

Designing non-manipulable tournament rules

Jan Soukup, David Mikšaník
Supervisor: Ariel Schwartzman

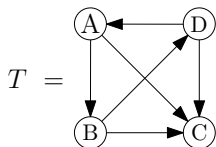
REU 2022, Rutgers University

This research is part of a project that has received funding from the European Union's Horizon 2020 research and innovation programme under the Marie Skłodowska-Curie grant agreement No. 823748.



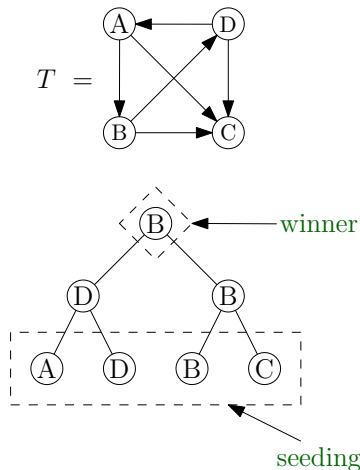
Introduction: an example

- Given $\binom{n}{2}$ outcomes between n teams (= tournament), determine the winner of the tournament (= tournament rule)
- Example: random single binary elimination bracket (RS2EB)



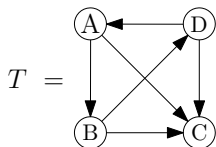
Introduction: an example

- Given $\binom{n}{2}$ outcomes between n teams (= tournament), determine the winner of the tournament (= tournament rule)
- Example: random single binary elimination bracket (RS2EB)

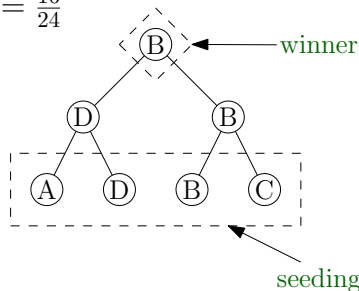


Introduction: an example

- Given $\binom{n}{2}$ outcomes between n teams (= tournament), determine the winner of the tournament (= tournament rule)
- Example: random single binary elimination bracket (RS2EB)

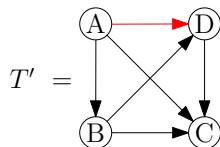
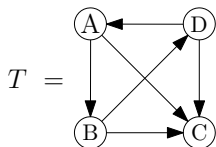


$$r_{A,D}(T) = \frac{16}{24}$$

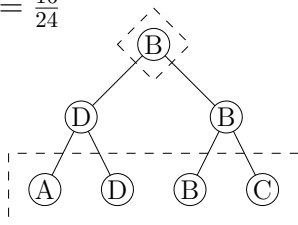


Introduction: an example

- Given $\binom{n}{2}$ outcomes between n teams (= tournament), determine the winner of the tournament (= tournament rule)
- Example: random single binary elimination bracket (RS2EB)



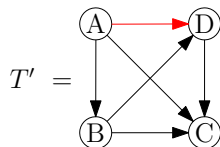
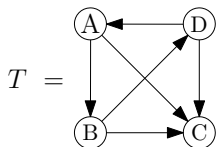
$$r_{A,D}(T) = \frac{16}{24}$$



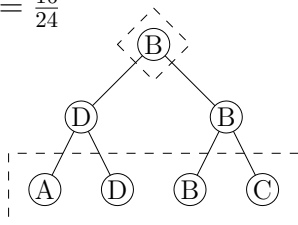
{A, D}-adjacent tournament wrt T

Introduction: an example

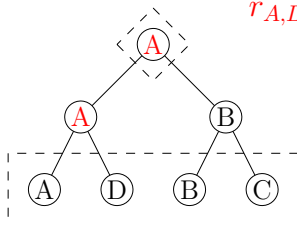
- Given $\binom{n}{2}$ outcomes between n teams (= tournament), determine the winner of the tournament (= tournament rule)
- Example: random single binary elimination bracket (RS2EB)



