The Complexity of Online Manipulation of Sequential Elections

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Abstract

Most work on manipulation assumes that all preferences are known to the manipulators. However, in many settings elections are open and sequential, and manipulators may know the already cast votes but may not know the future votes. We introduce a framework, in which manipulators can see the past votes but not the future ones, to model online coalitional manipulation of sequential elections, and we show that in this setting manipulation can be extremely complex even for election systems with simple winner problems. Yet we also show that for some of the most important election systems such manipulation is simple in certain settings. This suggests that when using sequential voting, one should pay great attention to the details of the setting in choosing one’s voting rule.

Among the highlights of our classifications are: We show that, depending on the size of the manipulative coalition, the online manipulation problem can be complete for each level of the polynomial hierarchy or even for PSPACE. And we obtain the most dramatic contrast to date between the nonunique-winner and unique-winner models: Online weighted manipulation for plurality is in P in the nonunique-winner model, yet is coNP-hard (constructive case) and NP-hard (destructive case) in the unique-winner model.

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1 Introduction

Voting is a widely used method for preference aggregation and decision-making. In particular, strategic voting (or manipulation) has been studied intensely in social choice theory (starting with the celebrated work of Gibbard [Gib73] and Satterthwaite [Sat75]) and, in the rapidly emerging area of computational social choice, also with respect to its algorithmic properties and computational complexity (starting with the seminal work of Bartholdi, Tovey, and Trick [BTT89]; see the recent surveys by Faliszewski et al. [FP10, FHH10, FHHR09]). This computational aspect is particularly important in light of the many applications of voting in computer science, ranging from meta-search heuristics for the internet [DKNS01], to recommender systems [GMHS99] and multiagent systems in artificial intelligence (see the survey by Conitzer [Con10]).

Most of the previous work on manipulation, however, is concerned with voting where the manipulators know the nonmanipulative votes. Far less attention has been paid (see the related work below) to manipulation in the midst of elections that are modeled as dynamic processes.

We introduce a novel framework for online manipulation, where voters vote in sequence and the current manipulator, who knows the previous votes and which voters are still to come but does not know their votes, must decide—right at that moment—what the “best” vote to cast is. So, while other approaches to sequential voting are game-theoretic, stochastic, or axiomatic in nature (again, see the related work), our approach to manipulation of sequential voting is shaped by the area of “online algorithms” [BE98], in the technical sense of a setting in which one (for us, each manipulative voter) is being asked to make a manipulation decision just on the basis of the information one has in one’s hands at the moment even though additional information/system evolution may well be happening down the line. In this area, there are different frameworks for evaluation. But the most attractive one, which pervades the area as a general theme, is the idea that one may want to “maxi-min” things—one may want to take the action that maximizes the goodness of the set of outcomes that one can expect regardless of what happens down the line from one time-wise. For example, if the current manipulator’s preferences are Alice > Ted > Carol > Bob and if she can cast a (perhaps insincere) vote that ensures that Alice or Ted will be a winner no matter what later voters do, and there is no vote she can cast that ensures that Alice will always be a winner, this maxi-min approach would say that that vote is a “best” vote to cast.

It will perhaps be a bit surprising to those familiar with online algorithms and competitive analysis that in our model of online manipulation we will not use a (competitive) ratio. The reason is that voting commonly uses an ordinal preference model, in which preferences are total orders of the candidates. It would be a severely improper step to jump from that to assumptions about intensity of preferences and utility, e.g., to assuming that everyone likes her nth-to-least favorite candidate exactly n times more than she likes her least favorite candidate.

Related Work. Conitzer and Xia [XC10a] (see also the related paper by Desmedt and Elkind [DE10]) define and study the Stackelberg voting game (also quite naturally called, in an earlier paper that mostly looked at two candidates, the roll-call voting game [Slo93]). This basically is an election in which the voters vote in order, and the preferences are common knowledge—everyone knows everyone else’s preferences, everyone knows that everyone knows everyone else’s preferences, and
so on out to infinity. Their analysis of this game is fundamentally game-theoretic; with such complete knowledge in a sequential setting, there is precisely one (subgame perfect Nash) equilibrium, which can be computed from the back end forward. Under their work’s setting and assumptions, for bounded numbers of manipulators manipulation is in P, but we will show that in our model even with bounded numbers of manipulators manipulation sometimes (unless P = NP) falls beyond P.

