## Group Decision Making

- How should a group make a decision?


## Group Decision Making

- How should a group make a decision? Vote!


## Group Decision Making

- How should a group make a decision? Vote!
- Suppose there are three people, Alice, Bob and Cory, who have to choose a holiday destination. There are three possible destinations: $X, Y$, and $Z$.


## Group Decision Making

- How should a group make a decision? Vote!
- Suppose there are three people, Alice, Bob and Cory, who have to choose a holiday destination.
There are three possible destinations: $X, Y$, and $Z$. Individual preferences:
- Alice: $X \succ Y \succ Z$
- Bob: $Y \succ Z \succ X$
- Cory: $Z \succ X \succ Y$
- What wins in pairwise votes?


## Group Decision Making

- How should a group make a decision? Vote!
- Suppose there are three people, Alice, Bob and Cory, who have to choose a holiday destination.
There are three possible destinations: $X, Y$, and $Z$. Individual preferences:
- Alice: $X \succ Y \succ Z$
- Bob: $Y \succ Z \succ X$
- Cory: $Z \succ X \succ Y$
- What wins in pairwise votes?

Condorcet paradox

## Group Decision Making

- How should a group make a decision? Vote!
- Suppose there are three people, Alice, Bob and Cory, who have to choose a holiday destination.
There are three possible destinations: $X, Y$, and $Z$. Individual preferences:
- Alice: $X \succ Y \succ Z$
- Bob: $Y \succ Z \succ X$
- Cory: $Z \succ X \succ Y$
- What wins in pairwise votes? Condorcet paradox
- Surely this is just an outlier!!


## Arrow's impossibility theorem

Desirable properties of preference of the group

- the group preference is complete and transitive


## Arrow's impossibility theorem

Desirable properties of preference of the group

- the group preference is complete and transitive
- individuals can have any complete and transitive preferences they like


## Arrow's impossibility theorem

Desirable properties of preference of the group

- the group preference is complete and transitive
- individuals can have any complete and transitive preferences they like
- if every individual prefers outcome $o_{1}$ to $o_{2}$, the group prefers $o_{1}$ to $o_{2}$.


## Arrow's impossibility theorem

Desirable properties of preference of the group

- the group preference is complete and transitive
- individuals can have any complete and transitive preferences they like
- if every individual prefers outcome $o_{1}$ to $o_{2}$, the group prefers $o_{1}$ to $o_{2}$.
- the group preference between outcomes $o_{1}$ and $o_{2}$ depends only on the individual preferences on $o_{1}$ and $o_{2}$ and not on the individual preferences on other outcomes.


## Arrow's impossibility theorem

Desirable properties of preference of the group

- the group preference is complete and transitive
- individuals can have any complete and transitive preferences they like
- if every individual prefers outcome $o_{1}$ to $o_{2}$, the group prefers $o_{1}$ to $o_{2}$.
- the group preference between outcomes $o_{1}$ and $o_{2}$ depends only on the individual preferences on $o_{1}$ and $o_{2}$ and not on the individual preferences on other outcomes.
- no individual gets to unilaterally decide the outcome (non-dictatorship).


## Arrow's impossibility theorem

Desirable properties of preference of the group

- the group preference is complete and transitive
- individuals can have any complete and transitive preferences they like
- if every individual prefers outcome $o_{1}$ to $o_{2}$, the group prefers $o_{1}$ to $o_{2}$.
- the group preference between outcomes $o_{1}$ and $o_{2}$ depends only on the individual preferences on $o_{1}$ and $o_{2}$ and not on the individual preferences on other outcomes.
- no individual gets to unilaterally decide the outcome (non-dictatorship).
Arrow's Theorem:


## Arrow's impossibility theorem

Desirable properties of preference of the group

- the group preference is complete and transitive
- individuals can have any complete and transitive preferences they like
- if every individual prefers outcome $o_{1}$ to $o_{2}$, the group prefers $o_{1}$ to $o_{2}$.
- the group preference between outcomes $o_{1}$ and $o_{2}$ depends only on the individual preferences on $o_{1}$ and $o_{2}$ and not on the individual preferences on other outcomes.
- no individual gets to unilaterally decide the outcome (non-dictatorship).
Arrow's Theorem: If there are three or more outcomes, these properties cannot simultaneously hold for any social preference function.


## Mechanism Design

A mechanism specifies the actions available to each agent and the outcomes of each action profile. Agents have utilities over outcomes.

