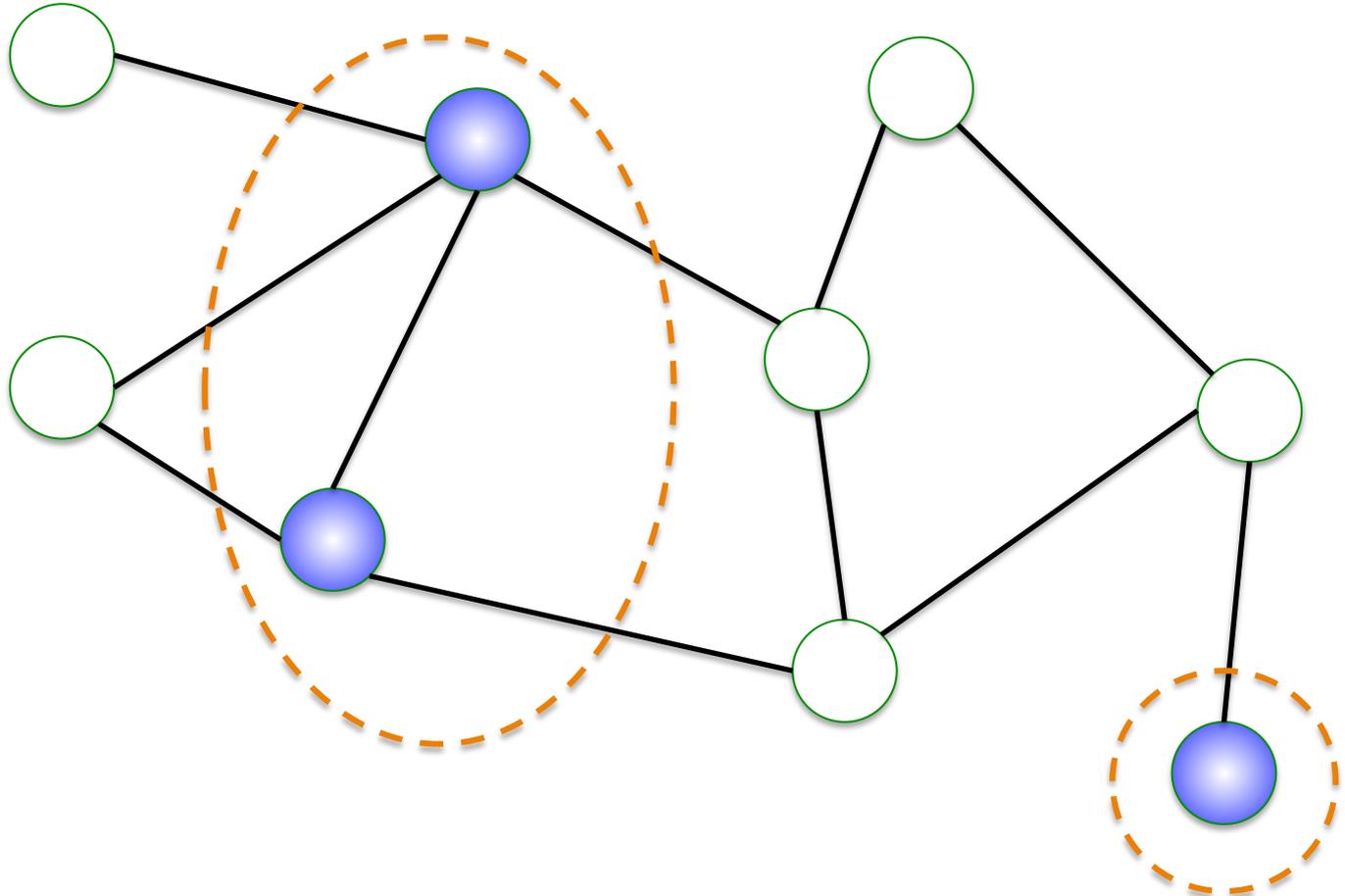
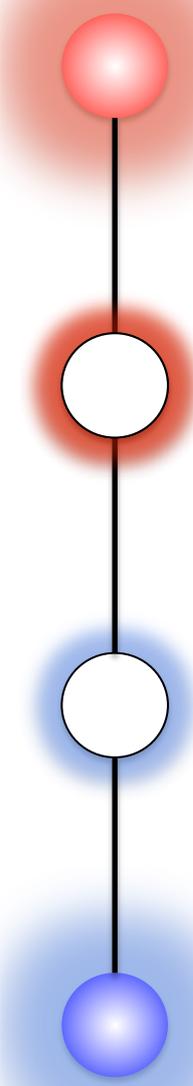
Is this new movie any good?