The interesting “dynamic voting” work of Tennenholtz [Ten04] investigates sequential voting, but focuses on axioms and voting rules rather than on coalitions and manipulation. Much heavily Markovian work studies sequential decision-making and/or dynamically varying preferences (see [PP11] and the references therein); our work in contrast is nonprobabilistic and focused on the complexity of coalitional manipulation. Also somewhat related to, but quite different from, our work is the work on possible and necessary winners. The seminal paper on that is due to Konczak and Lang [KL05], and more recent work includes [XC08, BHN09, BBF10, Bet10, BD10, MLC10, BR12]; the biggest difference is that those are, loosely, one-quantifier settings, but the more dynamic setting of online manipulation involves numbers of quantifiers that can grow with the input size. Another related research line studies multi-issue elections [XC10b, XCL10, XLC11, XLC11]; although there the separate issues may run in sequence, each issue typically is voted on simultaneously and with preferences being common knowledge.

Organization. We first provide the needed preliminaries for (standard and sequential) elections, manipulation, and scoring rules, and give some background from complexity theory. Then, after introducing our model of online manipulation formally, we will present some general complexity results on the problems defined, and also some specific results for online manipulation in natural voting systems (i.e., for some central scoring rules). Finally, we turn to schedule-robust online manipulation, a setting in which not even the order of future voters is known to the current manipulator.

2 Preliminaries

Elections. A (standard, i.e., simultaneous) election \((C, V)\) is specified by a set \(C\) of candidates and a list \(V\), where we assume that each element in \(V\) is a pair \((v, p)\) such that \(v\) is a voter name and \(p\) is \(v\)’s vote. How the votes in \(V\) are represented depends on the election system used—we assume, as is required by most systems, votes to be total preference orders over \(C\). For example, if \(C = \{a, b, c\}\), a vote of the form \(c > a > b\) means that this voter (strictly) prefers \(c\) to \(a\) and \(a\) to \(b\).

We introduce election snapshots to capture sequential election scenarios as follows. Let \(C\) be a set of candidates and let \(u\) be (the name of) a voter. An election snapshot for \(C\) and \(u\) is specified by a triple \(V = (V_{<u}, u, V_{u<})\) consisting of all voters in the order they vote, along with, for each voter before \(u\) (i.e., those in \(V_{<u}\)), the vote she cast, and for each voter after \(u\) (i.e., those in \(V_{u<}\)), a bit specifying if she is part of the manipulative coalition (to which \(u\) always belongs). That is, \(V_{<u} = (v_1, p_1), (v_2, p_2), \ldots, (v_{i-1}, p_{i-1})\), where the voters named \(v_1, v_2, \ldots, v_{i-1}\) (including perhaps manipulators and nonmanipulators) have already cast their votes (preference order \(p_j\) being cast by \(v_j\)), and \(V_{u<} = (v_{i+1}, x_{i+1}), (v_{i+2}, x_{i+2}), \ldots, (v_n, x_n)\) lists the names of the voters still to cast their votes, in that order, and where \(x_j = 1\) if \(v_j\) belongs to the manipulative coalition and \(x_j = 0\) otherwise.

3
Scoring Rules. A scoring rule for \( m \) candidates is given by a scoring vector \( \alpha = (\alpha_1, \alpha_2, \ldots, \alpha_m) \) of nonnegative integers such that \( \alpha_1 \geq \alpha_2 \geq \cdots \geq \alpha_m \). For an election \((C,V)\), each candidate \( c \in C \) scores \( \alpha_i \) points for each vote that ranks \( c \) in the \( i \)th position. Let \( \text{score}(c) \) be the total score of \( c \in C \). All candidates scoring the most points are winners of \((C,V)\). Some of the most popular voting systems are \( k \)-approval (especially plurality, aka 1-approval) and \( k \)-veto (especially veto, aka 1-veto). Their \( m \)-candidate, \( m \geq k \), versions are defined by the scoring vectors \((1, \ldots, 1, 0, \ldots, 0)\) and \((1, \ldots, 1, 0, \ldots, 0)\). When \( m \) is not fixed, we omit the phrase “\( m \)-candidate.”

