

Foundations of Internet-enabled Democracy

Liquid Democracy—a More Rigorous Approach (part 1 of 2)

Orr Paradise

Seminar on the Foundations of Internet-enabled Democracy, December
2017

Organized by Prof. Ehud Shapiro and Dr. Nimrod Talmon

Outline

- 1 Introduction
 - Reminder: Liquid Democracy
 - Assumptions and model(s)
- 2 Viscous democracy[BBCV11]
 - The model
 - The voting score
 - Properties (criteria) of the voting score
 - Conclusion
- 3 Liquid Democracy vs. Direct Democracy[KMP18]
 - The model
 - Comparison methods
- 4 What's to come
- 5 References

Outline

- 1 Introduction
 - **Reminder: Liquid Democracy**
 - Assumptions and model(s)
- 2 Viscous democracy[BBCV11]
 - The model
 - The voting score
 - Properties (criteria) of the voting score
 - Conclusion
- 3 Liquid Democracy vs. Direct Democracy[KMP18]
 - The model
 - Comparison methods
- 4 What's to come
- 5 References

Democracy for the internet age

- Representative democracy stands in contradiction with the ideal of a modern, Internet-enabled democracy

Democracy for the internet age

- Representative democracy stands in contradiction with the ideal of a modern, Internet-enabled democracy
- Direct democracy is not without problems:
 - In large scales, not enough citizens are well informed
 - In online communities, 90-9-1 implies votes do not represent the general opinion

Liquid democracy

- In a Liquid democracy, voters can either vote directly or delegate

Liquid democracy

- In a Liquid democracy, voters can either vote directly or delegate
 - A creative compromise between representative and direct democracies, but is it necessarily better?

Liquid democracy

- In a Liquid democracy, voters can either vote directly or delegate
 - A creative compromise between representative and direct democracies, but is it necessarily better?
- What does better even *mean*?

Liquid democracy

- In a Liquid democracy, voters can either vote directly or delegate
 - A creative compromise between representative and direct democracies, but is it necessarily better?
- What does better even *mean*?
- What does liquid democracy even *mean*?

Liquid democracy

- In a Liquid democracy, voters can either vote directly or delegate
 - A creative compromise between representative and direct democracies, but is it necessarily better?
- What does better even *mean*?
- What does liquid democracy even *mean*?
 - How do we deal with delegation cycles?
 - Do we allow fractional delegations?

Liquid democracy

- In a Liquid democracy, voters can either vote directly or delegate
 - A creative compromise between representative and direct democracies, but is it necessarily better?
- What does better even *mean*?
- What does liquid democracy even *mean*?
 - How do we deal with delegation cycles?
 - Do we allow fractional delegations?
 - As we've seen, this is open to interpretation

Outline

1 Introduction

- Reminder: Liquid Democracy
- **Assumptions and model(s)**

2 Viscous democracy[BBCV11]

- The model
- The voting score
- Properties (criteria) of the voting score
- Conclusion

3 Liquid Democracy vs. Direct Democracy[KMP18]

- The model
- Comparison methods

4 What's to come

5 References

Modelling the voters and their delegations

- Election outcomes are based on voters, votes, and delegations

Modelling the voters and their delegations

- Election outcomes are based on voters, votes, and delegations
- We assume each voter votes or delegates, but not both

Modelling the voters and their delegations

- Election outcomes are based on voters, votes, and delegations
- We assume each voter votes or delegates, but not both
- We also assume that voters only delegate to friends
- And that friendships are symmetric

Modelling the voters and their delegations

- Election outcomes are based on voters, votes, and delegations
- We assume each voter votes or delegates, but not both
- We also assume that voters only delegate to friends
- And that friendships are symmetric
 - Our first of several optimistic assumptions

The social network

- Election outcomes depend on friendships between voters

The social network

- Election outcomes depend on friendships between voters
- Graphs are very convenient for modeling such social networks

The social network

- Election outcomes depend on friendships between voters
- Graphs are very convenient for modeling such social networks
- Formally, the *social network* is a (finite, simple, undirected) graph $G = (V, E)$
 - V is the set of voters
 - $\{v, u\} \in E$ iff v and u are friends

The social network

- Election outcomes depend on friendships between voters
- Graphs are very convenient for modeling such social networks
- Formally, the *social network* is a (finite, simple, undirected) graph $G = (V, E)$
 - V is the set of voters
 - $\{v, u\} \in E$ iff v and u are friends
- For now, assume that G is connected

The underlying delegation graph

- A social network $G = (V, E)$ holding a (liquid democratic) vote naturally defines a delegation graph

The underlying delegation graph

- A social network $G = (V, E)$ holding a (liquid democratic) vote naturally defines a delegation graph
- Formally, this is the *delegation (di)graph* $D = (V, A)$
 - The vertices are the same – the voters.
 - $(u, v) \in A$ iff u delegates their vote to v
 - $(u, u) \in A$ iff u votes directly

The underlying delegation graph

- A social network $G = (V, E)$ holding a (liquid democratic) vote naturally defines a delegation graph
- Formally, this is the *delegation (di)graph* $D = (V, A)$
 - The vertices are the same – the voters.
 - $(u, v) \in A$ iff u delegates their vote to v
 - $(u, u) \in A$ iff u votes directly
- No abstentions – $\text{outdeg}_D \equiv 1$