## Mechanism Design

A mechanism specifies the actions available to each agent and the outcomes of each action profile.
Agents have utilities over outcomes.
Desirable properties of mechanisms:

- A mechanism should be easy for agents to use. It it should be easy for an agent to determine what to do based on their preferences.


## Mechanism Design

A mechanism specifies the actions available to each agent and the outcomes of each action profile.
Agents have utilities over outcomes.
Desirable properties of mechanisms:

- A mechanism should be easy for agents to use. It it should be easy for an agent to determine what to do based on their preferences.
A dominant strategy is one that is best for the agent, no matter what other agents do.


## Mechanism Design

A mechanism specifies the actions available to each agent and the outcomes of each action profile.
Agents have utilities over outcomes.
Desirable properties of mechanisms:

- A mechanism should be easy for agents to use. It it should be easy for an agent to determine what to do based on their preferences.
A dominant strategy is one that is best for the agent, no matter what other agents do.
If there is a mechanism with dominant strategies there is a equivalent mechanism where each player's dominant strategy is to be truthful (revelation principle).


## Mechanism Design

A mechanism specifies the actions available to each agent and the outcomes of each action profile. Agents have utilities over outcomes.
Desirable properties of mechanisms:

- A mechanism should be easy for agents to use. It it should be easy for an agent to determine what to do based on their preferences.
A dominant strategy is one that is best for the agent, no matter what other agents do.
If there is a mechanism with dominant strategies there is a equivalent mechanism where each player's dominant strategy is to be truthful (revelation principle).
- A mechanism should give the best outcome aggregated over all of the agents. A mechanism is economically efficient if the outcome chosen is one that maximizes the sum of the utilities of the agents.


## Example: meeting scheduler

Two mechanisms for scheduling meetings:

- the users to specify when they are available or not, and for the scheduler to select the time that has the most people available.


## Example: meeting scheduler

Two mechanisms for scheduling meetings:

- the users to specify when they are available or not, and for the scheduler to select the time that has the most people available.
- users to specify their utility for the various times, and the scheduler chooses the time that maximizes the sum of the utilities.


## Example: meeting scheduler

Two mechanisms for scheduling meetings:

- the users to specify when they are available or not, and for the scheduler to select the time that has the most people available.
- users to specify their utility for the various times, and the scheduler chooses the time that maximizes the sum of the utilities.
Are these dominant-strategy truthful?


## Example: meeting scheduler

Two mechanisms for scheduling meetings:

- the users to specify when they are available or not, and for the scheduler to select the time that has the most people available.
- users to specify their utility for the various times, and the scheduler chooses the time that maximizes the sum of the utilities.
Are these dominant-strategy truthful?
Alice, Bob, and Cory have to decide whether to meet on Monday, Tuesday, or Wednesday, with the following utilities for the meeting days:

|  | Monday | Tuesday | Wednesday |
| :--- | :---: | :---: | :---: |
| Alice | 0 | 8 | 10 |
| Bob | 3 | 4 | 0 |
| Cory | 11 | 7 | 6 |

Should Alice be honest?

## Gibbard-Satterthwaite theorem

Gibbard-Satterthwaite theorem as long as there are three or more outcomes, the only mechanisms with dominant strategies have a dictator: an agent whose preferences determine the outcome.

## Vickrey-Clarke-Groves mechanism

- Introduce money, so that, for any two outcomes $o_{1}$ and $o_{2}$, for each agent there is some (possibly negative) amount $d$ such that the agent is indifferent between the outcomes $o_{1}$ and $O_{2}+d$.


## Vickrey-Clarke-Groves mechanism

- Introduce money, so that, for any two outcomes $o_{1}$ and $o_{2}$, for each agent there is some (possibly negative) amount $d$ such that the agent is indifferent between the outcomes $o_{1}$ and $O_{2}+d$.
- VCG mechanism: Agents pay according to how much their participation affects the outcome.
- Agent $i$ pays the sum of the value for the other agents if $i$ had not participated minus the sum of the values for the other agents if $i$ had participated.


## Vickrey-Clarke-Groves mechanism

- Introduce money, so that, for any two outcomes $o_{1}$ and $o_{2}$, for each agent there is some (possibly negative) amount $d$ such that the agent is indifferent between the outcomes $o_{1}$ and $o_{2}+d$.
- VCG mechanism: Agents pay according to how much their participation affects the outcome.
- Agent $i$ pays the sum of the value for the other agents if $i$ had not participated minus the sum of the values for the other agents if $i$ had participated.
The VCG mechanism is both economically efficient and dominant-strategy truthful, assuming that agents only care about their utility and not about other agents' utilities or other agents' payments.


