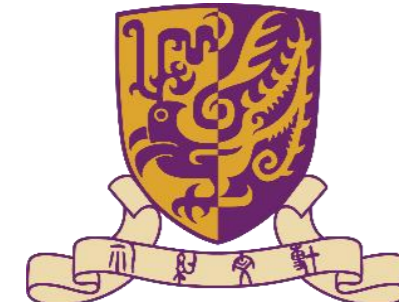


Aggregating Quantitative Relative Judgments: From Social Choice to Ranking Prediction

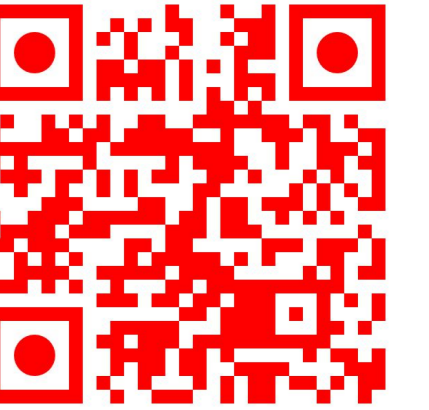


Yixuan Even Xu
Carnegie Mellon University

Hanrui Zhang
Chinese University of Hong Kong

Yu Cheng
Brown University

Vincent Conitzer
Carnegie Mellon University



Ranking Aggregation

Problem: Aggregating multiple input rankings into an integrated one

The problem is of interest in multiple research communities

- **Voting theory:** each **voter** ranks the candidates, and a **voting rule** decides a winning candidate or a ranking of all candidates
- **Learning-to-rank:** ranking **web pages** in response to a search query, or ranking **recommendations** to a user
- **Common ground:** there is a latent “true” ranking of the elements, of which all inputs are just noisy observations

Focuses of Different Communities

Voting theory (social choice)

- **Inputs:** **subjective**
- **Desiderata:**
 - **transparency**
 - **simple voting rule**
 - **strategy-proofness**

This Work

Learning-to-rank

- **Inputs:** **objective**
- **Desiderata:**
 - **relevance to query**
 - **recommendation quality**

This work: An attempt to bridge the two communities by applying formulations from social choice to learning-to-rank problems and inputs

Judgment Aggregation

Quantitative judgment aggregation:

- A way to think of ranking aggregation **in social choice**
- **Aggregation inputs:** Quantitative relative judgments $\{(a, b, y)\}$, i.e., “Candidate a is better than candidate b by y units quantitatively”
- **Example in social choice:** “Using 1 unit of gasoline is 3 times as bad as creating 1 unit of landfill trash” (in a societal tradeoff context)

We observe that the relative “judgments” can also be produced by an **objective process** other than a subjective agent reporting

- Applying judgment aggregation **formulations from social choice**
- To **learning-to-rank instances** (so quality overweighs other social choice desiderata like strategy-proofness)
- This conceptually bridges the two communities

Example Application: Races

Races are one example of objective judgments

- **Judgment:** “Alice is faster than Bob by 11 minutes in Boston Marathon”
- **Aggregation result:** An ordering of the contestants’ strengths

Concrete examples of the problem & Why we need more than mean / median

	Boston	New York	Chicago
Alice	4:00:00	4:10:00	3:50:00
Bob	4:11:00	4:18:00	4:01:00
Charlie	N/A	N/A	4:09:00

- Bob seems to be faster than Charlie judging from the Chicago race
- But mean / median draws the opposite conclusion

	Boston	New York	Chicago
Alice	N/A	4:10:00	N/A
Bob	4:11:00	4:18:00	4:01:00
Charlie	N/A	N/A	4:09:00

- Alice was faster than Bob in New York, and Bob was faster than Charlie in Chicago, thus, we can deduce that Alice seems to be faster than Charlie
- But this is not possible if we only look that Alice’s and Charlie’s histories

QRJA Aggregation Rule

Quantitative relative judgment aggregation (QRJA) rule: Given a set of m quantitative relative judgments $\{(a_i, b_i, y_i)\}$ about n contestants, and the weights $\{w_i\}$ of these judgments, find a vector $\mathbf{x} \in R^n$ that minimizes

$$\sum_{i=1}^m w_i \cdot f(|(x_{a_i} - x_{b_i}) - y_i|)$$

$f: R \rightarrow R$ maps the inconsistency with judgements to loss

- $f(\mathbf{x}) = \mathbf{x}$: prior work (Conitzer et al., 2016, Zhang et al., 2019)
- **If $f(\mathbf{x})$ is convex:** solvable in polynomial time
- $f(\mathbf{x}) = \mathbf{x}^p$: **The focus of this work**