film critics



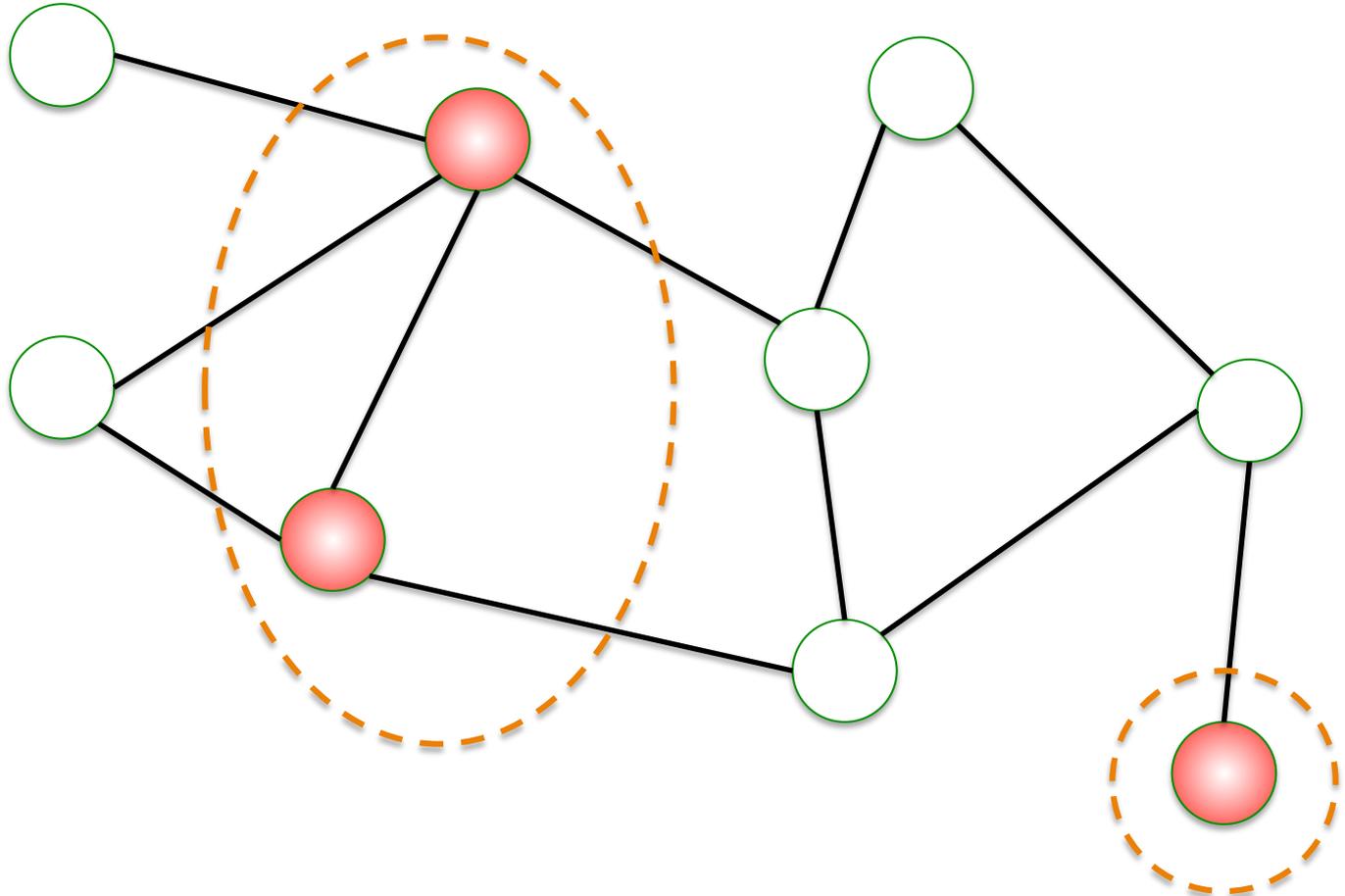
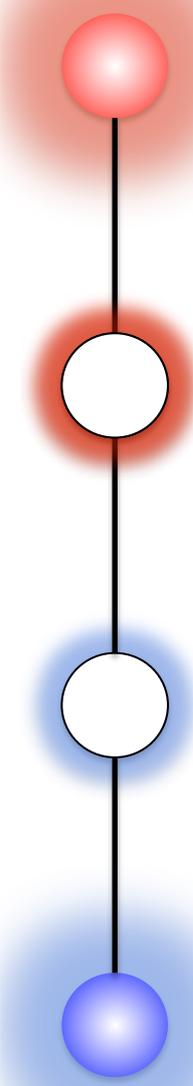
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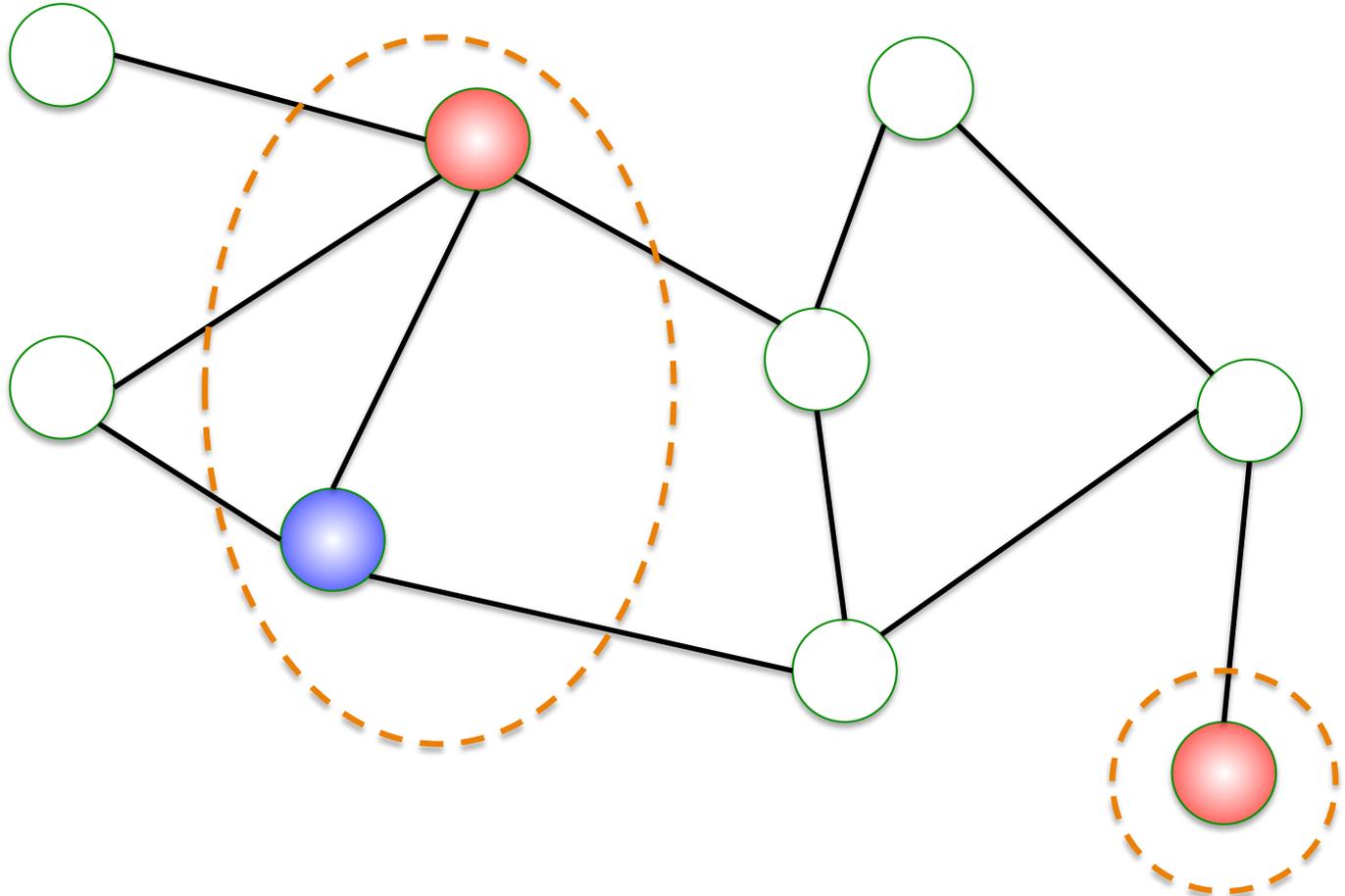
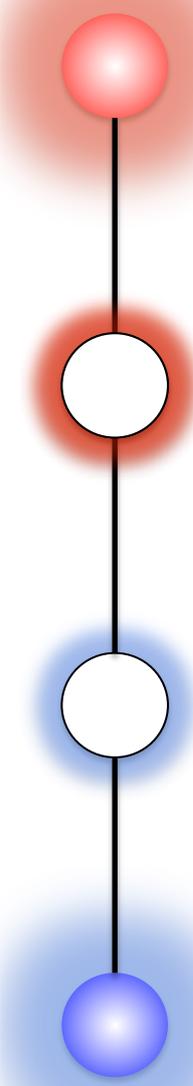
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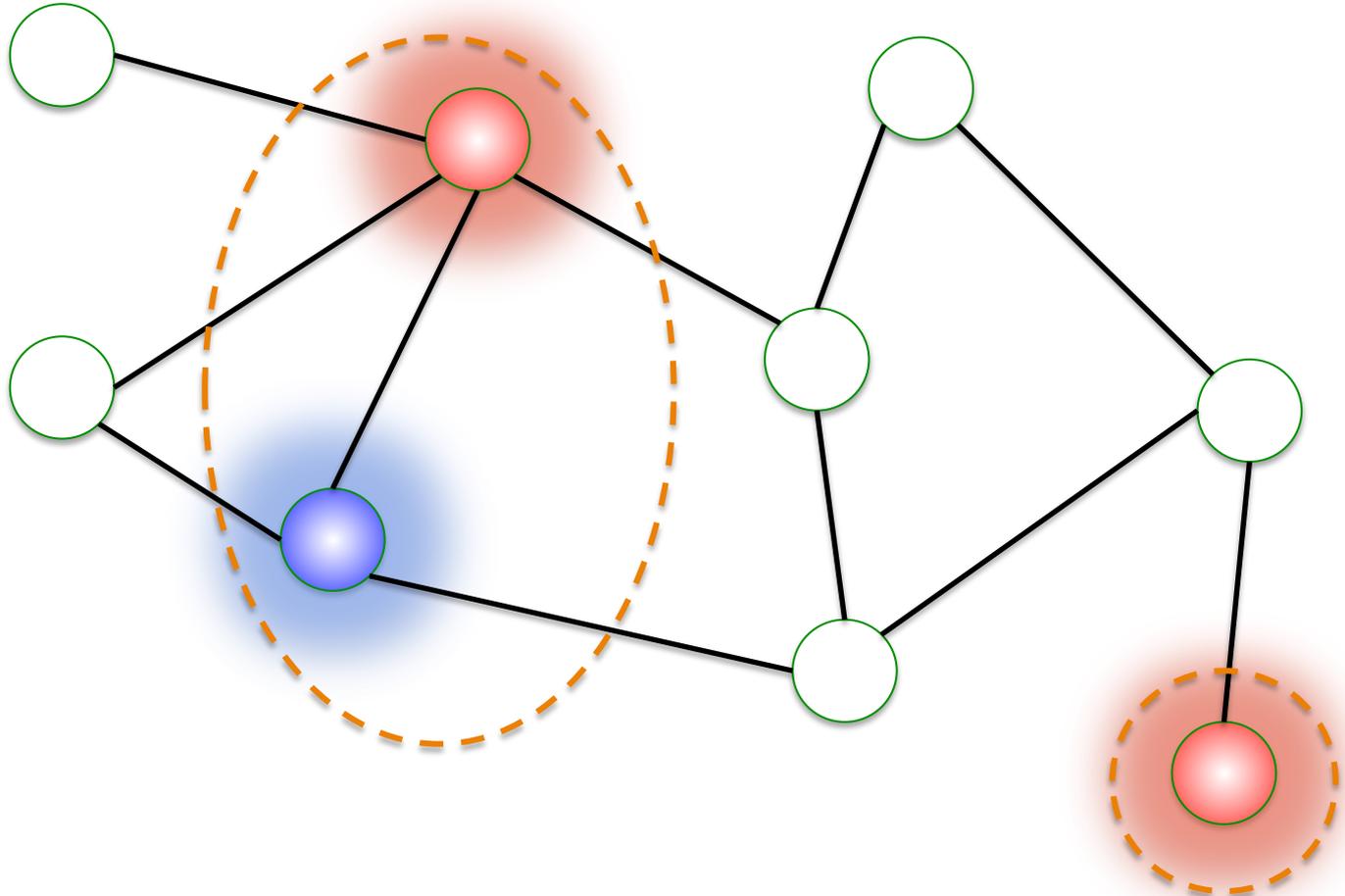
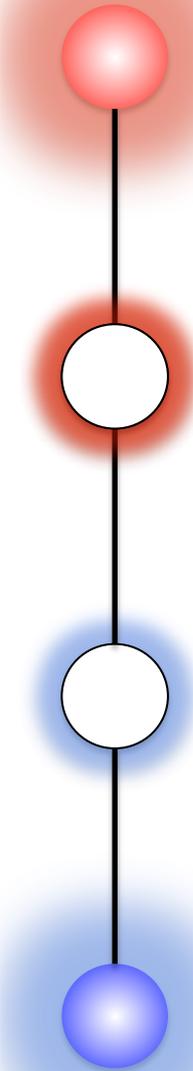
Is this new movie any good?

film critics



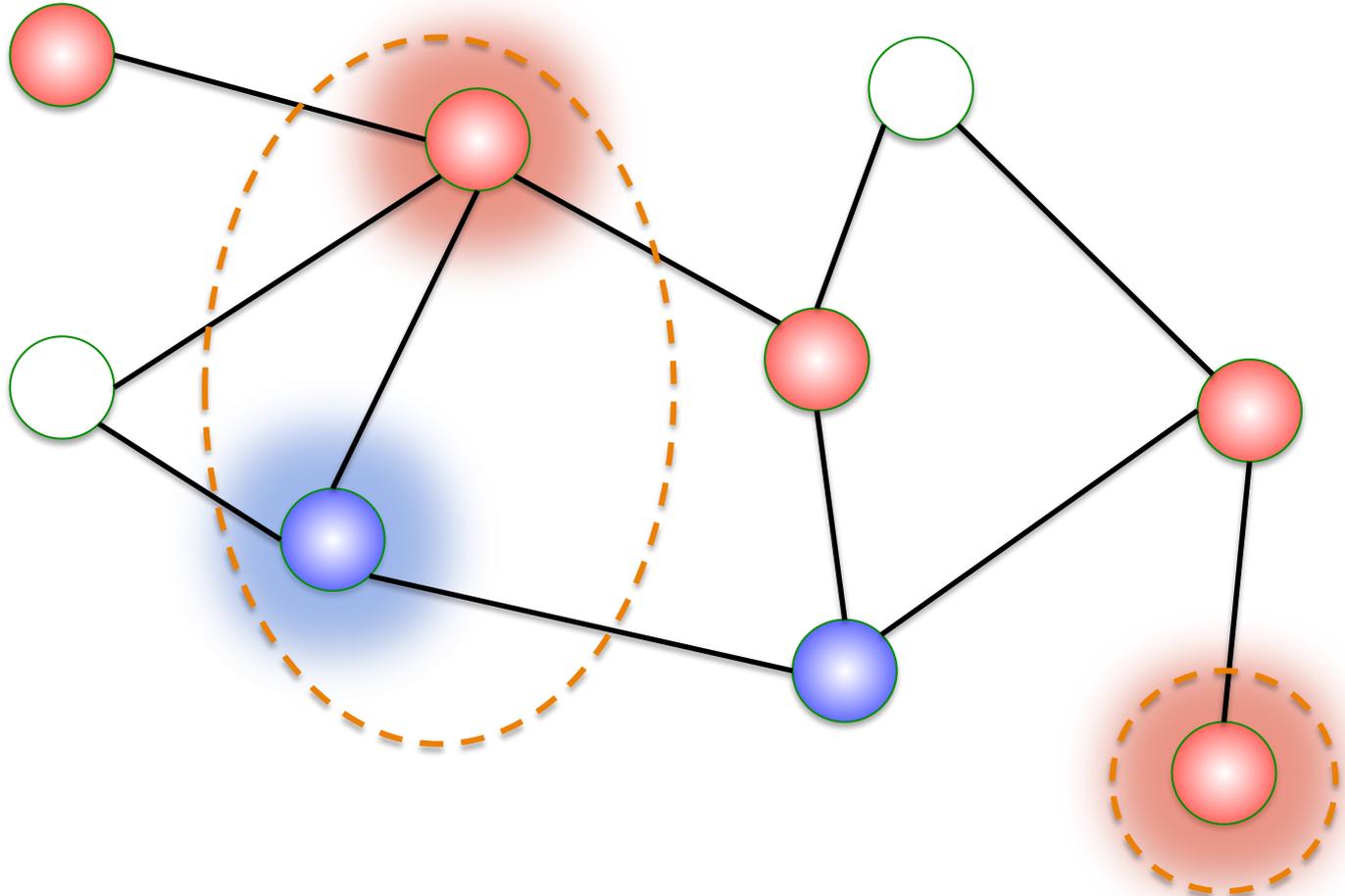
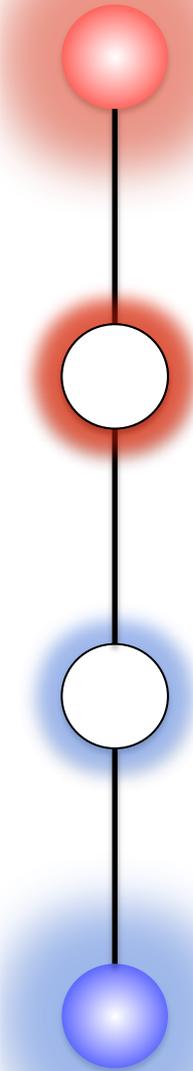
Is this new movie any good?