Manipulation. The (standard) weighted coalitional manipulation problem [CSL07], abbreviated by \( \mathcal{E} \)-WCM, for any election system \( \mathcal{E} \) is defined as follows:

\[ \begin{array}{l}
\text{Given:} \quad \text{A candidate set } C, \text{ a list } S \text{ of nonmanipulative voters each having a nonnegative integer weight, a list } T \text{ of the nonnegative integer weights of the manipulative voters (whose preferences over } C \text{ are unspecified), with } S \cap T = \emptyset, \text{ and a distinguished candidate } c \in C. \\
\text{Question:} \quad \text{Can the manipulative votes } T \text{ be set such that } c \text{ is a (or the) } \mathcal{E} \text{ winner of } (C, S \cup T) ?
\end{array} \]

Asking whether \( c \) can be made “a winner” is called the nonunique-winner model and is the model of all notions in this paper unless mentioned otherwise. If one asks whether \( c \) can be made a “one and only winner,” that is called the unique-winner model. We also use the unweighted variant, where each vote has unit weight, and write \( \mathcal{E} \)-UCM as a shorthand. Note that \( \mathcal{E} \)-UCM with a single manipulator (i.e., \( \|T\| = 1 \) in the problem instance) is the manipulation problem originally studied in [BTT89, BO91]. Conitzer, Sandholm, and Lang [CSL07] also introduced the destructive variants of these manipulation problems, where the goal is not to make \( c \) win but to ensure that \( c \) is not a winner, and we denote the corresponding problems by \( \mathcal{E} \)-DWCM and \( \mathcal{E} \)-DUCM. Finally, we write \( \mathcal{E} \)-WC\( \neq \emptyset \)M, \( \mathcal{E} \)-UC\( \neq \emptyset \)M, \( \mathcal{E} \)-DWC\( \neq \emptyset \)M, and \( \mathcal{E} \)-DUC\( \neq \emptyset \)M to indicate that the problem instances are required to have a nonempty coalition of manipulators.

Complexity-Theoretic Background. We assume the reader is familiar with basic complexity-theoretic notions such as the complexity classes \( P \) and \( NP \), the class \( FP \) of polynomial-time computable functions, polynomial-time many-one reducibility \((\leq^p_m)\), and hardness and completeness with respect to \( \leq^p_m \) for a complexity class.

Meyer and Stockmeyer [MS72] and Stockmeyer [Sto76] introduced and studied the polynomial hierarchy, \( \text{PH} = \bigcup_{k \geq 0} \Sigma^p_k \), whose levels are inductively defined by \( \Sigma^p_0 = P \) and \( \Sigma^p_{k+1} = \text{NP}^{\Sigma^p_k} \), and their co-classes, \( \Pi^p_k = \text{co} \Sigma^p_k \) for \( k \geq 0 \). They also characterized these levels by polynomially length-bounded alternating existential and universal quantifiers.
Lemma 1 (Meyer and Stockmeyer [MS72] and Stockmeyer [Sto76]) For all $k \geq 0$, $X \in \Sigma^p_k$ if and only if there exist a set $Y \in P$ and a polynomial $p$ such that for each input $x$, $x \in X$ if and only if

$$(\exists p z_1) (\forall p z_2) \cdots (Q p z_k) [(x, z_1, z_2, \ldots, z_k) \in Y],$$

where $(\exists p z_i)$ stands for $(\exists z_i : |z_i| \leq p(|x|))$, $(\forall p z_i)$ for $(\forall z_i : |z_i| \leq p(|x|))$, $Q^p = \exists p$ if $k$ is odd, and $Q^p = \forall p$ if $k$ is even.

For each $k \geq 0$, $\Pi^p_k$ is characterized analogously by switching $\exists p$ and $\forall p$.