The underlying delegation graph

- A social network $G = (V, E)$ holding a (liquid democratic) vote naturally defines a delegation graph
- Formally, this is the *delegation (di)graph* $D = (V, A)$
 - The vertices are the same – the voters.
 - $(u, v) \in A$ iff u delegates their vote to v
 - $(u, u) \in A$ iff u votes directly
- No abstentions – $\text{outdeg}_D \equiv 1$
- Our model can deal both with elections and motion-passing votes

The underlying delegation graph

- A social network $G = (V, E)$ holding a (liquid democratic) vote naturally defines a delegation graph
- Formally, this is the *delegation (di)graph* $D = (V, A)$
 - The vertices are the same – the voters.
 - $(u, v) \in A$ iff u delegates their vote to v
 - $(u, u) \in A$ iff u votes directly
- No abstentions – $\text{outdeg}_D \equiv 1$
- Our model can deal both with elections and motion-passing votes
- Can we simulate a voting process with our model?

The underlying delegation graph

- A social network $G = (V, E)$ holding a (liquid democratic) vote naturally defines a delegation graph
- Formally, this is the *delegation (di)graph* $D = (V, A)$
 - The vertices are the same – the voters.
 - $(u, v) \in A$ iff u delegates their vote to v
 - $(u, u) \in A$ iff u votes directly
- No abstentions – $\text{outdeg}_D \equiv 1$
- Our model can deal both with elections and motion-passing votes
- Can we simulate a voting process with our model?
 - Not yet, many details are still unspecified
 - Most importantly, the question of dealing with *delegation cycles* (a cycle in the delegation graph)

Outline

- 1 Introduction
 - Reminder: Liquid Democracy
 - Assumptions and model(s)
- 2 Viscous democracy[BBCV11]
 - **The model**
 - The voting score
 - Properties (criteria) of the voting score
 - Conclusion
- 3 Liquid Democracy vs. Direct Democracy[KMP18]
 - The model
 - Comparison methods
- 4 What's to come
- 5 References

Model specification

- Only single choice ballots are allowed

Model specification

- Only single choice ballots are allowed
- Elections only

Model specification

- Only single choice ballots are allowed
- Elections only
- The k winners are participants (voters) with the highest voting scores

Outline

- 1 Introduction
 - Reminder: Liquid Democracy
 - Assumptions and model(s)
- 2 Viscous democracy[BBCV11]
 - The model
 - **The voting score**
 - Properties (criteria) of the voting score
 - Conclusion
- 3 Liquid Democracy vs. Direct Democracy[KMP18]
 - The model
 - Comparison methods
- 4 What's to come
- 5 References

The voting score

- Fix a *damping factor* $\alpha \in (0, 1)$

The voting score

- Fix a *damping factor* $\alpha \in (0, 1)$
- The *voting score* of voter $v \in V$ is defined

$$r_v := \frac{(1-\alpha)}{n} \sum_{p \in P(v)} \alpha^{|p|}$$

where

- $P(v)$ is that set of all paths in D ending at v
- $|p|$ is the number of *edges* in p

The voting score

- Fix a *damping factor* $\alpha \in (0, 1)$
- The *voting score* of voter $v \in V$ is defined

$$r_v := \frac{(1-\alpha)}{n} \sum_{p \in P(v)} \alpha^{|p|}$$

where

- $P(v)$ is that set of all paths in D ending at v
 - $|p|$ is the number of *edges* in p
- Liquidity is replaced with viscosity, since the vote flow encounters “resistance”

The voting score

- Fix a *damping factor* $\alpha \in (0, 1)$
- The *voting score* of voter $v \in V$ is defined

$$r_v := \frac{(1-\alpha)}{n} \sum_{p \in P(v)} \alpha^{|p|}$$

where

- $P(v)$ is that set of all paths in D ending at v
- $|p|$ is the number of *edges* in p
- Liquidity is replaced with viscosity, since the vote flow encounters “resistance”
- Is r_v always finite?

The voting score is finite

$$r_v := \frac{(1-\alpha)}{n} \sum_{p \in P(v)} \alpha^{|p|}$$

The voting score is finite

$$r_v := \frac{(1-\alpha)}{n} \sum_{p \in P(v)} \alpha^{|p|}$$

Claim: $|P(v)| = \aleph_0$ iff v participates in a cycle

The voting score is finite

$$r_v := \frac{(1-\alpha)}{n} \sum_{p \in P(v)} \alpha^{|p|}$$

Claim: $|P(v)| = \aleph_0$ iff v participates in a cycle

Proof.

If v participates in a cycle $c \in P(v)$, denote by c^m the repetition of the cycle $m \in \mathbb{N}$ times. Then $c^m \in P(v)$ for all $m \in \mathbb{N}$, and for all $m \neq k$ clearly $c^m \neq c^k$. We found an injection of \mathbb{N} to $P(v)$.

The voting score is finite

$$r_v := \frac{(1-\alpha)}{n} \sum_{p \in P(v)} \alpha^{|p|}$$

Claim: $|P(v)| = \aleph_0$ iff v participates in a cycle

Proof.