film critics' influence



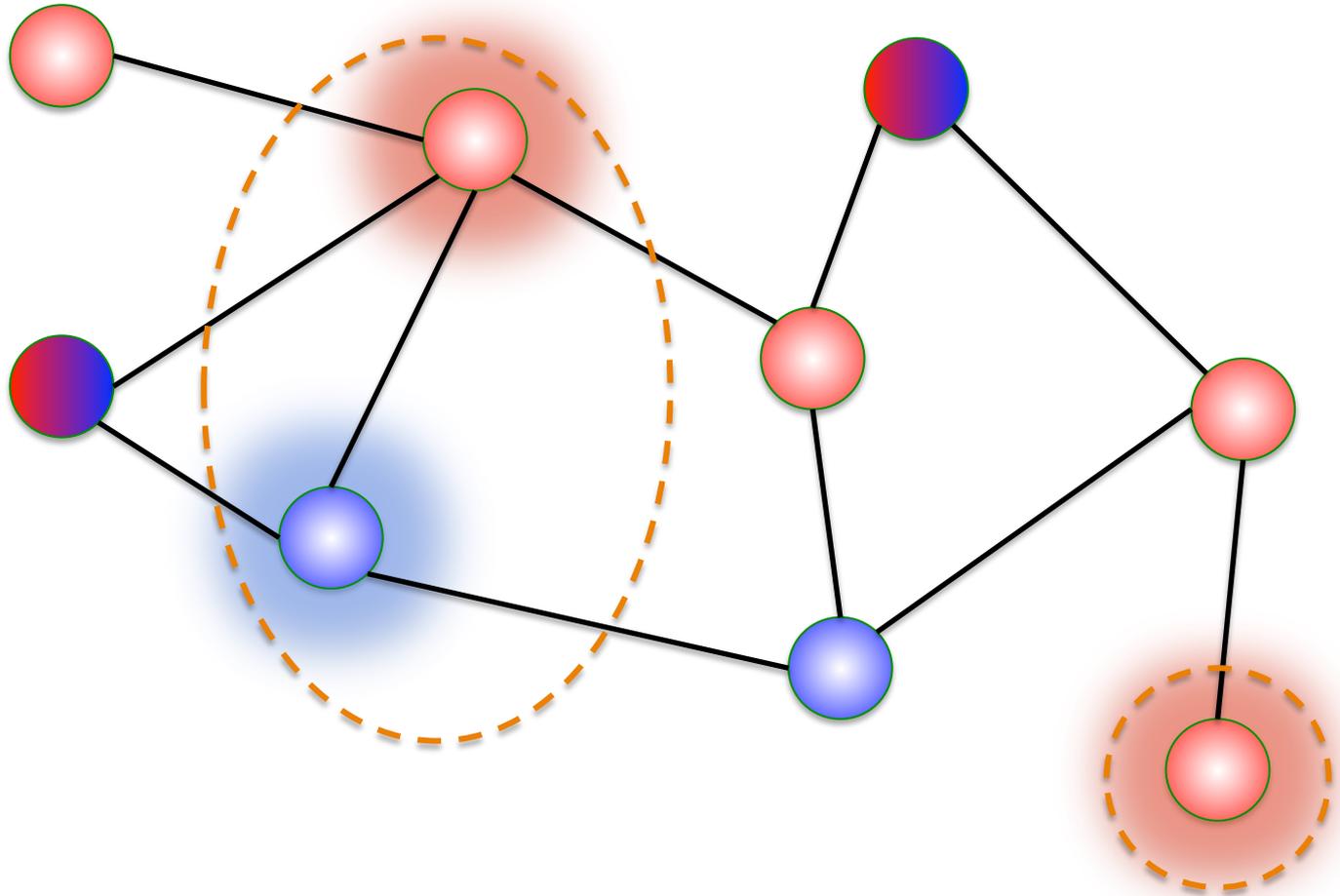
Is this new movie any good?

experts' influence



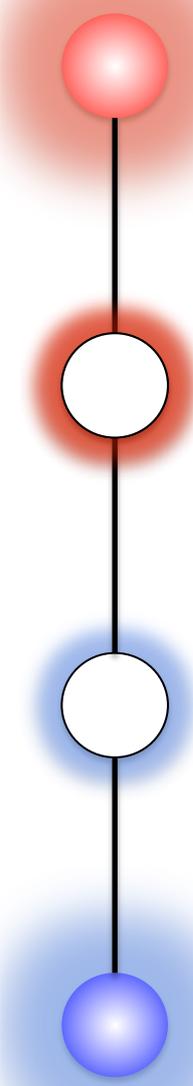
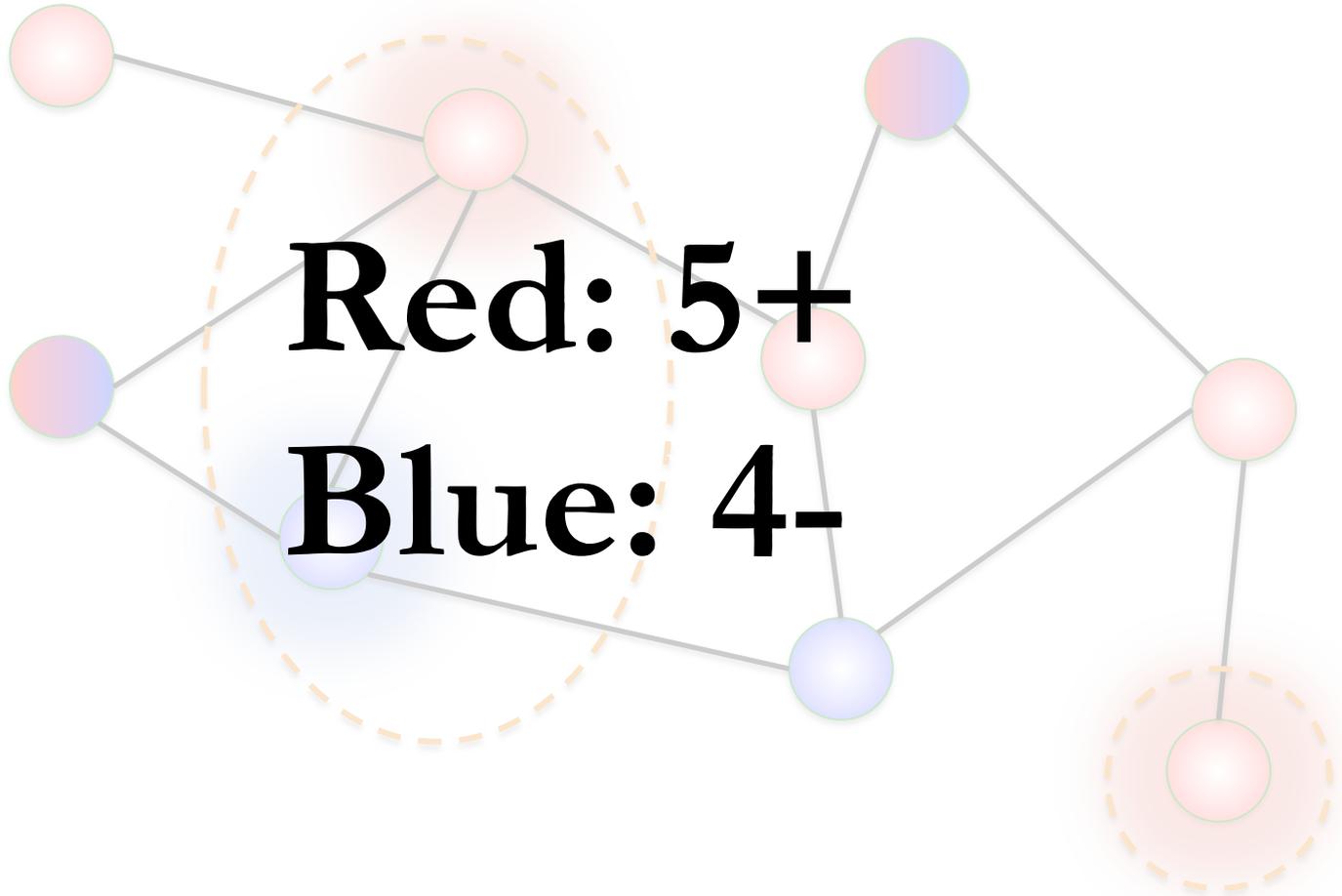
Is this new movie any good?