$P^{NP}$ is the class of problems solvable in deterministic polynomial time with access to an NP oracle, and $P^{NP[1]}$ is the restriction of $P^{NP}$ where only one oracle query is allowed. Note that

$$P \subseteq NP \cap coNP \subseteq NP \cup coNP \subseteq P^{NP[1]} \subseteq P^{NP} \subseteq \Sigma^p_k \cap \Pi^p_k \subseteq \Sigma^p_2 \cup \Pi^p_2 \subseteq PH \subseteq PSPACE,$$

where PSPACE is the class of problems solvable in polynomial space. The quantified boolean formula problem, QBF, is a standard PSPACE-complete problem. Define QBF$_k$ (QBF$_k$) to be the restriction of QBF with at most $k$ quantifiers that start with $\exists$ ($\forall$) and then alternate between $\exists$ and $\forall$, and we assume that each $\exists$ and $\forall$ quantifies over a set of boolean variables. For each $k \geq 1$, QBF$_k$ is $\Sigma^p_k$-complete and QBF$_k$ is $\Pi^p_k$-complete.

## 3 Our Model of Online Manipulation

The core of our model of online manipulation in sequential voting is what we call the magnifying-glass moment, namely, the moment at which a manipulator $u$ is the one who is going to vote, is aware of what has happened so far in the election (and which voters are still to come, but in general not knowing what they want, except in the case of voters, if any, who are coalitionally linked to $u$). In this moment, $u$ seeks to “figure out” what the “best” vote to cast is. We will call the information available in such a moment an online manipulation setting (OMS, for short) and define it formally as a tuple $(C, u, V, \sigma, d)$, where $C$ is a set of candidates; $u$ is a distinguished voter; $V = (V_{<u}, u, V_{>u})$ is an election snapshot for $C$ and $u$; $\sigma$ is the preference order of the manipulative coalition to which $u$ belongs; and $d \in C$ is a distinguished candidate. Given an election system $\delta$, define the online unweighted coalitional manipulation problem, abbreviated by online-$\delta$-UCM, as follows:

<table>
<thead>
<tr>
<th>online-$\delta$-Unweighted-Coalitional-Manipulation</th>
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<tr>
<td><strong>Given:</strong> An OMS $(C, u, V, \sigma, d)$ as described above.</td>
</tr>
<tr>
<td><strong>Question:</strong> Does there exist some vote that $u$ can cast (assuming support from the manipulators coming after $u$) such that no matter what votes are cast by the nonmanipulators coming after $u$, there exists some $c \in C$ such that $c \geq_{\sigma} d$ and $c$ is an $\delta$ winner of the election?</td>
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By “support from the manipulators coming after $u$” we mean that $u$’s coalition partners coming after $u$, when they get to vote, will use their then-in-hand knowledge of all votes up to then to help
reach her goal: By a joint effort u’s coalition can ensure that the E winner set will always include a candidate liked by the coalition as much as or more than d, even when the nonmanipulators take their strongest action so as to prevent this. Note that this candidate, c in the problem description, may be different based on the nonmanipulators’ actions. (Nonsequential manipulation problems usually focus on whether a single candidate can be made to win, but in our setting, this “that person or better” focus is more natural.)

For the case of weighted manipulation, each voter also comes with a nonnegative integer weight. We denote this problem by online-\(E\)-WCM.

We write online-\(E\)-UCM[\(k\)] in the unweighted case and online-\(E\)-WCM[\(k\)] in the weighted case to denote the problem when the number of manipulators from u onward is restricted to be at most \(k\).

Our corresponding destructive problems are denoted by online-\(E\)-DUCM, online-\(E\)-DWCM, online-\(E\)-DUCM[\(k\)], and online-\(E\)-DWCM[\(k\)]. In online-\(E\)-DUCM we ask whether the given current manipulator u (assuming support from the manipulators after her) can cast a vote such that no matter what votes are cast by the nonmanipulators after u, no \(c \in C\) with \(d \geq c\) is an E winner of the election, i.e., u’s coalition can ensure that the E winner set never includes \(d\) or any even more hated candidate. The other three problems are defined analogously.