Computational Complexity

We provide a **tight characterization** of ℓ_p QRJA’s complexity

- When $p \geq 1$, ℓ_p QRJA can be solved in **almost-linear** time $O(m^{1+o(1)})$
 - Technique(s): Lagrangian dual, reduction to network flow
- When $p < 1$, ℓ_p QRJA is **NP-Hard**, and there is no FPTAS
 - Technique(s): reduction from Max-Cut

Additionally, we show that when $p \in [1, 2]$ and $m \gg n$, we can **reduce m to $\tilde{O}(n)$** while incurring a small error

- Technique(s): subsampling input judgments according to Lewis weights

Experiments

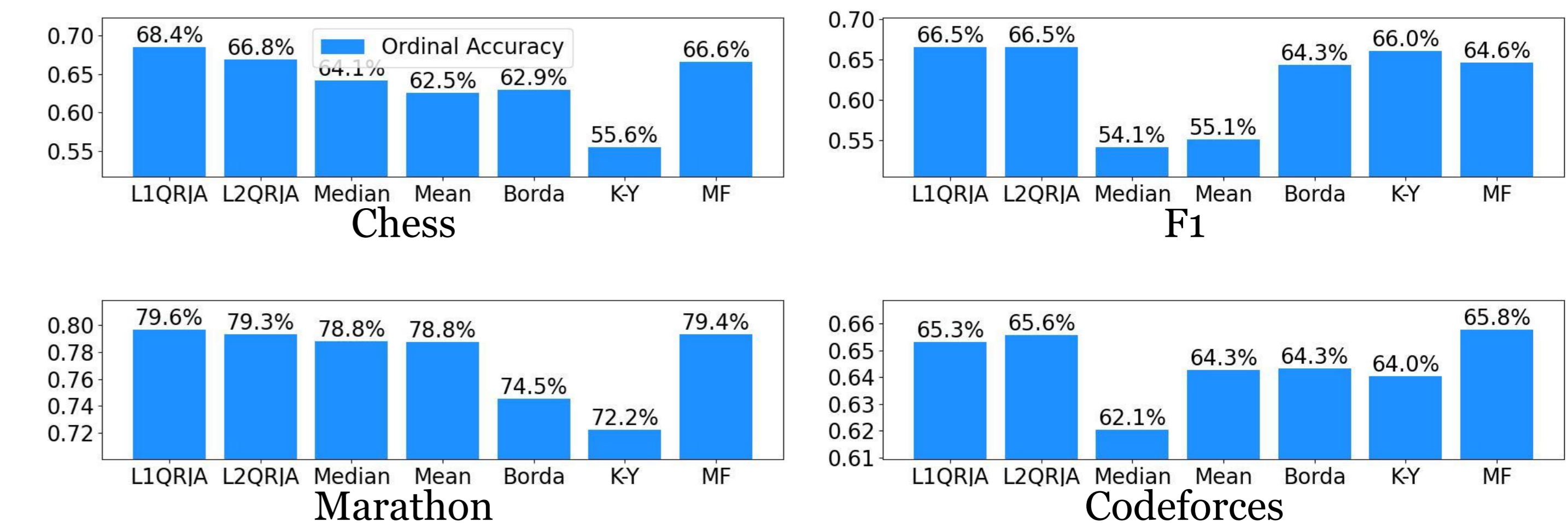
We conduct experiments on real-world race data

- **Datasets:** F1 races, marathon, programming contests, chess, etc.
- **Our algorithms:** ℓ_1 and ℓ_2 QRJA

Benchmarks

- **Simple** benchmarks: Mean, Median
- From **social choice:** Borda, Kemeny-Young
- From **learning-to-rank:** Matrix Factorization

We look at **ordinal accuracy (shown below)** and **quantitative loss**



Both MF and QRJA are never significantly worse than the best algorithm on any of the tested datasets, and QRJA additionally offers an interpretable model