aggregate

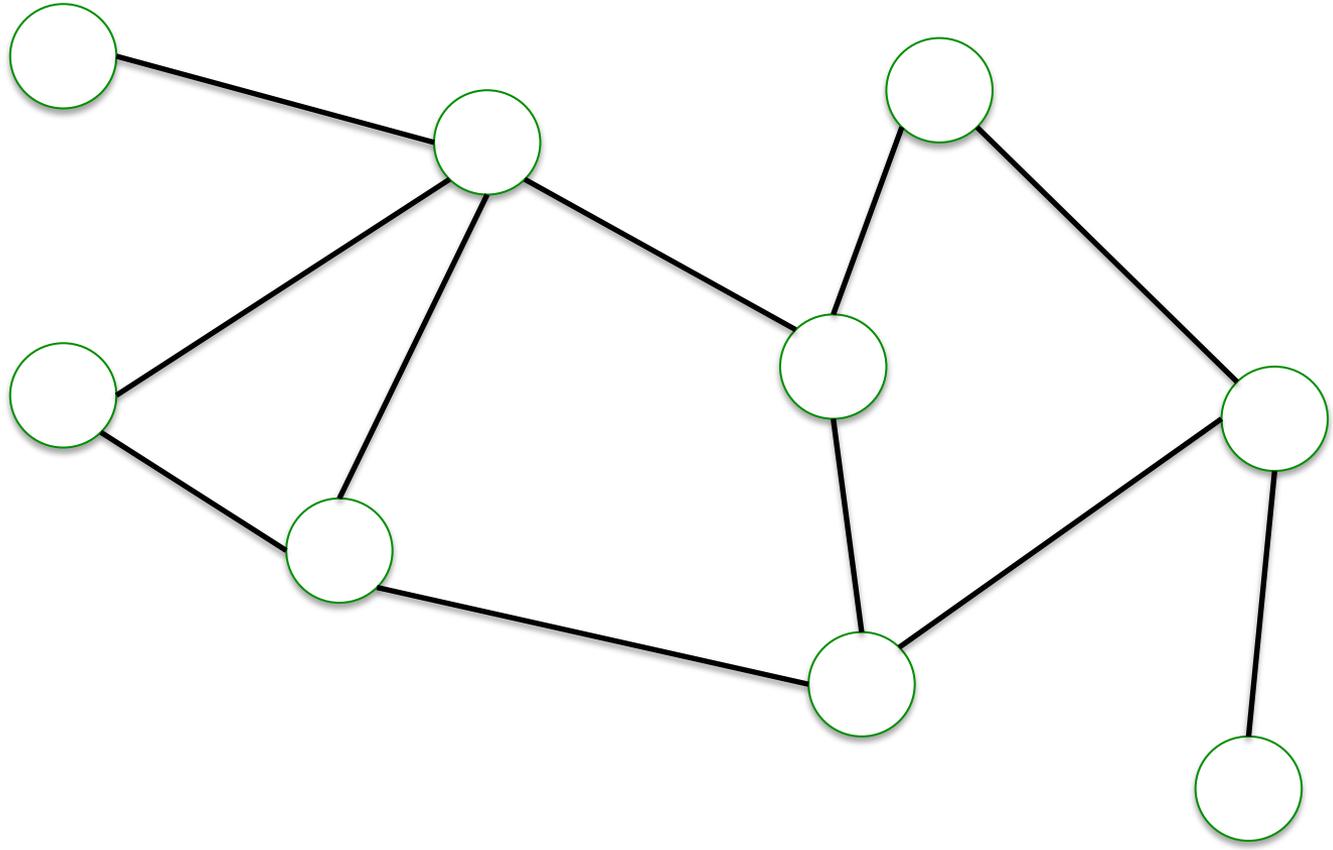
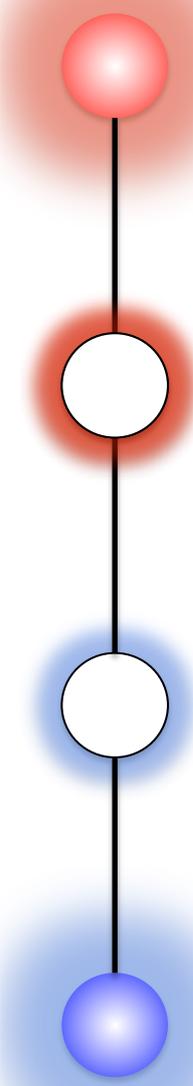


Is this new movie any good?

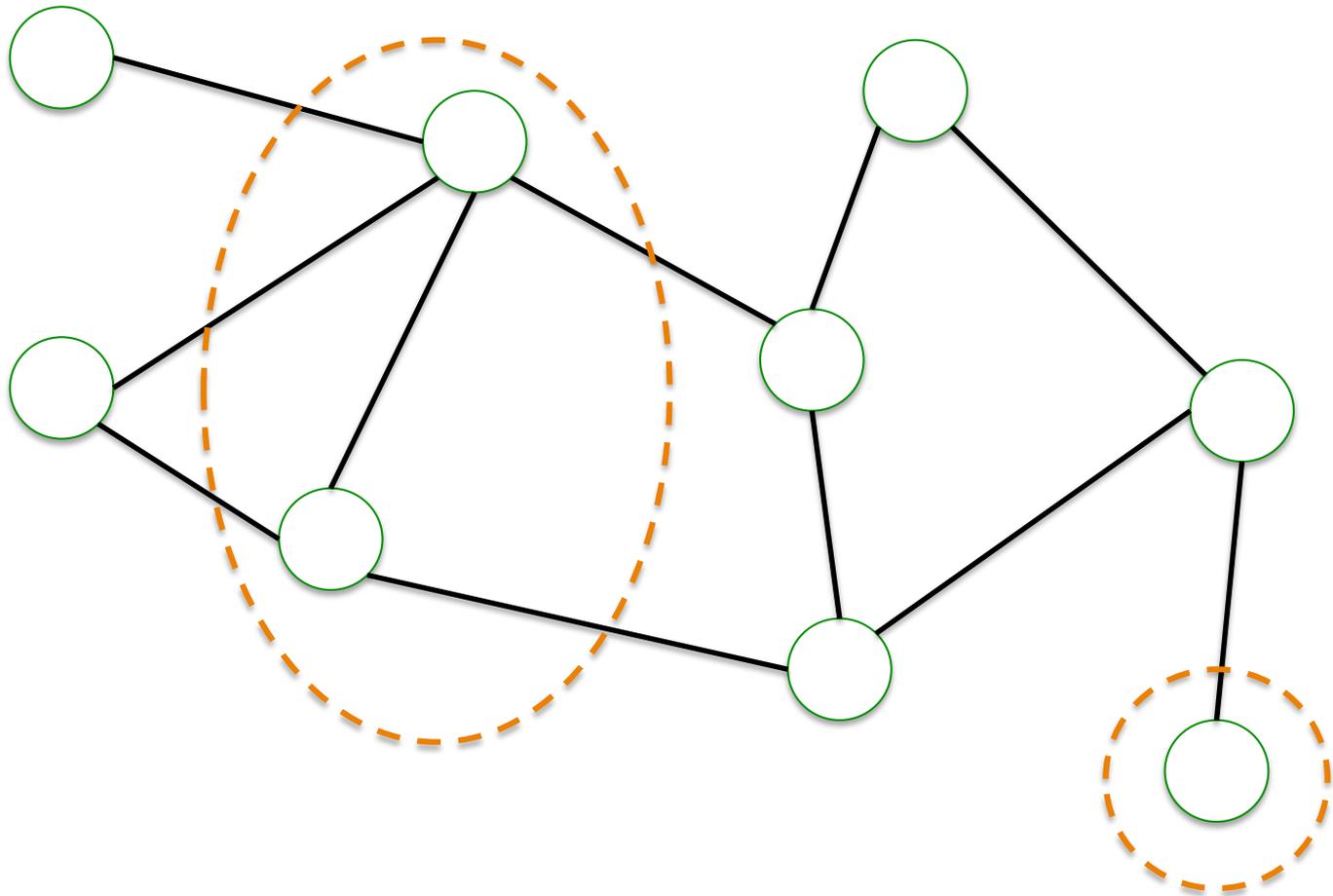
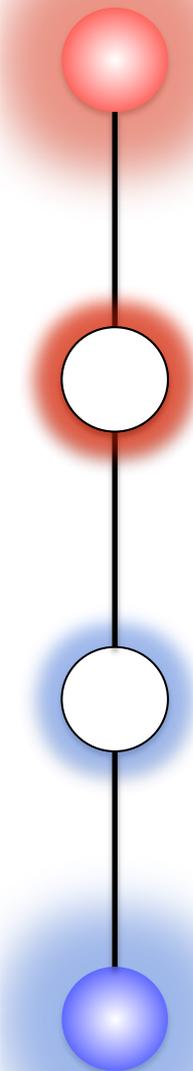
aggregate