Note that online-\(E\)-UCM generalizes the original unweighted manipulation problem with a single manipulator as introduced by Bartholdi, Tovey, and Trick [BTT89]. Indeed, their manipulation problem in effect is the special case of online-\(E\)-UCM when restricted to instances where there is just one manipulator, she is the last voter to cast a vote, and \(d\) is the coalition’s most preferred candidate. Similarly, online-\(E\)-WCM generalizes the (standard) coalitional weighted manipulation problem (for nonempty coalitions of manipulators). Indeed, that traditional manipulation problem is the special case of online-\(E\)-WCM, restricted to instances where only manipulators come after \(u\) and \(d\) is the coalition’s most preferred candidate. If we take an analogous approach except with \(d\) restricted now to being the most hated candidate of the coalition, we generalize the corresponding notions for the destructive cases. We summarize these observations as follows.

**Proposition 2** For each election system \(E\), it holds that

1. \(E\)-UCM \(\leq_P^m\) online-\(E\)-UCM,
2. \(E\)-WCM \(\leq_P^m\) online-\(E\)-WCM,
3. \(E\)-DUCM \(\leq_P^m\) online-\(E\)-DUCM, and
4. \(E\)-DWCM \(\leq_P^m\) online-\(E\)-DWCM.

**Corollary 3**

1. For each election system \(E\) such that the (unweighted) winner problem is solvable in polynomial time, it holds that \(E\)-UCM \(\leq_P^m\) online-\(E\)-UCM.
2. For each election system \(E\) such that the weighted winner problem is solvable in polynomial time, it holds that \(E\)-WCM \(\leq_P^m\) online-\(E\)-WCM.
3. For each election system \( E \) such that the winner problem is solvable in polynomial time, it holds that \( E \text{-DUCM} \leq_{m}^{P} \text{online-}E\text{-DUCM} \).

4. For each election system \( E \) such that the weighted winner problem is solvable in polynomial time, it holds that \( E \text{-DWCM} \leq_{m}^{P} \text{online-}E\text{-DWCM} \).

We said above that, by default, we will use the nonunique-winner model and all the above problems are defined in this model. However, we will also have some results in the unique-winner model, which will, here, sharply contrast with the corresponding results in the nonunique-winner model. To indicate that a problem, such as online-\( E \text{-UCM} \), is in the unique-winner model, we write online-\( E \text{-UCM}_{UW} \) and ask whether the current manipulator \( u \) (assuming support from the manipulators coming after her) can ensure that there exists some \( c \in C \) such that \( c \geq_{\sigma} d \) and \( c \) is the unique \( E \) winner of the election.

4 General Results

\textbf{Theorem 4}

1. For each election system \( E \) whose weighted winner problem can be solved in polynomial time,\textsuperscript{1} the problem online-\( E \text{-WCM} \) is in PSPACE.

2. For each election system \( E \) whose winner problem can be solved in polynomial time, the problem online-\( E \text{-UCM} \) is in PSPACE.

3. There exists an election system \( E \) with a polynomial-time winner problem such that the problem online-\( E \text{-UCM} \) is PSPACE-complete.

4. There exists an election system \( E \) with a polynomial-time weighted winner problem such that the problem online-\( E \text{-WCM} \) is PSPACE-complete.

\textbf{Proof.} The proof of the first statement (which is analogous to the proof of the first statement in Theorem 5) follows from the easy fact that online-\( E \text{-WCM} \) can be solved by an alternating Turing machine in polynomial time, and thus, due to the characterization of Chandra, Kozen, and Stockmeyer [CKS81], by a deterministic Turing machine in polynomial space. The proof of the second case is analogous.