If v participates in a cycle $c \in P(v)$, denote by c^m the repetition of the cycle $m \in \mathbb{N}$ times. Then $c^m \in P(v)$ for all $m \in \mathbb{N}$, and for all $m \neq k$ clearly $c^m \neq c^k$. We found an injection of \mathbb{N} to $P(v)$.

Also $|P(v)| \leq |V^*| = \aleph_0$

The voting score is finite

$$r_v := \frac{(1-\alpha)}{n} \sum_{p \in P(v)} \alpha^{|p|}$$

Claim: $|P(v)| = \aleph_0$ iff v participates in a cycle

Proof.

If v participates in a cycle $c \in P(v)$, denote by c^m the repetition of the cycle $m \in \mathbb{N}$ times. Then $c^m \in P(v)$ for all $m \in \mathbb{N}$, and for all $m \neq k$ clearly $c^m \neq c^k$. We found an injection of \mathbb{N} to $P(v)$.

Also $|P(v)| \leq |V^*| = \aleph_0$

On the other hand, if $P(v)$ is infinite then it must hold a cycle, as there are at most

$$\underbrace{2^n}_{\text{subsets of } V} \cdot \underbrace{n!}_{\text{orderings on a subset}}$$

simple paths in D



The voting score is finite (cont.)

- Even if $P(v)$ is infinite, r_v is a (countable) geometric series with ratio $\in (-1, 1)$ therefore convergent...

The voting score is finite (cont.)

- Even if $P(v)$ is infinite, r_v is a (countable) geometric series with ratio $\in (-1, 1)$ therefore convergent...
- Not quite, notice that

$$\sum_{p \in P(v)} \alpha^{|p|} = \sum_{m=0}^{\infty} |P(v) \cap V^{m+1}| \alpha^m$$

where $P(v) \cap V^{m+1}$ is the set of paths of length m ending at v

The voting score is finite (cont.)

- Even if $P(v)$ is infinite, r_v is a (countable) geometric series with ratio $\in (-1, 1)$ therefore convergent...
- Not quite, notice that

$$\sum_{p \in P(v)} \alpha^{|p|} = \sum_{m=0}^{\infty} |P(v) \cap V^{m+1}| \alpha^m$$

where $P(v) \cap V^{m+1}$ is the set of paths of length m ending at v

- We need insight on the growth of $|P(v) \cap V^{m+1}|$ with m ...

The voting score is finite (cont.)

- Even if $P(v)$ is infinite, r_v is a (countable) geometric series with ratio $\in (-1, 1)$ therefore convergent...
- Not quite, notice that

$$\sum_{p \in P(v)} \alpha^{|p|} = \sum_{m=0}^{\infty} |P(v) \cap V^{m+1}| \alpha^m$$

where $P(v) \cap V^{m+1}$ is the set of paths of length m ending at v

- We need insight on the growth of $|P(v) \cap V^{m+1}|$ with m ...
- It can be shown that

$$r_v = \sum_{p \in P(v)} \alpha^{|p|} \leq c(v) \sum_{m=1}^{\infty} \alpha^m \leq \frac{c(v)}{(1-\alpha)} < \infty$$

where $c(v)$ is the number of paths leading to $[v]_{\sim}$ in the condensation graph of D (which is a DAG, hence $c(v)$ is finite)

Outline

- 1 Introduction
 - Reminder: Liquid Democracy
 - Assumptions and model(s)
- 2 Viscous democracy[BBCV11]
 - The model
 - The voting score
 - **Properties (criteria) of the voting score**
 - Conclusion
- 3 Liquid Democracy vs. Direct Democracy[KMP18]
 - The model
 - Comparison methods
- 4 What's to come
- 5 References

Properties of the voting score

- The voting score is the PageRank score on the delegation graph D
 - This yields some insight about its behavior

Properties of the voting score

- The voting score is the PageRank score on the delegation graph D
 - This yields some insight about its behavior
- Instead, let's prove some concrete results
 - Specifically, fix G, D , and study its behavior with large/small α

Small enough damping makes transient nodes lose

- A voter $v \in V$ is transient if it delegates its vote to someone that does not (transitively) delegate it back
 - In other words, if v does not participate in a cycle

Small enough damping makes transient nodes lose

- A voter $v \in V$ is transient if it delegates its vote to someone that does not (transitively) delegate it back
 - In other words, if v does not participate in a cycle
- Intuitively, if the damping factor is small, transient voters should never win
 - Since they delegate most of their score onwards

Small enough damping makes transient nodes lose

- A voter $v \in V$ is transient if it delegates its vote to someone that does not (transitively) delegate it back
 - In other words, if v does not participate in a cycle
- Intuitively, if the damping factor is small, transient voters should never win
 - Since they delegate most of their score onwards
- An interesting observation (perhaps), but does our model allow us to prove it rigorously?

Small enough damping makes transient nodes lose (proof)

- Formally, we show that for large enough α (small damping) all winners are non-transient.

Small enough damping makes transient nodes lose (proof)

- Formally, we show that for large enough α (small damping) all winners are non-transient.

Proof: Let $t \in V$ be some transient node in D . Then it delegates its vote to some $v \in V$. We show that

$$r_t < r_v$$

Small enough damping makes transient nodes lose (proof)

- Formally, we show that for large enough α (small damping) all winners are non-transient.