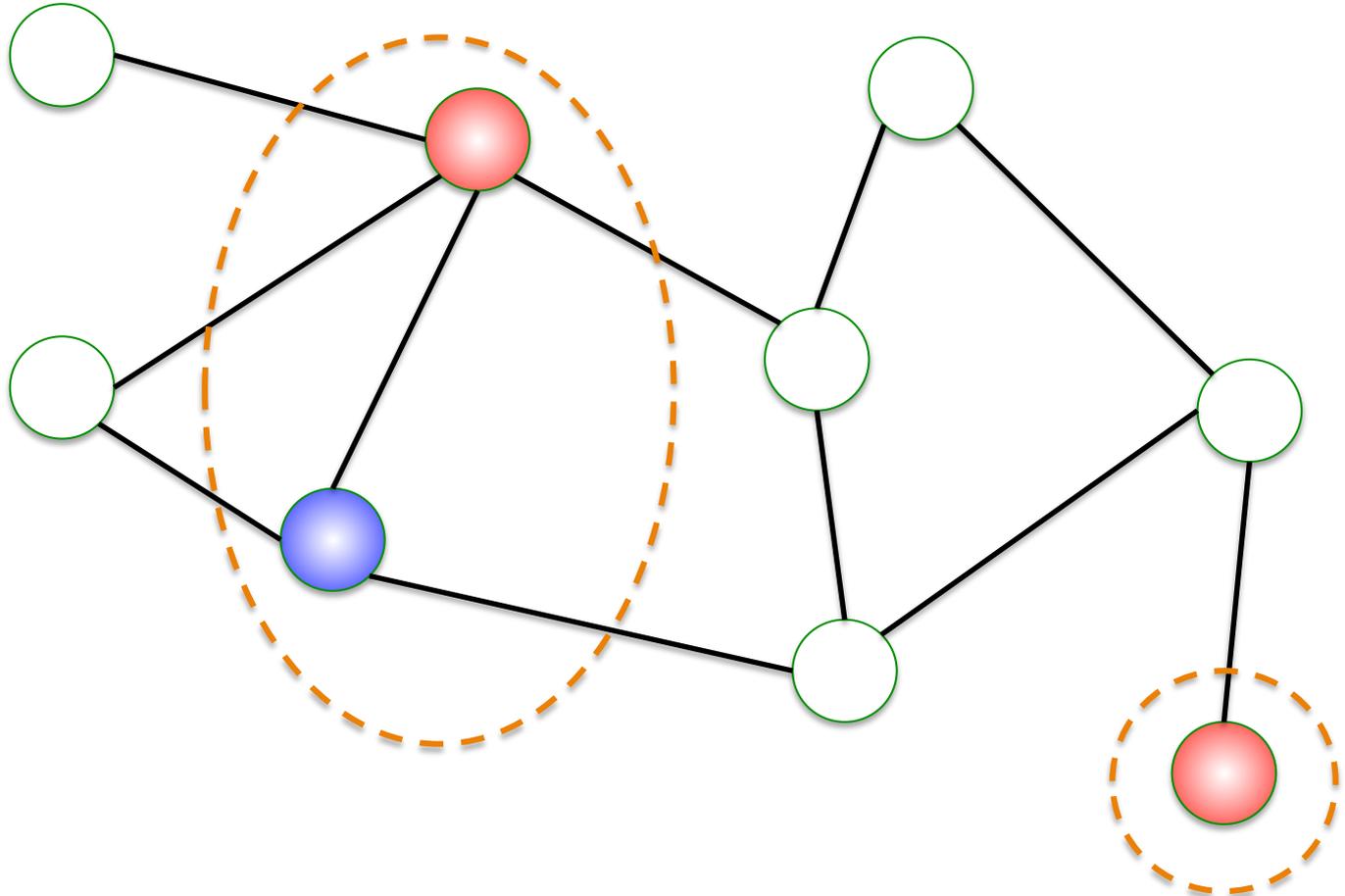
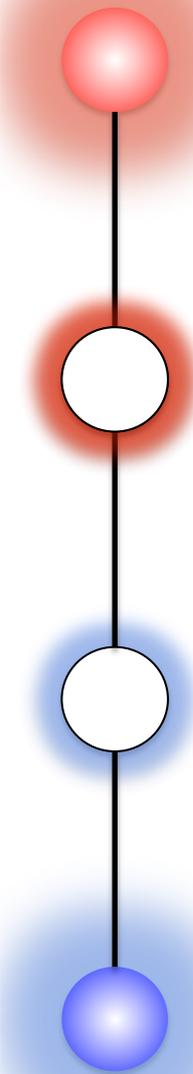
Our model social graph



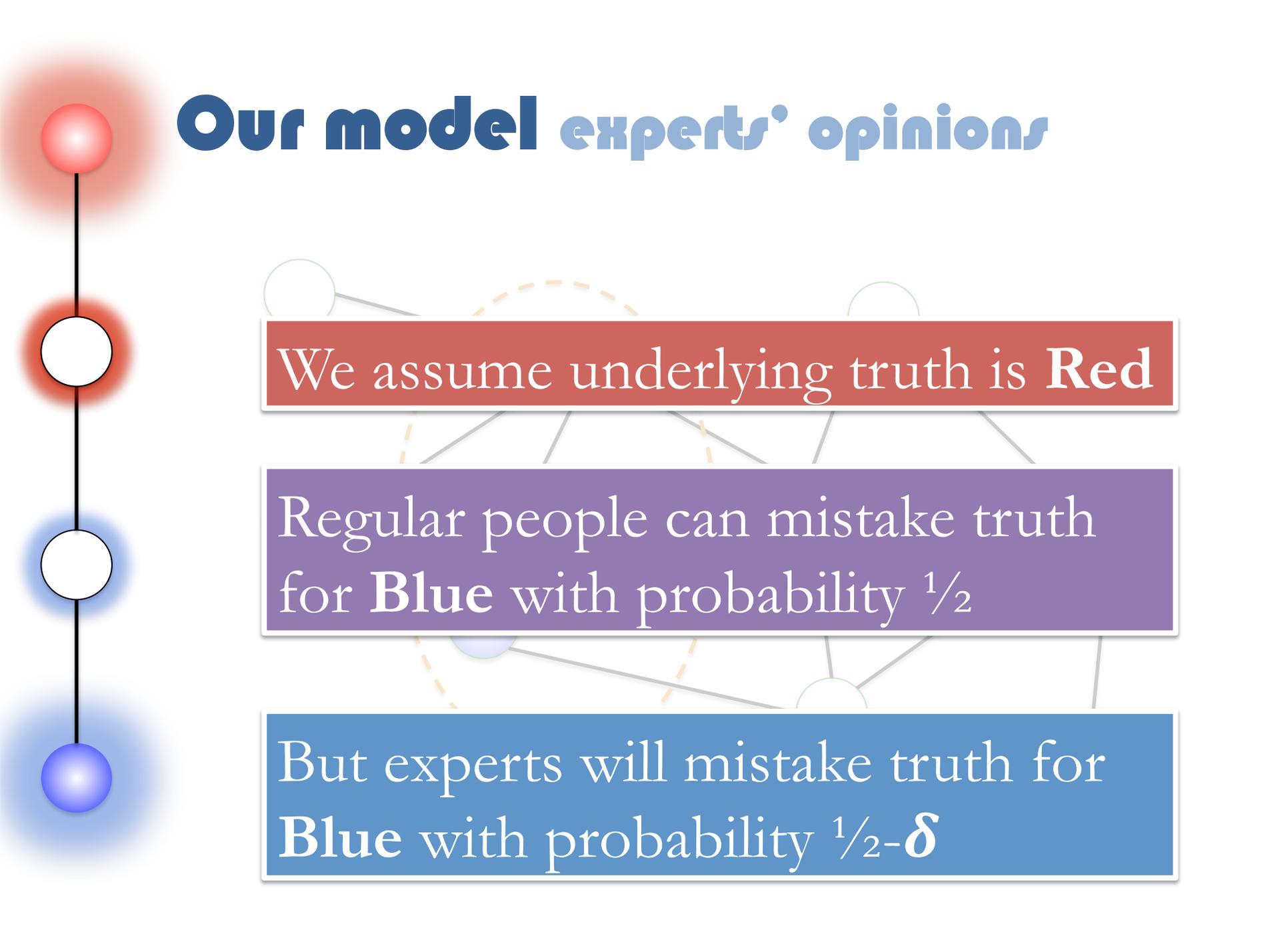
Our model experts



Our model experts' opinions



Our model experts' opinions

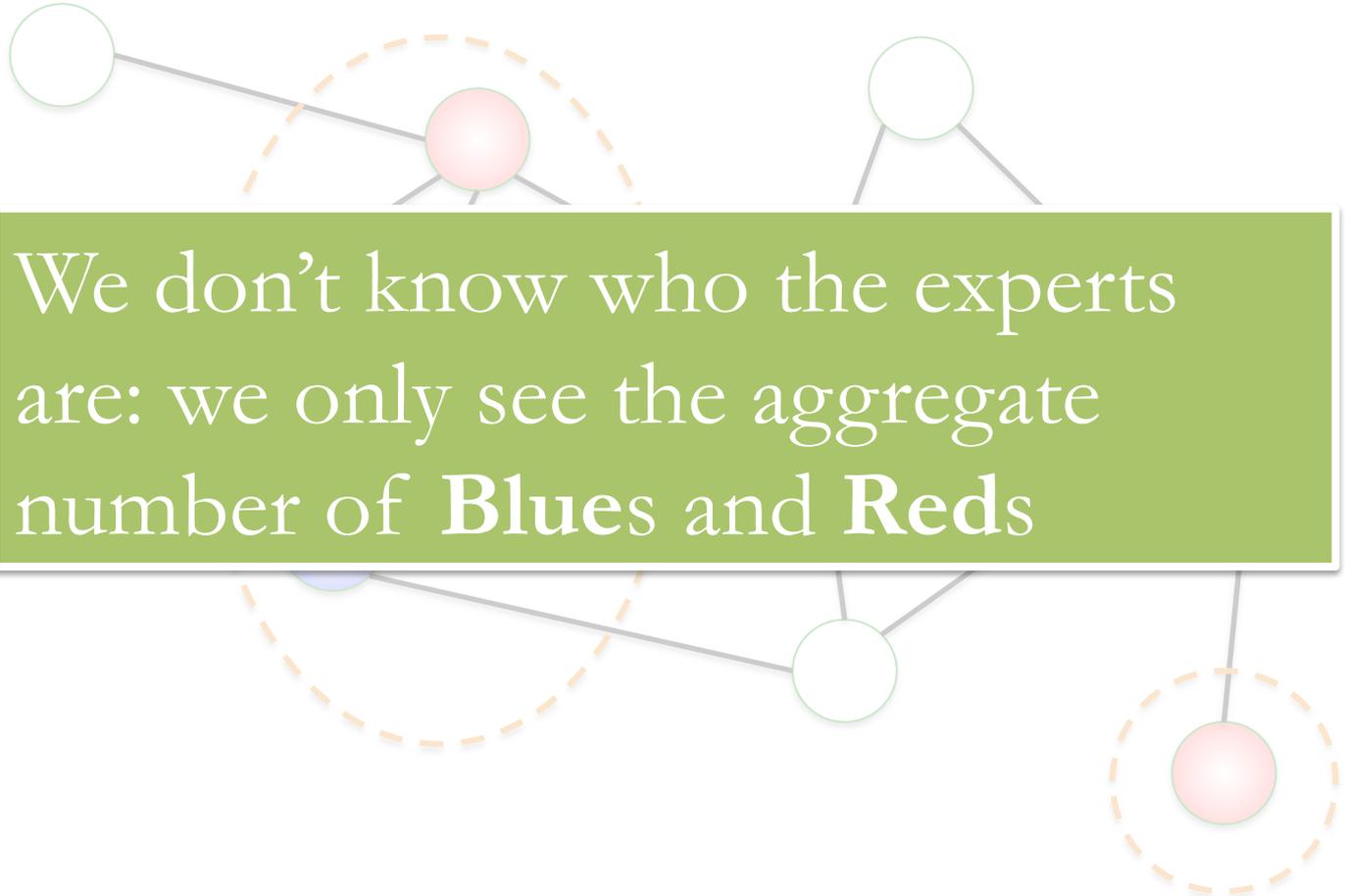


We assume underlying truth is **Red**

Regular people can mistake truth for **Blue** with probability $\frac{1}{2}$

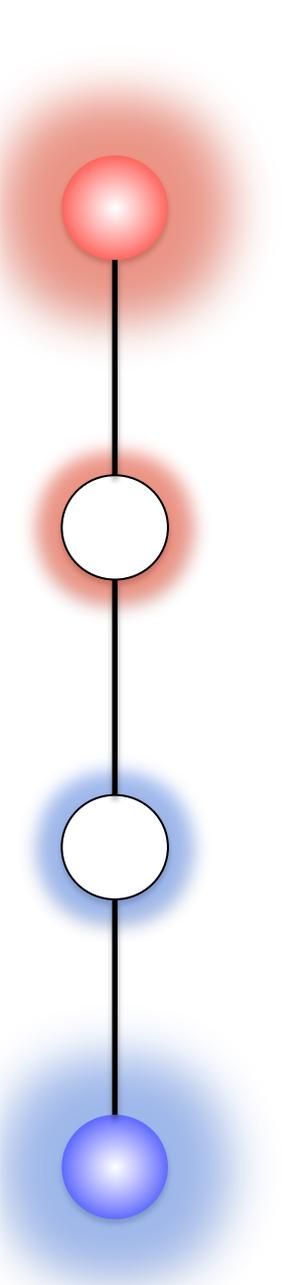
But experts will mistake truth for **Blue** with probability $\frac{1}{2} - \delta$