We construct an election system \( E \) establishing the third statement. Let \((C,u,V,\sigma,d)\) be a given input. \( E \) will look at the lexicographically least candidate name in \( C \). Let \( c \) represent that name string in some fixed, natural encoding. \( E \) will check if \( c \) represents a tiered boolean formula, by which we mean one whose variable names are all of the form \( x_{i,j} \) (which really means a direct encoding of a string, such as “\( x_{4,9} \)”); the \( i, j \) fields must all be positive integers. If \( c \) does not represent such a tiered formula, everyone loses on that input. Otherwise (i.e., if \( c \) represents a tiered formula), let width be the maximum \( j \) occurring as the second subscript in any variable name \((x_{i,j})\) in \( c \), and let blocks be the maximum \( i \) occurring as the first subscript in any variable name in \( c \). If there are fewer than blocks

\textsuperscript{1}We mention in passing here, and henceforward we will not explicitly mention it in the analogous cases, that the claim clearly remains true even when “polynomial time” is replaced by the larger class “polynomial space.”
This is a polynomial-time reduction. It follows immediately from this construction and the definition of \( \mathcal{E} \) that \( y \) is in QBF if and only if \( (C, u, V, \sigma, c) \) is in online-\( \mathcal{E} \)-UCM.
To prove the last statement, simply let $E$ be the election system that ignores the weights of the voters and then works exactly as the previous election system.

The following theorem shows that for bounded numbers of manipulators the complexity climbs up the polynomial hierarchy. The theorem’s proof is based on the proof given above, except we need to use the alternating quantifier characterization due to Meyer and Stockmeyer [MS72] and Stockmeyer [Sto76] for the upper bound and to reduce from the $\Sigma_{2k}$-complete problem $QBF_{2k}$ rather than from $QBF$ for the lower bound.

**Theorem 5** Fix any $k \geq 1$.

1. For each election system $E$ whose weighted winner problem can be solved in polynomial time, the problem online-$E$-WCM[$k$] is in $\Sigma_{2k}^P$.

2. For each election system $E$ whose winner problem can be solved in polynomial time, the problem online-$E$-UCM[$k$] is in $\Sigma_{2k}^P$.

3. There exists an election system $E$ with a polynomial-time winner problem such that the problem online-$E$-UCM[$k$] is $\Sigma_{2k}$-complete.

4. There exists an election system $E$ with a polynomial-time weighted winner problem such that the problem online-$E$-WCM[$k$] is $\Sigma_{2k}$-complete.

**Proof.** For the first statement, let $(C, u, V, \sigma, d)$ be an instance of online-$E$-WCM[$k$]. Let $u_1 = u$, and rename the manipulators after $u$ as $u_2, \ldots, u_k$ in the order they vote. Thus, $(C, u, V, \sigma, d)$ is in online-$E$-WCM[$k$] if and only if there exists some preference order for $u_1$ such that for all preference orders the nonmanipulators between $u_1$ and $u_2$ (if any) can cast, there exists some preference order for $u_2$ such that . . . there exists some preference order for $u_k$ such that for all preference orders the nonmanipulators after $u_k$ (if any) can cast, the $E$ winner set under the votes just cast contains at least one candidate $c \in C$ such that $c \geq \sigma d$. By Lemma 1, this shows that online-$E$-WCM[$k$] is in $\Sigma_{2k}^P$, since $E$ has a polynomial-time solvable winner problem. The proof of the second statement is analogous.

The proofs of the third and fourth statements are analogous to the proofs of the third and fourth statements in Theorem 4, except with at most $k$ manipulators and reducing from the $\Sigma_{2k}$-complete problem $QBF_{2k}$ rather than from $QBF$.