Proof: Let $t \in V$ be some transient node in D . Then it delegates its vote to some $v \in V$. We show that

$$r_t < r_v$$

t participates in no cycles, so $P(t)$ is finite.

Small enough damping makes transient nodes lose (proof)

- Formally, we show that for large enough α (small damping) all winners are non-transient.

Proof: Let $t \in V$ be some transient node in D . Then it delegates its vote to some $v \in V$. We show that

$$r_t < r_v$$

t participates in no cycles, so $P(t)$ is finite.

Therefore

$$Q(\alpha) := \sum_{p \in P(t)} \alpha^{|p|}$$

is some polynomial (of degree $\max\{|p| \mid p \in P(t)\} - 1$) with positive coefficients

Small enough damping makes transient nodes lose (proof)

- Formally, we show that for large enough α (small damping) all winners are non-transient.

Proof: Let $t \in V$ be some transient node in D . Then it delegates its vote to some $v \in V$. We show that

$$r_t < r_v$$

t participates in no cycles, so $P(t)$ is finite.

Therefore

$$Q(\alpha) := \sum_{p \in P(t)} \alpha^{|p|}$$

is some polynomial (of degree $\max\{|p| \mid p \in P(t)\} - 1$) with positive coefficients

$$r_t = \frac{(1-\alpha)}{n} Q(\alpha)$$

Small enough damping makes transient nodes lose (proof cont.)

Since t delegates to v we have

$$r_v \geq \frac{(1-\alpha)}{n} \left(\underbrace{\alpha}_{t\text{'s delegation}} + \underbrace{\alpha Q(\alpha)}_{\text{votes delegated from } t} \right) = \frac{(1-\alpha)}{n} \cdot \alpha (1 + Q(\alpha))$$

Small enough damping makes transient nodes lose (proof cont.)

Since t delegates to v we have

$$r_v \geq \frac{(1-\alpha)}{n} \left(\underbrace{\alpha}_{t\text{'s delegation}} + \underbrace{\alpha Q(\alpha)}_{\text{votes delegated from } t} \right) = \frac{(1-\alpha)}{n} \cdot \alpha(1+Q(\alpha))$$

It suffices to show that

$$\underbrace{\frac{(1-\alpha)}{n} Q(\alpha)}_{=r_t} < \underbrace{\frac{(1-\alpha)}{n} \cdot \alpha(1+Q(\alpha))}_{\leq r_v}$$

Small enough damping makes transient nodes lose (proof cont.)

Since t delegates to v we have

$$r_v \geq \frac{(1-\alpha)}{n} \left(\underbrace{\alpha}_{t\text{'s delegation}} + \underbrace{\alpha Q(\alpha)}_{\text{votes delegated from } t} \right) = \frac{(1-\alpha)}{n} \cdot \alpha(1+Q(\alpha))$$

It suffices to show that

$$\underbrace{\frac{(1-\alpha)}{n} Q(\alpha)}_{=r_t} < \underbrace{\frac{(1-\alpha)}{n} \cdot \alpha(1+Q(\alpha))}_{\leq r_v}$$

equivalently, that

$$Q(\alpha) < \alpha(1+Q(\alpha))$$

Small enough damping makes transient nodes lose (proof cont.)

Since t delegates to v we have

$$r_v \geq \frac{(1-\alpha)}{n} \left(\underbrace{\alpha}_{t\text{'s delegation}} + \underbrace{\alpha Q(\alpha)}_{\text{votes delegated from } t} \right) = \frac{(1-\alpha)}{n} \cdot \alpha(1+Q(\alpha))$$

It suffices to show that

$$\underbrace{\frac{(1-\alpha)}{n} Q(\alpha)}_{=r_t} < \underbrace{\frac{(1-\alpha)}{n} \cdot \alpha(1+Q(\alpha))}_{\leq r_v}$$

equivalently, that

$$Q(\alpha) < \alpha(1+Q(\alpha))$$

Let q be the sum of coefficients of $Q(\alpha)$. When $\alpha \rightarrow 1$, LHS tends to q whereas RHS tends to $1+q$

Small enough damping makes transient nodes lose (proof cont.)

Since t delegates to v we have

$$r_v \geq \frac{(1-\alpha)}{n} \left(\underbrace{\alpha}_{t\text{'s delegation}} + \underbrace{\alpha Q(\alpha)}_{\text{votes delegated from } t} \right) = \frac{(1-\alpha)}{n} \cdot \alpha(1+Q(\alpha))$$

It suffices to show that

$$\underbrace{\frac{(1-\alpha)}{n} Q(\alpha)}_{=r_t} < \underbrace{\frac{(1-\alpha)}{n} \cdot \alpha(1+Q(\alpha))}_{\leq r_v}$$

equivalently, that

$$Q(\alpha) < \alpha(1+Q(\alpha))$$

Let q be the sum of coefficients of $Q(\alpha)$. When $\alpha \rightarrow 1$, LHS tends to q whereas RHS tends to $1+q$

So for large enough α the relation holds ■

More properties

- We can rigorously obtain results of similar nature

More properties

- We can rigorously obtain results of similar nature
- Every social network G and participant $v \in V$ has some delegation graph D in which v is a winner