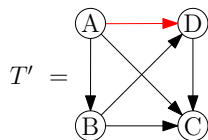
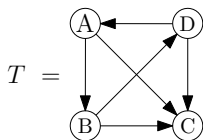
$$r_{A,D}(T) = \frac{16}{24}$$



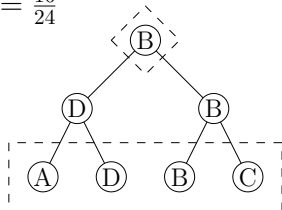
$$r_{A,D}(T') = 1$$



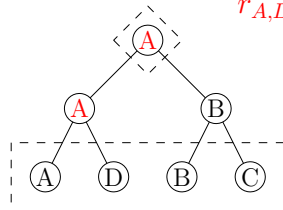
Introduction: an example (continue)



$$r_{A,D}(T) = \frac{16}{24}$$

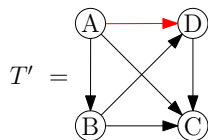
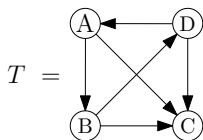


$$r_{A,D}(T') = 1$$

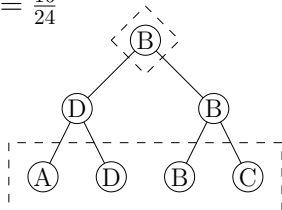


- $\alpha_{A,D}(T) := r_{A,D}(T') - r_{A,D}(T) = 1 - \frac{16}{24} = \frac{1}{3}$

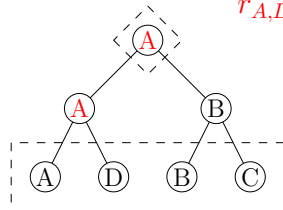
Introduction: an example (continue)



$$r_{A,D}(T) = \frac{16}{24}$$

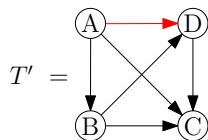
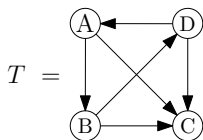


$$r_{A,D}(T') = 1$$

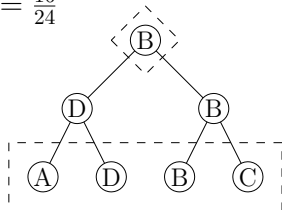


- $\alpha_{A,D}(T) := r_{A,D}(T') - r_{A,D}(T) = 1 - \frac{16}{24} = \frac{1}{3}$
- We can compute $\alpha_{X,Y}(T)$ for any pair of teams X and Y and any tournament T

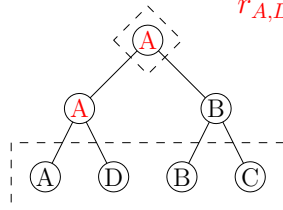
Introduction: an example (continue)



$$r_{A,D}(T) = \frac{16}{24}$$

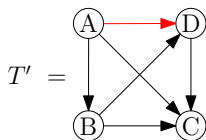
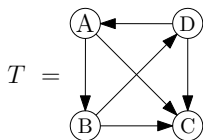


$$r_{A,D}(T') = 1$$

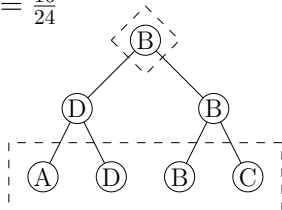


- $\alpha_{A,D}(T) := r_{A,D}(T') - r_{A,D}(T) = 1 - \frac{16}{24} = \frac{1}{3}$
- We can compute $\alpha_{X,Y}(T)$ for any pair of teams X and Y and any tournament T
- $\alpha :=$ maximum over all $\alpha_{X,Y}(T)$