## Example: meeting scheduler

VCG Mechanism:

|  | Monday | Tuesday | Wednesday | Payment | Net Value |
| :--- | :---: | :---: | :---: | :---: | :---: |
| Alice | 0 | 8 | 10 |  |  |
| Bob | 3 | 4 | 0 |  |  |
| Cory | 11 | 7 | 6 |  |  |
| Total | 14 | 19 | 16 |  |  |
| is chosen as the meeting day. |  |  |  |  |  |

## Example: meeting scheduler

VCG Mechanism:

|  | Monday | Tuesday | Wednesday | Payment | Net Value |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| Alice | 0 | 8 | 10 |  |  |  |
| Bob | 3 | 4 | 0 |  |  |  |
| Cory | 11 | 7 | 6 |  |  |  |
| Total | 14 | 19 | 16 |  |  |  |

Tuesday is chosen as the meeting day.

## Example: meeting scheduler

VCG Mechanism:

|  | Monday | Tuesday | Wednesday | Payment | Net Value |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| Alice | 0 | 8 | 10 |  |  |  |
| Bob | 3 | 4 | 0 |  |  |  |
| Cory | 11 | 7 | 6 |  |  |  |
| Total | 14 | 19 | 16 |  |  |  |

Tuesday is chosen as the meeting day.

- What happens without payments?


## Example: meeting scheduler

VCG Mechanism:

|  | Monday | Tuesday | Wednesday | Payment | Net Value |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| Alice | 0 | 8 | 10 |  |  |  |
| Bob | 3 | 4 | 0 |  |  |  |
| Cory | 11 | 7 | 6 |  |  |  |
| Total | 14 | 19 | 16 |  |  |  |

Tuesday is chosen as the meeting day.

- What happens without payments?
- What should the payments be?


## Example: meeting scheduler

VCG Mechanism:

|  | Monday | Tuesday | Wednesday | Payment | Net Value |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| Alice | 0 | 8 | 10 | 3 | 5 |  |
| Bob | 3 | 4 | 0 | 1 | 3 |  |
| Cory | 11 | 7 | 6 | 0 | 7 |  |
| Total | 14 | 19 | 16 |  |  |  |

Tuesday is chosen as the meeting day.

- What happens without payments?
- What should the payments be?


## Example: meeting scheduler

VCG Mechanism:

|  | Monday | Tuesday | Wednesday | Payment | Net Value |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| Alice | 0 | 8 | 10 | 3 | 5 |  |
| Bob | 3 | 4 | 0 | 1 | 3 |  |
| Cory | 11 | 7 | 6 | 0 | 7 |  |
| Total | 14 | 19 | 16 |  |  |  |

Tuesday is chosen as the meeting day.

- What happens without payments?
- What should the payments be?
- What happens with payments?


## Auctions

- A common way to sell things is by an auction.


## Auctions

- A common way to sell things is by an auction.
- The outcome that maximizes the payoffs is to give the item to the person who had the highest bid.


## Auctions

- A common way to sell things is by an auction.
- The outcome that maximizes the payoffs is to give the item to the person who had the highest bid.
- According to the VCG mechanism, the top bidder should get the item and pay


## Auctions

- A common way to sell things is by an auction.
- The outcome that maximizes the payoffs is to give the item to the person who had the highest bid.
- According to the VCG mechanism, the top bidder should get the item and pay the value of the second-highest bid. This is known as a second-price auction.


## Auctions

- A common way to sell things is by an auction.
- The outcome that maximizes the payoffs is to give the item to the person who had the highest bid.
- According to the VCG mechanism, the top bidder should get the item and pay the value of the second-highest bid. This is known as a second-price auction.
- This is equivalent (up to bidding increments) to having an ascending auction, where


## Auctions

- A common way to sell things is by an auction.
- The outcome that maximizes the payoffs is to give the item to the person who had the highest bid.
- According to the VCG mechanism, the top bidder should get the item and pay the value of the second-highest bid. This is known as a second-price auction.
- This is equivalent (up to bidding increments) to having an ascending auction, where people specify how much they want to pay as a proxy bid; an agent converts proxy bids into real bids.