More properties

- We can rigorously obtain results of similar nature
- Every social network G and participant $v \in V$ has some delegation graph D in which v is a winner
 - Seems trivial, but is very important – we wouldn't want the victors to be determined purely by the structure of the network (rigged game)

More properties

- We can rigorously obtain results of similar nature
- Every social network G and participant $v \in V$ has some delegation graph D in which v is a winner
 - Seems trivial, but is very important – we wouldn't want the victors to be determined purely by the structure of the network (rigged game)
 - This condition is known as *surjectivity* or *sovereignty*

More properties

- We can rigorously obtain results of similar nature
- Every social network G and participant $v \in V$ has some delegation graph D in which v is a winner
 - Seems trivial, but is very important – we wouldn't want the victors to be determined purely by the structure of the network (rigged game)
 - This condition is known as *surjectivity* or *sovereignty*
 - Can be shown from the previous claim, letting D be a spanning tree rooted at v and oriented towards it
 - This makes v the only non-transient voter

More properties

- We can rigorously obtain results of similar nature
- Every social network G and participant $v \in V$ has some delegation graph D in which v is a winner
 - Seems trivial, but is very important – we wouldn't want the victors to be determined purely by the structure of the network (rigged game)
 - This condition is known as *surjectivity* or *sovereignty*
 - Can be shown from the previous claim, letting D be a spanning tree rooted at v and oriented towards it
 - This makes v the only non-transient voter
- Large enough damping makes only direct votes count
 - When α is small enough the system resembles a direct democracy, since delegated votes are negligible.

Outline

- 1 Introduction
 - Reminder: Liquid Democracy
 - Assumptions and model(s)
- 2 Viscous democracy[BBCV11]
 - The model
 - The voting score
 - Properties (criteria) of the voting score
 - **Conclusion**
- 3 Liquid Democracy vs. Direct Democracy[KMP18]
 - The model
 - Comparison methods
- 4 What's to come
- 5 References

The model (revisited)

- Our model is rather rich: It has rigorously provable properties without being too abstract

The model (revisited)

- Our model is rather rich: It has rigorously provable properties without being too abstract
- We can do many more cool things with it:

The model (revisited)

- Our model is rather rich: It has rigorously provable properties without being too abstract
- We can do many more cool things with it:
 - Account for absent votes ($\text{outdeg}_D \leq 1$) using a random walk on the delegation graph

The model (revisited)

- Our model is rather rich: It has rigorously provable properties without being too abstract
- We can do many more cool things with it:
 - Account for absent votes ($\text{outdeg}_D \leq 1$) using a random walk on the delegation graph
 - Split the network into parties *after voting*, letting each connected component in D correspond to a party

The model (revisited)

- Our model is rather rich: It has rigorously provable properties without being too abstract
- We can do many more cool things with it:
 - Account for absent votes ($\text{outdeg}_D \leq 1$) using a random walk on the delegation graph
 - Split the network into parties *after voting*, letting each connected component in D correspond to a party
 - Usually, parties are defined *before* an election!

The model (revisited)

- Our model is rather rich: It has rigorously provable properties without being too abstract
- We can do many more cool things with it:
 - Account for absent votes ($\text{outdeg}_D \leq 1$) using a random walk on the delegation graph
 - Split the network into parties *after voting*, letting each connected component in D correspond to a party
 - Usually, parties are defined *before* an election!
- Can also provide experimental insight

The model (revisited)

- Our model is rather rich: It has rigorously provable properties without being too abstract
- We can do many more cool things with it:
 - Account for absent votes ($\text{outdeg}_D \leq 1$) using a random walk on the delegation graph
 - Split the network into parties *after voting*, letting each connected component in D correspond to a party
 - Usually, parties are defined *before* an election!
- Can also provide experimental insight
 - E.g when run on DBLP (under some preference rule), we see that winners depend mostly on the users' votes and not necessarily on the network structure

The model (revisited)

- Our model is rather rich: It has rigorously provable properties without being too abstract
- We can do many more cool things with it:
 - Account for absent votes ($\text{outdeg}_D \leq 1$) using a random walk on the delegation graph
 - Split the network into parties *after voting*, letting each connected component in D correspond to a party
 - Usually, parties are defined *before* an election!
- Can also provide experimental insight
 - E.g when run on DBLP (under some preference rule), we see that winners depend mostly on the users' votes and not necessarily on the network structure
 - A positive trait in the context of democratic systems – each election is determined by the specific votes cast, not by the (fixed) structure of friendships

The model (revisited)

- Our model is rather rich: It has rigorously provable properties without being too abstract
- We can do many more cool things with it:
 - Account for absent votes ($\text{outdeg}_D \leq 1$) using a random walk on the delegation graph
 - Split the network into parties *after voting*, letting each connected component in D correspond to a party
 - Usually, parties are defined *before* an election!
- Can also provide experimental insight
 - E.g when run on DBLP (under some preference rule), we see that winners depend mostly on the users' votes and not necessarily on the network structure
 - A positive trait in the context of democratic systems – each election is determined by the specific votes cast, not by the (fixed) structure of friendships
- But is liquid democracy necessarily better than direct democracy?