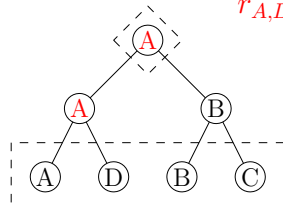
Introduction: an example (continue)



$$r_{A,D}(T) = \frac{16}{24}$$

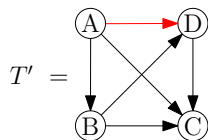
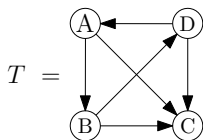


$$r_{A,D}(T') = 1$$

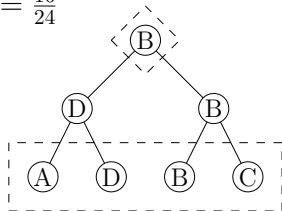


- $\alpha_{A,D}(T) := r_{A,D}(T') - r_{A,D}(T) = 1 - \frac{16}{24} = \frac{1}{3}$
- We can compute $\alpha_{X,Y}(T)$ for any pair of teams X and Y and any tournament T
- $\alpha :=$ maximum over all $\alpha_{X,Y}(T)$
- **Fact:** $\alpha = \frac{1}{3}$ (proved by Altman and Kleinberg [1])

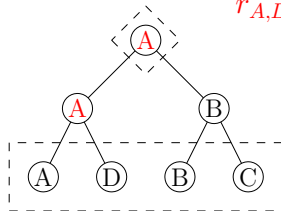
Introduction: an example (continue)



$$r_{A,D}(T) = \frac{16}{24}$$



$$r_{A,D}(T') = 1$$



- $\alpha_{A,D}(T) := r_{A,D}(T') - r_{A,D}(T) = 1 - \frac{16}{24} = \frac{1}{3}$
- We can compute $\alpha_{X,Y}(T)$ for any pair of teams X and Y and any tournament T
- $\alpha :=$ maximum over all $\alpha_{X,Y}(T)$
- **Fact:** $\alpha = \frac{1}{3}$ (proved by Altman and Kleinberg [1])
- We say that the rule RS2EB is 2-SNM- $\frac{1}{3}$

Known results

- Tournament rules should be also fair:
 - ▶ (CC) If a team A beats every other team, then the chance that A is the winner of T is 1

Known results

- Tournament rules should be also fair:
 - ▶ (CC) If a team A beats every other team, then the chance that A is the winner of T is 1

Theorem (Altman and Kleinberg [1], 2017)

There is no rule that is both (CC) and (k -SNM- α) for $\alpha < \frac{k-1}{2k-1}$.

Known results

- Tournament rules should be also fair:
 - ▶ (CC) If a team A beats every other team, then the chance that A is the winner of T is 1

Theorem (Altman and Kleinberg [1], 2017)

There is no rule that is both (CC) and $(k\text{-SNM-}\alpha)$ for $\alpha < \frac{k-1}{2k-1}$.

Theorem (Schvartzman et al. [2], 2019)

*There is a rule that is both (CC) and $(k\text{-SNM-}\frac{2}{3})$ but not **monotone**.*

Known results

- Tournament rules should be also fair:
 - ▶ (CC) If a team A beats every other team, then the chance that A is the winner of T is 1

Theorem (Altman and Kleinberg [1], 2017)

There is no rule that is both (CC) and $(k\text{-SNM-}\alpha)$ for $\alpha < \frac{k-1}{2k-1}$.

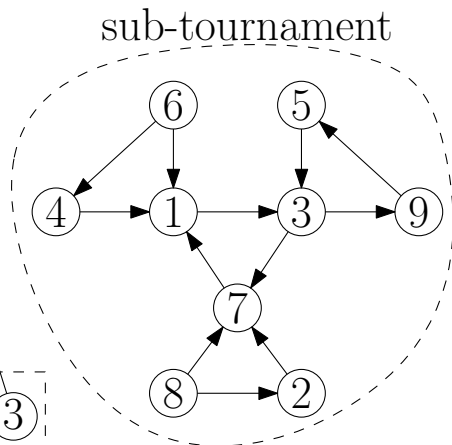
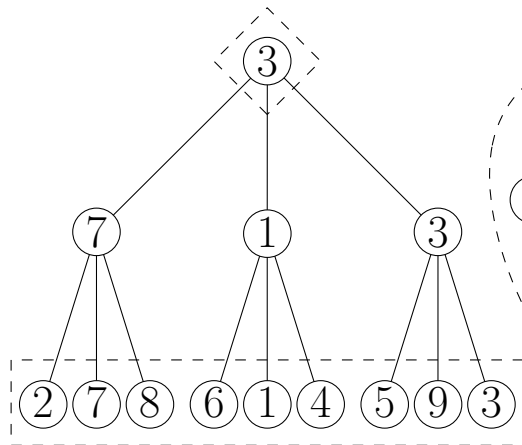
Theorem (Schvartzman et al. [2], 2019)