Our model outcome



We don't know who the experts are: we only see the aggregate number of **Blues** and **Reds**

Adversary types

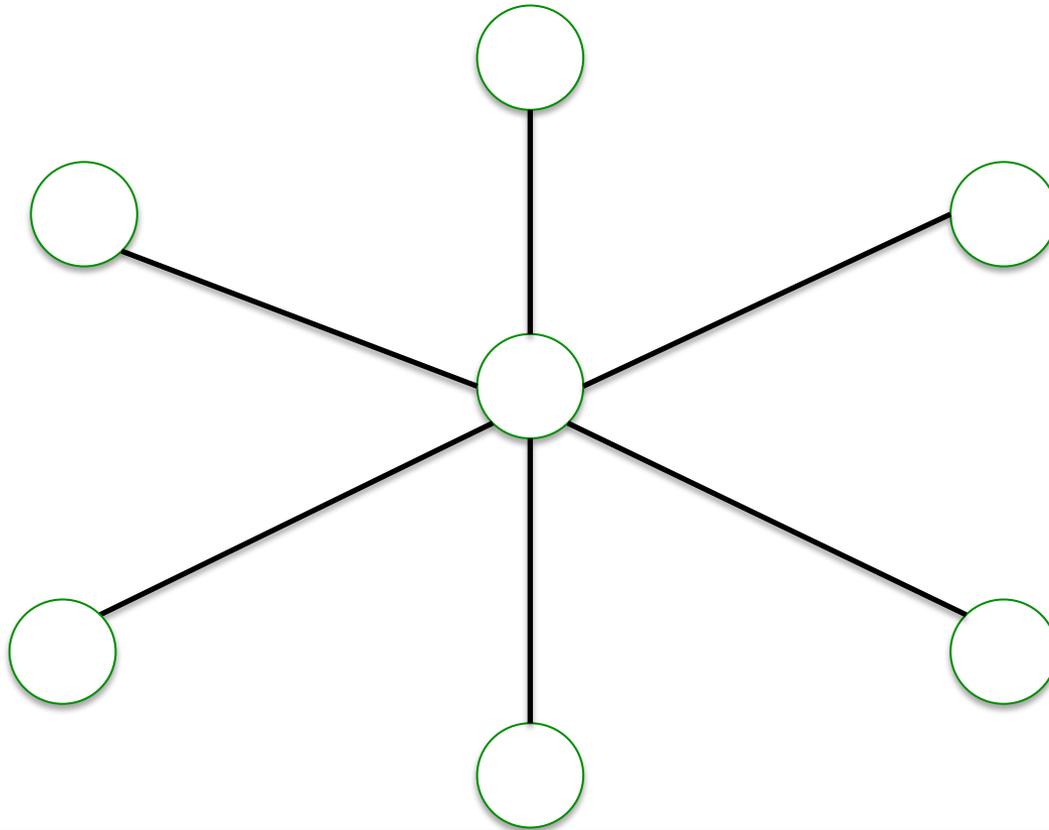




Weak Adversary

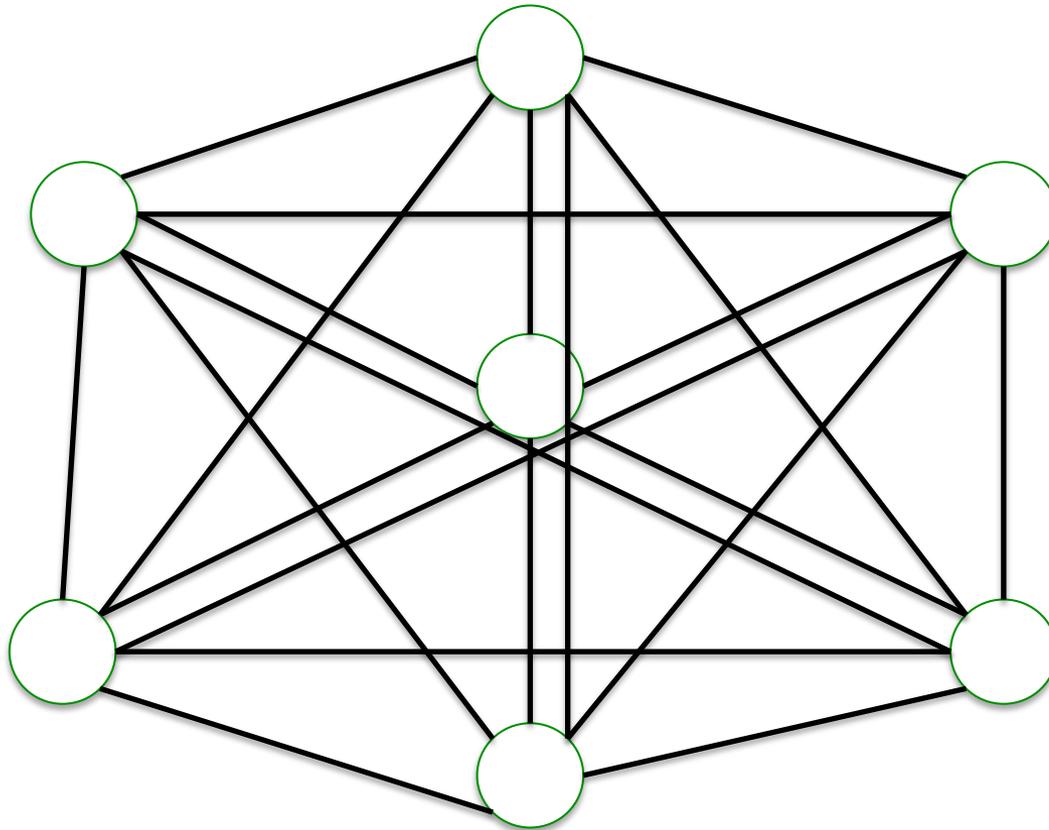
A weak adversary is one that can choose the set of experts, but has no other power on the experts' ultimate choice.

Weak Adversary

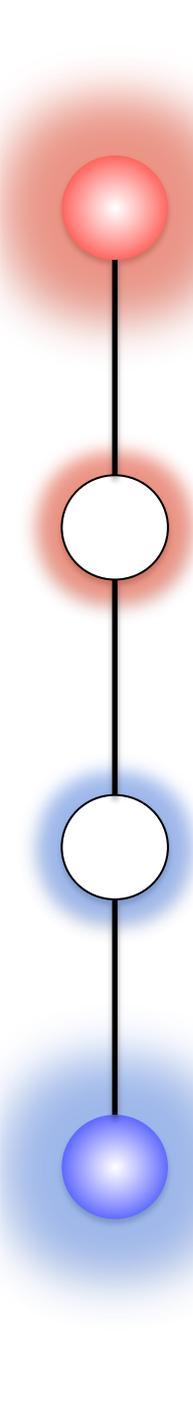


Choosing the middle vertex as expert means **Blue** wins with probability $\frac{1}{2} - \delta$

Weak Adversary



Probability of **Blue** is probability of majority **Blue** within experts – $\binom{n}{\frac{n}{2}} \left(\frac{1}{2} - \delta\right)^{\frac{n}{2}}$

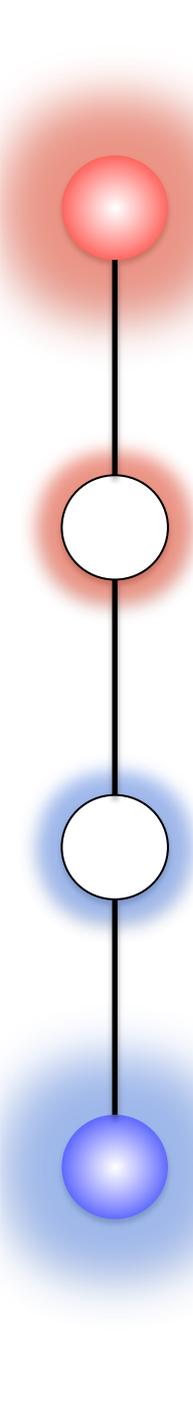


Theorem 1

If experts' size is μn , for $\varepsilon < \mu$, for large enough n , there is an absolute constant c such that if highest degree Δ satisfies:

$$\Delta < c \frac{\varepsilon \delta^4 \mu n}{\log\left(\frac{1}{\varepsilon}\right)}$$

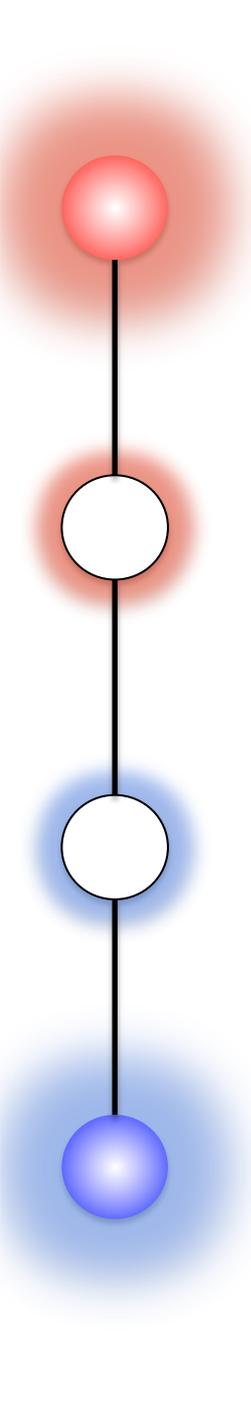
Then majority over vertices gives truth with probability at least $1 - \varepsilon$



Strong Adversary

A strong adversary is one that can choose the set of experts as well as what each expert says (but at the appropriate ratio).