Outline

- 1 Introduction
 - Reminder: Liquid Democracy
 - Assumptions and model(s)
- 2 Viscous democracy[BBCV11]
 - The model
 - The voting score
 - Properties (criteria) of the voting score
 - Conclusion
- 3 Liquid Democracy vs. Direct Democracy[KMP18]**
 - The model**
 - Comparison methods
- 4 What's to come
- 5 References

The objective model

- Idea: Compare two voting systems by assuming some outcomes are better than others and checking which system yields a better outcome

The objective model

- Idea: Compare two voting systems by assuming some outcomes are better than others and checking which system yields a better outcome
 - E.g: Assume that one presidential candidate is superior to the other, ask which system yields the better candidate, the electoral college or the popular vote

The objective model

- Idea: Compare two voting systems by assuming some outcomes are better than others and checking which system yields a better outcome
 - E.g: Assume that one presidential candidate is superior to the other, ask which system yields the better candidate, the electoral college or the popular vote
- Specifically, assume there are two possible outcomes, one correct and one incorrect
- And each voter votes for the correct answer with some fixed probability

The objective model

- Idea: Compare two voting systems by assuming some outcomes are better than others and checking which system yields a better outcome
 - E.g: Assume that one presidential candidate is superior to the other, ask which system yields the better candidate, the electoral college or the popular vote
- Specifically, assume there are two possible outcomes, one correct and one incorrect
- And each voter votes for the correct answer with some fixed probability
- The social network is now the labeled graph $G = (V, E, p)$
 - $p : V \rightarrow [0, 1]$, each $v \in V$ votes correctly w.p p_v , incorrectly w.p $(1 - p_v)$

Delegations in the objective model

- Assume that voters only delegate their votes to more competent friends

Delegations in the objective model

- Assume that voters only delegate their votes to more competent friends
 - Very optimistic assumption, assumes that voters know each other's competence levels, and delegate rationally

Delegations in the objective model

- Assume that voters only delegate their votes to more competent friends
 - Very optimistic assumption, assumes that voters know each other's competence levels, and delegate rationally
 - If LD is not better than DD in under this assumption, it must be pretty bad!

Delegations in the objective model

- Assume that voters only delegate their votes to more competent friends
 - Very optimistic assumption, assumes that voters know each other's competence levels, and delegate rationally
 - If LD is not better than DD in under this assumption, it must be pretty bad!
- Formally: Fix $c \geq 0$. u approves of v if $\{u, v\} \in E$ and $p_v > c + p_u$
 - Let $A_G(u) = \{v \in V \mid u \text{ approves of } v\}$

Delegations in the objective model

- Assume that voters only delegate their votes to more competent friends
 - Very optimistic assumption, assumes that voters know each other's competence levels, and delegate rationally
 - If LD is not better than DD in under this assumption, it must be pretty bad!
- Formally: Fix $c \geq 0$. u approves of v if $\{u, v\} \in E$ and $p_v > c + p_u$
 - Let $A_G(u) = \{v \in V \mid u \text{ approves of } v\}$
- Since the inequality is strict there are no approval cycles, hence no delegation cycles

Delegation mechanisms

- If voter v approves of u and u' , who do they delegate to?

Delegation mechanisms

- If voter v approves of u and u' , who do they delegate to?
- A *delegation mechanism* M takes as input a network $G = (V, E, p)$ and outputs for each $v \in V$ a probability distribution δ_v over $A_G(v) \cup \{v\}$
 - v delegates to $u \in A_G(v) \cup \{v\}$ according to the distribution δ_v

Delegation mechanisms

- If voter v approves of u and u' , who do they delegate to?
- A *delegation mechanism* M takes as input a network $G = (V, E, p)$ and outputs for each $v \in V$ a probability distribution δ_v over $A_G(v) \cup \{v\}$
 - v delegates to $u \in A_G(v) \cup \{v\}$ according to the distribution δ_v
- Formally, given a mechanism M we consider the following process:

Delegation mechanisms

- If voter v approves of u and u' , who do they delegate to?
- A *delegation mechanism* M takes as input a network $G = (V, E, p)$ and outputs for each $v \in V$ a probability distribution δ_v over $A_G(v) \cup \{v\}$
 - v delegates to $u \in A_G(v) \cup \{v\}$ according to the distribution δ_v
- Formally, given a mechanism M we consider the following process:
 - 1 Run M on G to obtain $\{\delta_v\}_{v \in V}$

Delegation mechanisms

- If voter v approves of u and u' , who do they delegate to?
- A *delegation mechanism* M takes as input a network $G = (V, E, p)$ and outputs for each $v \in V$ a probability distribution δ_v over $A_G(v) \cup \{v\}$
 - v delegates to $u \in A_G(v) \cup \{v\}$ according to the distribution δ_v
- Formally, given a mechanism M we consider the following process:
 - 1 Run M on G to obtain $\{\delta_v\}_{v \in V}$
 - 2 Construct the delegation graph $D = (V, A)$: For each $v \in V$ sample d_v from δ_v , then let $A = \{(v, d_v)\}$