*There is a rule that is both (CC) and $(k\text{-SNM-}\frac{2}{3})$ but not **monotone**.*

Theorem (Dinev and Weinberg, 2022; not published yet)

*There exists a rule that is **monotone**, (CC), $(2\text{-SNM-}\frac{1}{3})$, and $(3\text{-SNM-}\frac{31}{60})$.*

Random single ternary elimination bracket (RS3EB)



Theorem

The rule RS3EB is monotone, (CC), and (3-SNM- α) for $\frac{31}{60} < \frac{227}{420} \leq \alpha \leq \frac{23}{27}$.

Meta-graph

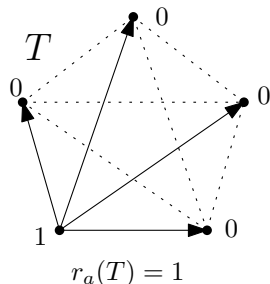
- Tournament rules are just functions from the set of all tournaments to the set of probabilistic distributions selecting a winner
- We have only two main restrictions imposed on these rules

Meta-graph

- Tournament rules are just functions from the set of all tournaments to the set of probabilistic distributions selecting a winner
- We have only two main restrictions imposed on these rules

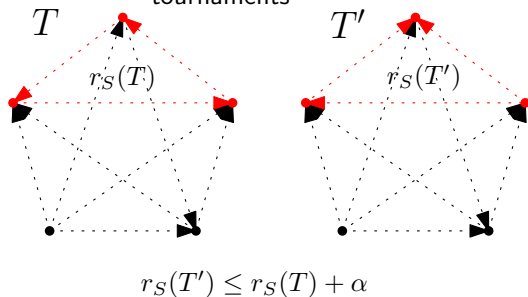
(CC) condition

- Impacts only specific tournaments



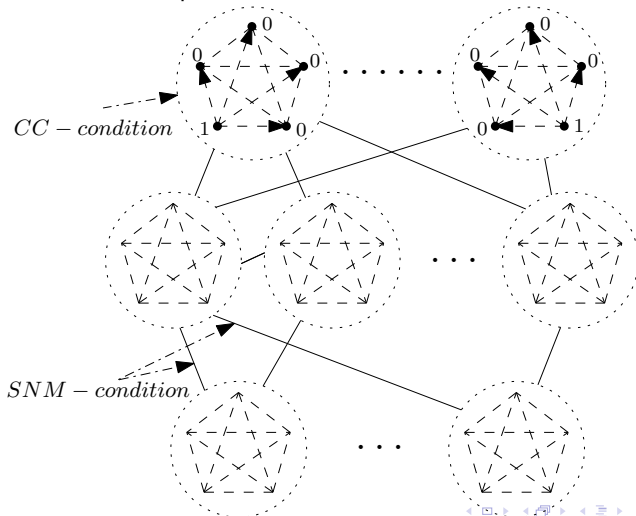
(k -SNM- α) condition

- Impacts only specific pairs of tournaments



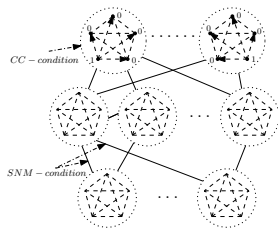
Meta-graph

- Tournament rules are just functions from the set of all tournaments to the set of probabilistic distributions selecting a winner
- We have restrictions imposed on a subset of vertices and a subset of edges



Meta-graph

- We have restrictions imposed on a subset of vertices and a subset of edges
- If a tournament is not adjacent to a tournament with restriction (imposed by (CC) property) we distribute the probability uniformly
- The remaining tournaments (the middle layer) need a bit more work



Theorem

There is a tournament rule that is monotone, (CC), $(2\text{-SNM}-\frac{1}{3})$, and $(3\text{-SNM}-\frac{1}{2})$.