Expander



An *expander* (n, d, λ) is a d -regular graph on n vertices, in which the absolute value of every eigenvalue besides the first is at most λ .

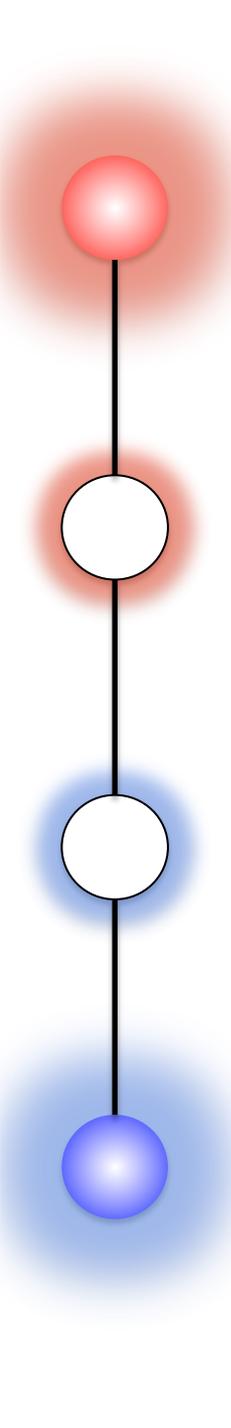


Theorem 2

Let G be a (n, d, λ) -graph, and

$$\frac{d^2}{\lambda^2} > \frac{\text{suppose } 1}{\delta^2 \mu (1 - \mu + 2\delta \mu)}$$

Then for strong adversaries the majority answers truthfully.

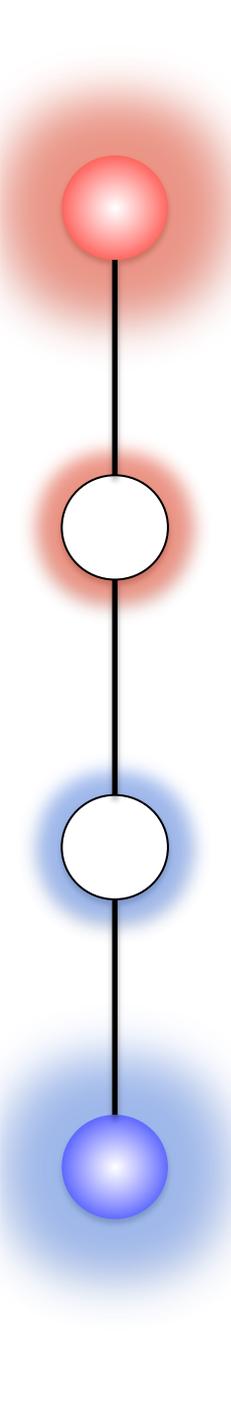


Theorem 5 proof

A known theorem states that in a (n, d, λ) -graph:

$$\sum_{v \in V} \left(|N(v) \cap A| - \frac{d|A|}{n} \right)^2 \leq \lambda^2 |A| \left(1 - \frac{|A|}{n} \right)$$

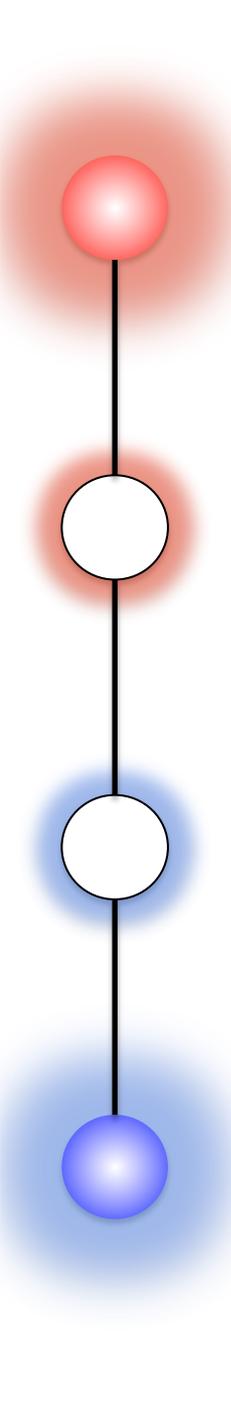
(where $N(v)$ is the set of neighbors of vertex v)



Theorem 5 proof

Using this when A is the set of **Red** experts, and for B , the set of **Blue** ones, we add the equations, getting:

$$\sum_{v \in V} \left(|N(v) \cap A| - \frac{d|A|}{n} \right)^2 + \left(|N(v) \cap B| - \frac{d|B|}{n} \right)^2 \leq \lambda^2 \left[|A| \left(1 - \frac{|A|}{n} \right) + |B| \left(1 - \frac{|B|}{n} \right) \right].$$

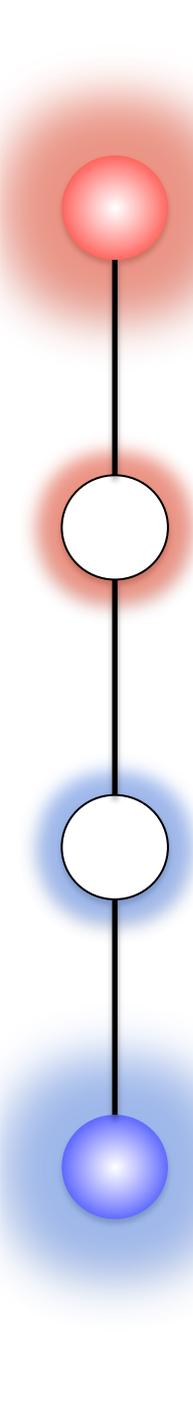


Theorem 5 proof

We are interested in vertices which turn **Blue**, so have more **Blue** neighbors than **Red**.

These are set X .

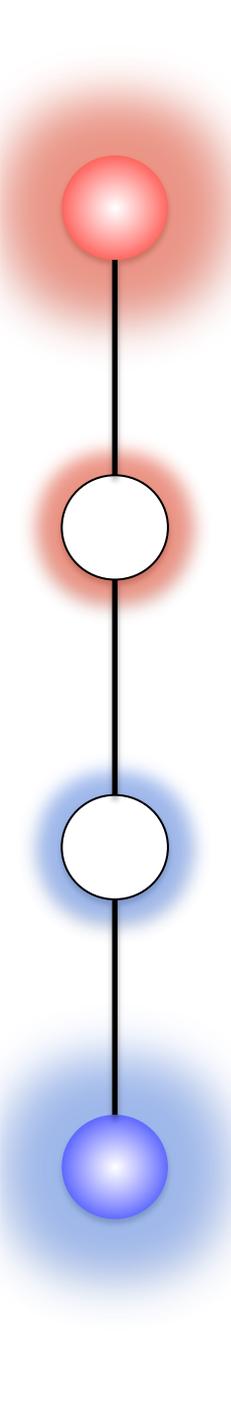
$$\sum_{v \in X} \left(|N(v) \cap A| - \frac{d|A|}{n} \right)^2 + \left(|N(v) \cap B| - \frac{d|B|}{n} \right)^2$$



Theorem 5 proof

However, for $a > b$, $x \geq y$: $(x-b)^2 + (y-a)^2 \geq (a-b)^2 / 2$, so:

$$\sum_{v \in X} \left(|N(v) \cap A| - \frac{d|A|}{n} \right)^2 + \left(|N(v) \cap B| - \frac{d|B|}{n} \right)^2 \geq |X| \frac{d^2 (|A| - |B|)^2}{2}$$



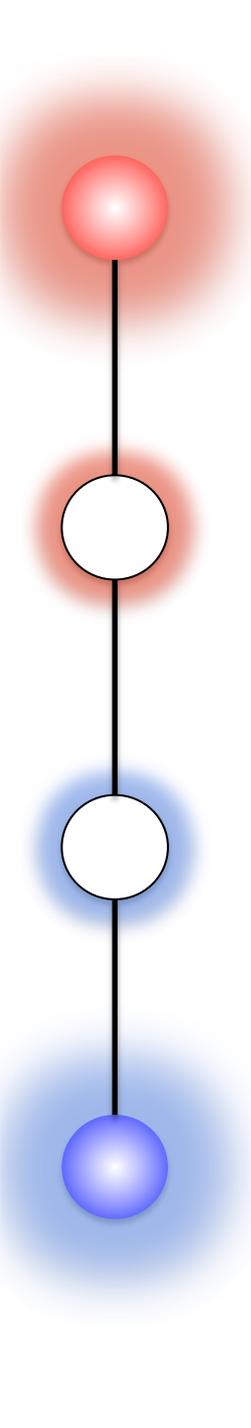
Theorem 5 proof

Hence

$$|X| \frac{d^2 (|A| - |B|)^2}{2} \leq \lambda^2 \left[|A| \left(1 - \frac{|A|}{n}\right) + |B| \left(1 - \frac{|B|}{n}\right) \right] n^2$$

And we need X to be less than $\left(\frac{1-\mu}{2} + \delta\mu\right)n$

Random Graphs



A *random graph* $G(n,p)$ is one which contains n vertices and each edge has a probability p of existing.

