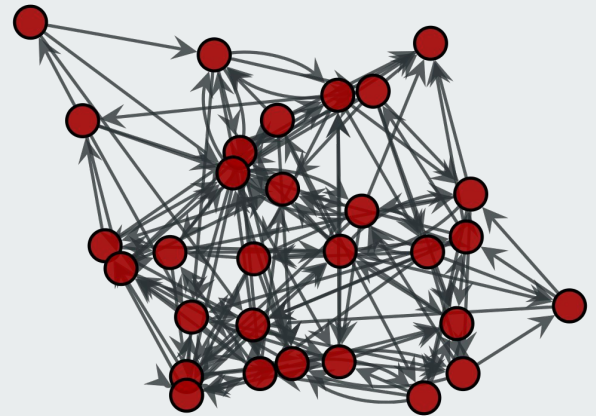




# Truth Learning in Social and Adversarial Settings

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# Motivation



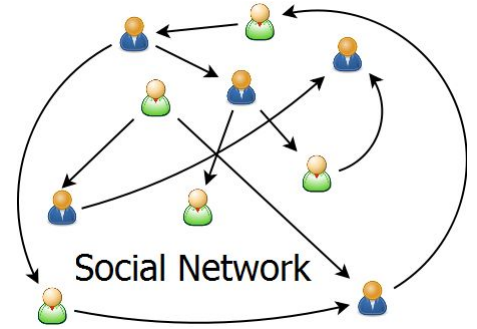
- You have imperfect information about the world
- You are influenced by other people, also with imperfect information
- Examples:
  - Social media
  - Panel Discussions



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## Setup

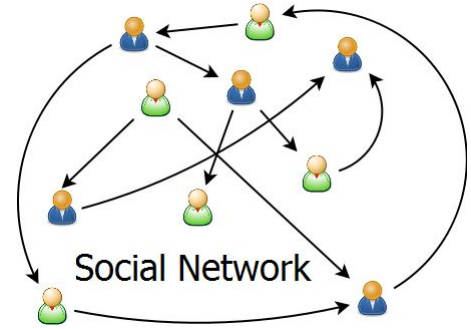
- Social network structured as a graph.
  - Vertices = agents.
  - Edges = which agents know each other.



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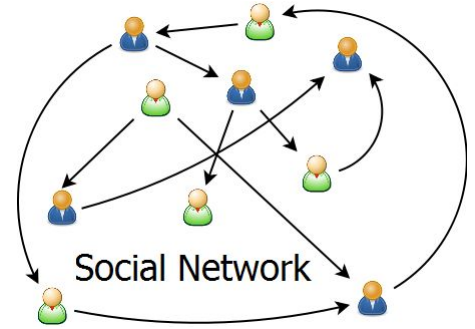
- Social network structured as a graph.
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  - Edges = which agents know each other.
- Binary ground truth.



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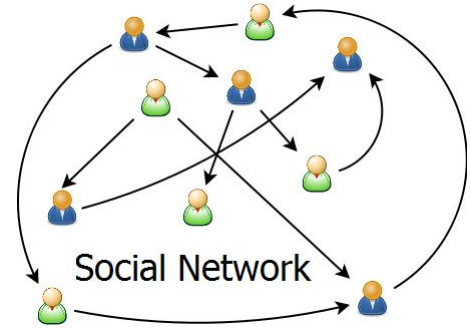
## Setup

- Social network structured as a graph.
  - Vertices = agents.
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- Binary ground truth.
- Agents have independent, private, and *noisy* measurements of the ground truth.
- Agents make predictions of ground truth sequentially.
  - based on private measurement & neighbors' predictions.



## Setup

- Social network structured as a graph.
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*Q: When is it possible for agents to learn a ground truth given a network topology, prediction order, and distribution of private measurements?*

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# Information Cascades/Herding

Agents can become biased if one opinion appears to dominate among those it has seen.

- Can lead nearly the entire group to stop using their own observations and instead copy previous decisions.





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## Cascade example

An urn contains either 1 blue + 2 red balls, or 1 red + 2 blue balls w/ equal probability.

Taking turns, each person:

- randomly picks a ball to observe in private (with replacement)
- publicly states if they think the urn is majority red or majority blue



?



# Cascade example

Suppose 2 blue + 1 red.

1. Person 1 observes red. Announces “majority red”.
2. Person 2 observes red. Announces “majority red”.

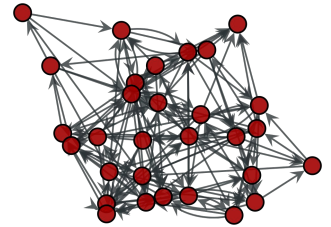
- 
3. Person 3 observes blue. Announces “majority red”. **No new information!**
  4. Person 4 observes xx. Announces “majority red”.

...



# Directions

- Complexity: Decide for a given network whether truth learning can happen.
  - Is this NP-hard?
- Voting: Non-binary ground truth.
  - No “good” way of aggregating non-binary agent preferences.
  - Condorcet Paradox, Arrow’s Impossibility Theorem
- Adversaries: How can adversarial agents affect the outcome?
  - How does this depend on the network structure?
  - How can the remaining agents protect against this?



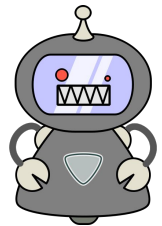
$$A \succ_1 B \succ_1 C$$

$$B \succ_2 C \succ_2 A$$

$$C \succ_3 A \succ_3 B$$

$$\implies A \succ B \succ C \succ A$$

Condorcet Paradox





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