- Previously, there was no known rule that was both (CC) and $(3\text{-SNM}-\alpha)$ for $\alpha < \frac{31}{60}$.

Rule extensions

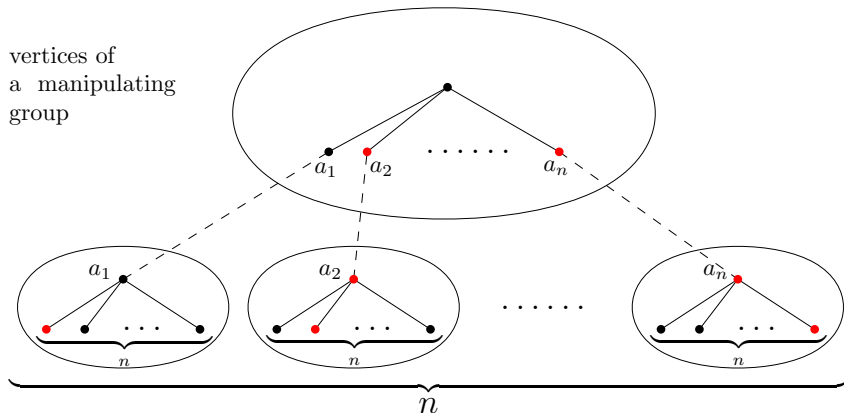
- It is feasible to design fair and non-manipulable rules for a small number of teams on a computer
- We would like to extend these rules to more teams

Rule extensions

- It is feasible to design fair and non-manipulable rules for a small number of teams on a computer
- We would like to extend these rules to more teams

vertices of

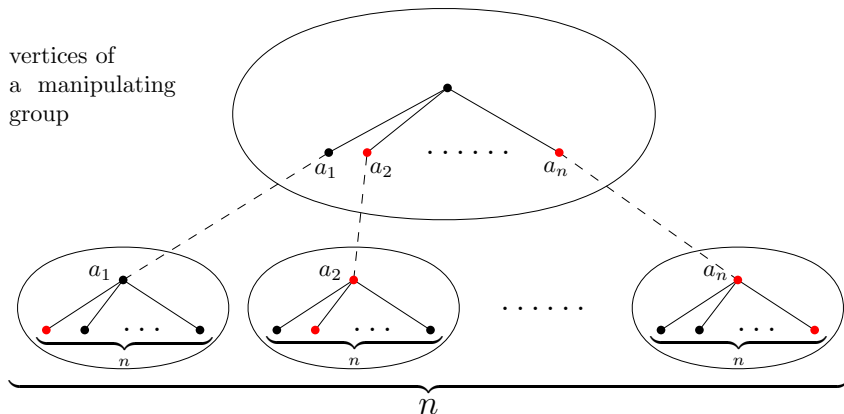
- - a manipulating group



Rule extensions

vertices of

- - a manipulating group



- This extended rule is still (CC)
- If the size of a manipulating group is a lot smaller than n then this rule is $(k\text{-SNM}-(\alpha + \varepsilon))$ if the original rule is $(k\text{-SNM}-(\alpha))$

References

- [1] Altman, A., Kleinberg, R.: Nonmanipulable randomized tournament selections. Proceedings of the National Conference on Artificial Intelligence **2**, 686–690 (01 2010)
- [2] Schwartzman, A., Weinberg, S.M., Zlatin, E., Zuo, A.: Approximately strategyproof tournament rules: on large manipulating sets and cover-consistence. In: 11th Innovations in Theoretical Computer Science Conference, LIPIcs. Leibniz Int. Proc. Inform., vol. 151, pp. Art. No. 3, 25, Schloss Dagstuhl. Leibniz-Zent. Inform., Wadern (2020)

Thank you for your attention!