Delegation mechanisms

- If voter v approves of u and u' , who do they delegate to?
- A *delegation mechanism* M takes as input a network $G = (V, E, p)$ and outputs for each $v \in V$ a probability distribution δ_v over $A_G(v) \cup \{v\}$
 - v delegates to $u \in A_G(v) \cup \{v\}$ according to the distribution δ_v
- Formally, given a mechanism M we consider the following process:
 - 1 Run M on G to obtain $\{\delta_v\}_{v \in V}$
 - 2 Construct the delegation graph $D = (V, A)$: For each $v \in V$ sample d_v from δ_v , then let $A = \{(v, d_v)\}$
 - 3 Weight each sink $s \in V$ in D according to its voting score r_s . (A sink is a vertex with edges only to itself)

Delegation mechanisms

- If voter v approves of u and u' , who do they delegate to?
- A *delegation mechanism* M takes as input a network $G = (V, E, p)$ and outputs for each $v \in V$ a probability distribution δ_v over $A_G(v) \cup \{v\}$
 - v delegates to $u \in A_G(v) \cup \{v\}$ according to the distribution δ_v
- Formally, given a mechanism M we consider the following process:
 - 1 Run M on G to obtain $\{\delta_v\}_{v \in V}$
 - 2 Construct the delegation graph $D = (V, A)$: For each $v \in V$ sample d_v from δ_v , then let $A = \{(v, d_v)\}$
 - 3 Weight each sink $s \in V$ in D according to its voting score r_s . (A sink is a vertex with edges only to itself)
 - 4 Each sink s votes correctly w.p p_s , incorrectly w.p $1 - p_s$

Delegation mechanisms

- If voter v approves of u and u' , who do they delegate to?
- A *delegation mechanism* M takes as input a network $G = (V, E, p)$ and outputs for each $v \in V$ a probability distribution δ_v over $A_G(v) \cup \{v\}$
 - v delegates to $u \in A_G(v) \cup \{v\}$ according to the distribution δ_v
- Formally, given a mechanism M we consider the following process:
 - 1 Run M on G to obtain $\{\delta_v\}_{v \in V}$
 - 2 Construct the delegation graph $D = (V, A)$: For each $v \in V$ sample d_v from δ_v , then let $A = \{(v, d_v)\}$
 - 3 Weight each sink $s \in V$ in D according to its voting score r_s . (A sink is a vertex with edges only to itself)
 - 4 Each sink s votes correctly w.p p_s , incorrectly w.p $1 - p_s$
 - 5 The decision is made according to the weighted majority vote

Delegation mechanisms

- If voter v approves of u and u' , who do they delegate to?
- A *delegation mechanism* M takes as input a network $G = (V, E, p)$ and outputs for each $v \in V$ a probability distribution δ_v over $A_G(v) \cup \{v\}$
 - v delegates to $u \in A_G(v) \cup \{v\}$ according to the distribution δ_v
- Formally, given a mechanism M we consider the following process:
 - 1 Run M on G to obtain $\{\delta_v\}_{v \in V}$
 - 2 Construct the delegation graph $D = (V, A)$: For each $v \in V$ sample d_v from δ_v , then let $A = \{(v, d_v)\}$
 - 3 Weight each sink $s \in V$ in D according to its voting score r_s . (A sink is a vertex with edges only to itself)
 - 4 Each sink s votes correctly w.p p_s , incorrectly w.p $1 - p_s$
 - 5 The decision is made according to the weighted majority vote
- $P_M(G)$ denotes the probability that M made the correct decision on G (according to the above process)

Outline

- 1 Introduction
 - Reminder: Liquid Democracy
 - Assumptions and model(s)
- 2 Viscous democracy[BBCV11]
 - The model
 - The voting score
 - Properties (criteria) of the voting score
 - Conclusion
- 3 Liquid Democracy vs. Direct Democracy[KMP18]
 - The model
 - **Comparison methods**
- 4 What's to come
- 5 References

Comparing mechanisms

- Now that we quantified each mechanism, we can finally compare them!

Comparing mechanisms

- Now that we quantified each mechanism, we can finally compare them!
- Notice that a direct democracy is a special case of a liquid democracy, when no delegations are made

Comparing mechanisms

- Now that we quantified each mechanism, we can finally compare them!
- Notice that a direct democracy is a special case of a liquid democracy, when no delegations are made
 - Denote the *direct mechanism* (in which $\delta_v \equiv v$) with D

Comparing mechanisms

- Now that we quantified each mechanism, we can finally compare them!
- Notice that a direct democracy is a special case of a liquid democracy, when no delegations are made
 - Denote the *direct mechanism* (in which $\delta_v \equiv v$) with D
- For a network G and mechanism M , let

$$\text{gain}(M, G) := P_M(G) - P_D(G)$$

Comparing mechanisms

- Now that we quantified each mechanism, we can finally compare them!
- Notice that a direct democracy is a special case of a liquid democracy, when no delegations are made
 - Denote the *direct mechanism* (in which $\delta_v \equiv v$) with D

- For a network G and mechanism M , let

$$\text{gain}(M, G) := P_M(G) - P_D(G)$$

- If $\text{gain}(M, G) > 0$ for some G , then M is better than D and so LD beats DD!

Comparing mechanisms

- Now that we quantified each mechanism, we can finally compare them!
- Notice that a direct democracy is a special case of a liquid democracy, when no delegations are made
 - Denote the *direct mechanism* (in which $\delta_v \equiv v$) with D

- For a network G and mechanism M , let

$$\text{gain}(M, G) := P_M(G) - P_D(G)$$

- If $\text{gain}(M, G) > 0$ for some G , then M is better than D and so LD beats DD!
 - Only for the specific network G ...