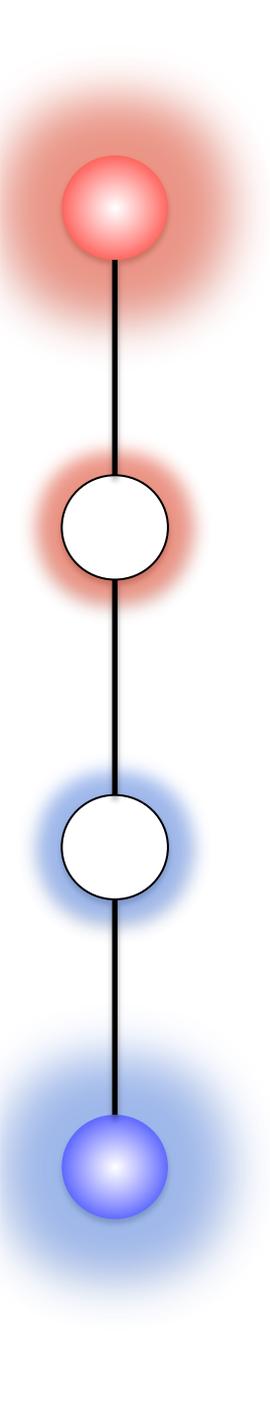
Theorem 3

There exist a constant c such that if $\mu < 1/2$, in a random graph $G(n,p)$, if

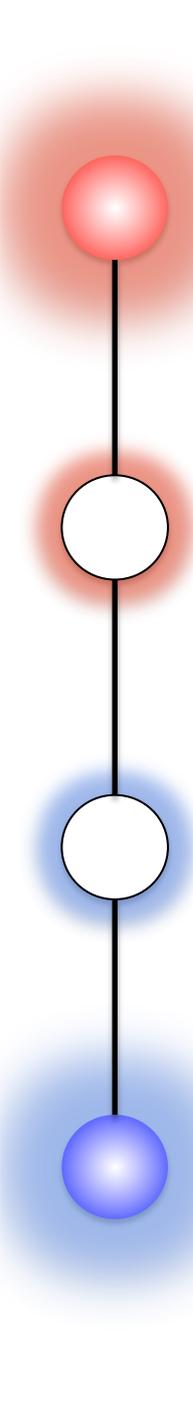
$$d = np \geq c \cdot \max\left\{\frac{\log\left(\frac{1}{\mu}\right)}{\delta^2}, \frac{1}{\mu\delta}\right\}$$

The majority will show the truth with high probability even with a strong adversary

Iterative Propagation



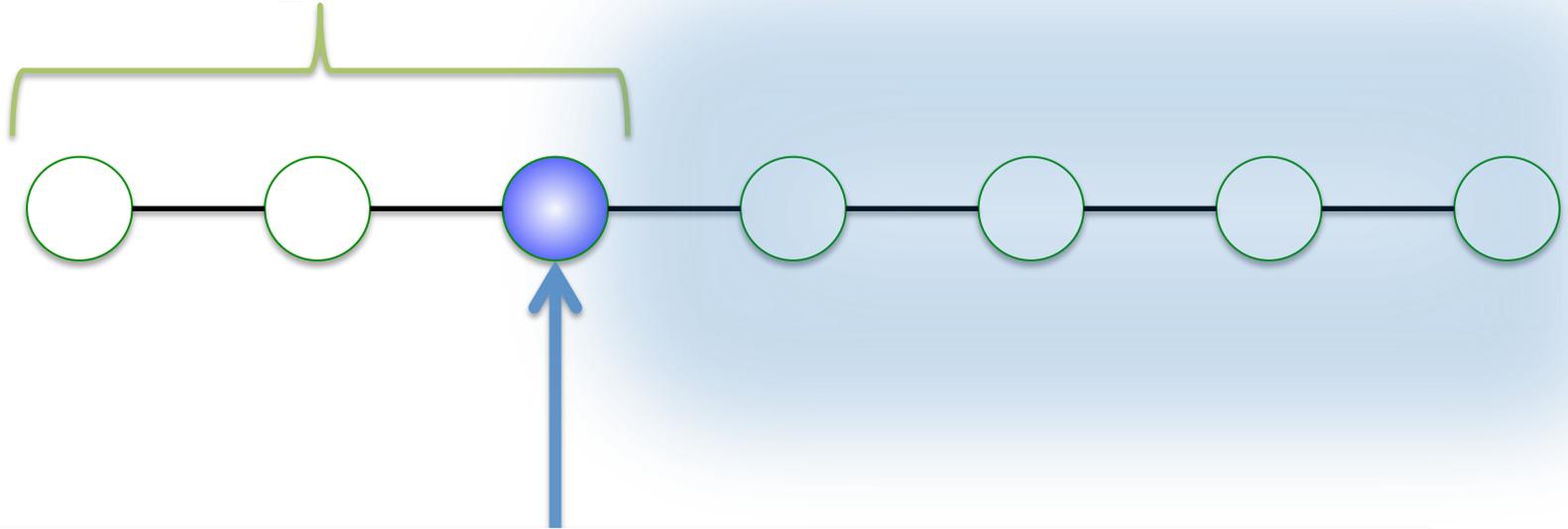
Iterative Propagation



Allowing propagation to be a multi-step process rather than a “one-off” step can be both harmful and beneficial for some adversaries

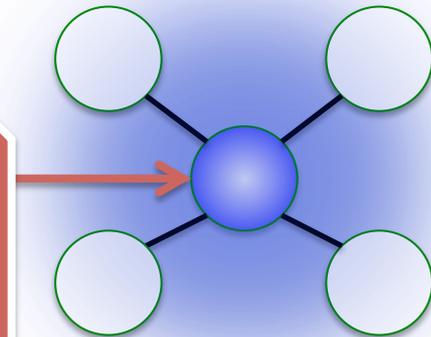
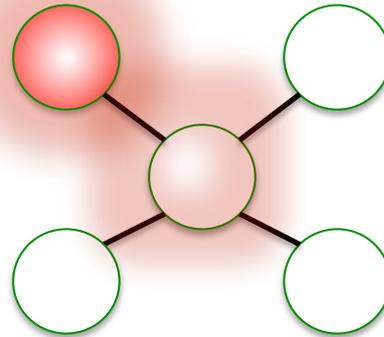
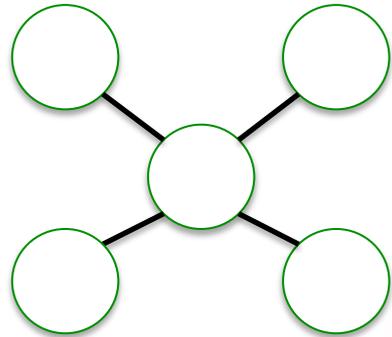
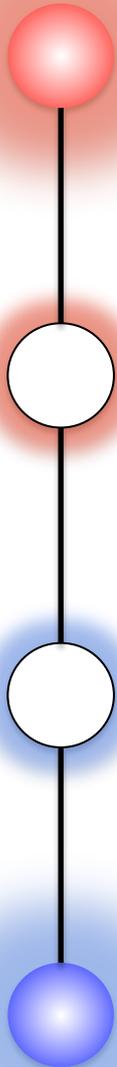
Weak Adversary

Experts



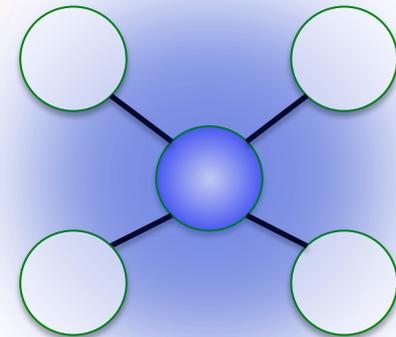
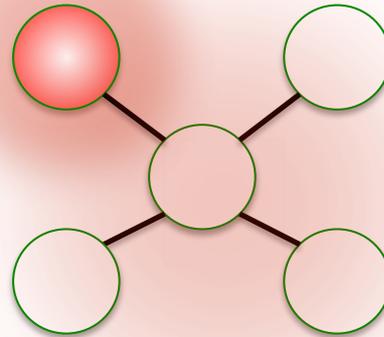
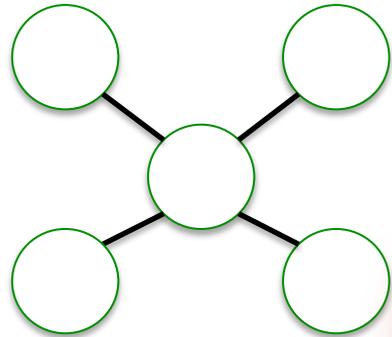
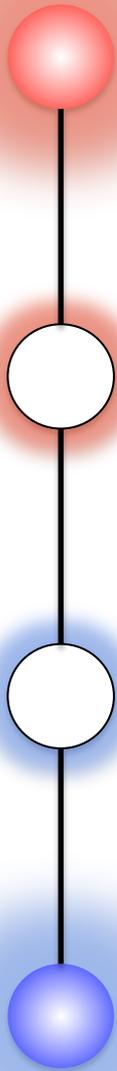
This vertex has probability of $\frac{1}{2} - \delta$ to be **Blue**, and if it is, the adversary wins.

Random Process

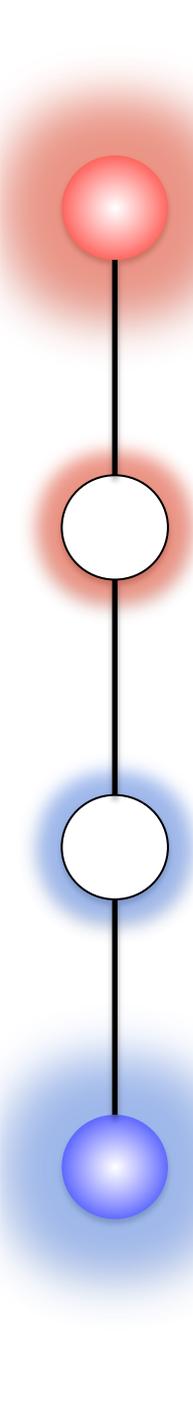


Probability of only a single expert as center (out of 10 stars) is fixed, as is it being **Blue** – it is >0.1

Random Process



Now, regardless of location,
a **Red** in a star colors the
star **Red**



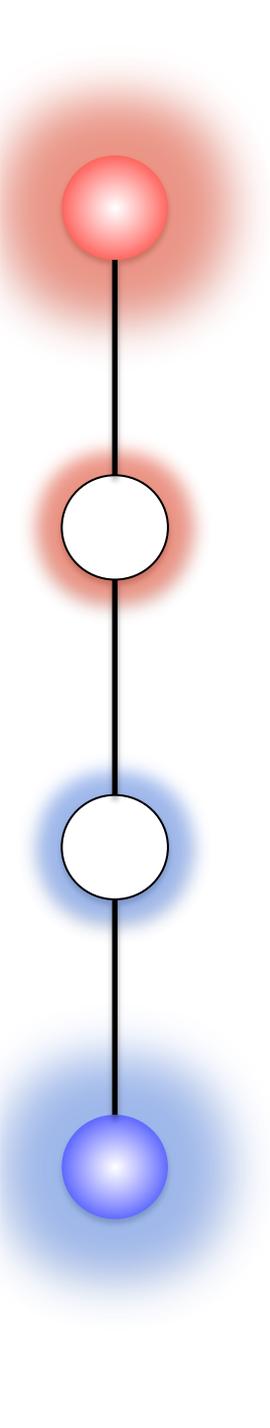
future Research

Other ways to aggregate social graph information may result in different bounds

Hybrid capabilities of adversaries

More specific types of graphs

Multiple adversaries



Thanks for listening!