Comparing mechanisms

- Now that we quantified each mechanism, we can finally compare them!
- Notice that a direct democracy is a special case of a liquid democracy, when no delegations are made
 - Denote the *direct mechanism* (in which $\delta_v \equiv v$) with D

- For a network G and mechanism M , let

$$\text{gain}(M, G) := P_M(G) - P_D(G)$$

- If $\text{gain}(M, G) > 0$ for some G , then M is better than D and so LD beats DD!
 - Only for the specific network G ...
- We now finally define what “better” means

Do No Harm

- A mechanism M satisfies the *Do No Harm (DNH)* property if for all $\varepsilon > 0$ there exists $N \in \mathbb{N}$ such that for all graphs G_n on $n \geq N$ vertices, $\text{gain}(M, G_n) \geq -\varepsilon$

Do No Harm

- A mechanism M satisfies the *Do No Harm (DNH)* property if for all $\varepsilon > 0$ there exists $N \in \mathbb{N}$ such that for all graphs G_n on $n \geq N$ vertices, $\text{gain}(M, G_n) \geq -\varepsilon$
- The delegative mechanism can lose on small instances
- But eventually (for large enough instances) it should be as good as direct democracy

Positive Gain

- A mechanism M satisfies the *Positive Gain (PG)* property if there exists $\gamma > 0, N \in \mathbb{N}$ such that for all $n \geq N$ there is some G_n with $\text{gain}(M, G_n) \geq \gamma$

Positive Gain

- A mechanism M satisfies the *Positive Gain (PG)* property if there exists $\gamma > 0, N \in \mathbb{N}$ such that for all $n \geq N$ there is some G_n with $\text{gain}(M, G_n) \geq \gamma$
- Again, not interested in small instances
- But eventually (for large enough instances) there should always be instances on which the delegative mechanism is better than the direct one

DNH vs. PG

- *DNH*

$$\forall \varepsilon > 0 \exists N \forall n \geq N \forall G_n \text{ gain}(M, G_n) \geq -\varepsilon$$

- *PG*

$$\exists \gamma > 0 \exists N \forall n \geq N \exists G_n \text{ gain}(M, G_n) \geq \gamma$$

DNH vs. PG

- *DNH*

$$\forall \varepsilon > 0 \exists N \forall n \geq N \forall G_n \text{ gain}(M, G_n) \geq -\varepsilon$$

- *PG*

$$\exists \gamma > 0 \exists N \forall n \geq N \exists G_n \text{ gain}(M, G_n) \geq \gamma$$

- *DNH* requires that eventually, M is no worse than D on *all* instances

DNH vs. PG

- *DNH*

$$\forall \varepsilon > 0 \exists N \forall n \geq N \forall G_n \text{ gain}(M, G_n) \geq -\varepsilon$$

- *PG*

$$\exists \gamma > 0 \exists N \forall n \geq N \exists G_n \text{ gain}(M, G_n) \geq \gamma$$

- *DNH* requires that eventually, M is no worse than D on *all* instances
- *PG* asserts the *existence* of instances on which M beats D

DNH vs. PG

- *DNH*

$$\forall \varepsilon > 0 \exists N \forall n \geq N \forall G_n \text{ gain}(M, G_n) \geq -\varepsilon$$

- *PG*

$$\exists \gamma > 0 \exists N \forall n \geq N \exists G_n \text{ gain}(M, G_n) \geq \gamma$$

- *DNH* requires that eventually, M is no worse than D on *all* instances
- *PG* asserts the *existence* of instances on which M beats D
- For a mechanism to be considered “better”, we want both *DNH* and *PG*

What's to come

- What's to come...

What's to come

- What's to come...
- A *local* mechanism is one that decides who v delegates to based only on the neighborhood of v

What's to come

- What's to come...
- A *local* mechanism is one that decides who v delegates to based only on the neighborhood of v
 - A nonlocal mechanism can decide who I delegate to based on the choices of someone I don't even know!
 - Absurd

What's to come

- What's to come...
- A *local* mechanism is one that decides who v delegates to based only on the neighborhood of v
 - A nonlocal mechanism can decide who I delegate to based on the choices of someone I don't even know!
 - Absurd
- *Local* mechanisms are the good and natural ones, but can they satisfy both *DNH* and *PG*?

What's to come

- What's to come...
- A *local* mechanism is one that decides who v delegates to based only on the neighborhood of v
 - A nonlocal mechanism can decide who I delegate to based on the choices of someone I don't even know!
 - Absurd
- *Local* mechanisms are the good and natural ones, but can they satisfy both *DNH* and *PG*?
- Can any mechanism satisfy both *DNH* and *PG*?

The end

- Questions?

The end

- Questions?
- Thank you!

References I

-  P. Boldi, F. Bonchi, C. Castillo, S. Vigna, Viscous democracy for social networks, *Communications of the ACM*. 54 (2011) 129. doi:10.1145/1953122.1953154.
-  A. Kahng, S. Mackenzie, A. Procaccia
Liquid Democracy: An Algorithmic Perspective
AAAI, 2018