Note that the (constructive) online manipulation problems considered in Theorems 4 and 5 are about ensuring that the winner set always contains some candidate in the $\sigma$ segment stretching from $d$ up to the top-choice. Now consider “pinpoint” variants of these problems, where we ask whether the distinguished candidate $d$ herself can be guaranteed to be a winner (for nonsequential manipulation, that version indeed is the one commonly studied). Denote the pinpoint variant of, e.g., online-$E$-UCM[$k$] by pinpoint-online-$E$-UCM[$k$]. Since our hardness proofs in Theorems 4 and 5 make all or no one a winner (and as the upper bounds in these theorems also can be seen to hold for the pinpoint variants), they establish the corresponding completeness results also for the pinpoint cases. We thus have completeness results for PSPACE and $\Sigma_{2k}^P$ for each $k \geq 1$. What about the classes $\Sigma_{2k-1}^P$ and $\Pi_{k}^P$, for each $k \geq 1$? We can get completeness results for all these classes by defining
appropriate variants of online manipulation problems. Let OMP be any of the online manipulation problems considered earlier, including the pinpoint variants mentioned above. Define freeform-OMP to be just as OMP, except we no longer require the distinguished voter \( u \) to be part of the manipulative coalition—\( u \) can be in or can be out, and the input must specify, for \( u \) and all voters after \( u \), which ones are the members of the coalition. The question of freeform-OMP is whether it is true that for all actions of the nonmanipulators at or after \( u \) (for specificity as to this problem: if \( u \) is a nonmanipulator, it will in the input come with a preference order) there will be actions (each taken with full information on cast-before-them votes) of the manipulative coalition members such that their goal of making some candidate \( c \) with \( c \geq \sigma d \) (or exactly \( d \), in the pinpoint versions) a winner is achieved. Then, whenever Theorem 5 establishes a \( \Sigma^p_{2k} \) or \( \Sigma^p_{2k} \) completeness result for OMP, we obtain a \( \Pi^p_{2k+1} \) or \( \Pi^p_{2k+1} \) completeness result for freeform-OMP and for \( k = 0 \) manipulators we obtain \( \Pi^p_1 = \coNP \) or \( \coNP \)-completeness results. Similarly, the \( \pSpace \) and \( \pSpace \)-completeness results for OMP we established in Theorem 4 also can be shown true for freeform-OMP.

On the other hand, if we define a variant of OMP by requiring the final voter to always be a manipulator, the \( \pSpace \) and \( \pSpace \)-completeness results for OMP from Theorem 4 remain true for this variant; the \( \Sigma^p_{2k} \) and \( \Sigma^p_{2k} \) completeness results for OMP from Theorem 5 change to \( \Sigma^p_{2k-1} \) and \( \Sigma^p_{2k-1} \) completeness results for this variant; and the above \( \Pi^p_{2k+1} \) and \( \Pi^p_{2k+1} \) completeness results for freeform-OMP change to \( \Pi^p_{2k} \) and \( \Pi^p_{2k} \) completeness results for this variant, \( k \geq 1 \).

Finally, as an open direction (and related conjecture), we define for each of the previously considered variants of online manipulation problems a full profile version. For example, for a given election system \( \mathcal{E} \), fullprofile-online-\( \mathcal{E} \)-UCM\([k]\) is the function problem that, given an OMS without any distinguished candidate, \((C, u, V, \sigma)\), returns a length \(|C|\) bit-vector that for each candidate \( d \in C \) says if the answer to “Is \((C, u, V, \sigma, d) \in \text{online-} \mathcal{E} \text{-UCM}[k]?” is “yes” (1) or “no” (0). The function problem fullprofile-pinpoint-online-\( \mathcal{E} \)-UCM\([k]\) is defined analogously, except regarding pinpoint-online-\( \mathcal{E} \)-UCM\([k]\).

It is not hard to prove, as a corollary to Theorem 5, that:

**Theorem 6** For each election system \( \mathcal{E} \) whose winner problem can be solved in polynomial time,

1. fullprofile-online-\( \mathcal{E} \)-UCM\([k]\) is in \( \text{FP}^{\Sigma^p_{2k}/\mathcal{O}(|\log n|)} \), the class of functions computable in polynomial time given Turing access to a \( \Sigma^p_{2k} \) oracle with \( \mathcal{O}(|\log n|) \) queries allowed on inputs of size \( n \), and

2. fullprofile-pinpoint-online-\( \mathcal{E} \)-UCM\([k]\) is in \( \text{FP}^{\Pi^p_{2k}} \), the class of functions computable in polynomial time given truth-table access to a \( \Sigma^p_{2k} \) oracle.

We conjecture that both problems are complete for the corresponding class under metric reductions [Kre88], for suitably defined election systems with polynomial-time winner problems.

If the full profile version of an online manipulation problem can be computed efficiently, we clearly can also easily solve each of the decision problems involved by looking at the corresponding bit of the length \(|C|\) bit-vector. Conversely, if there is an efficient algorithm for an online manipulation decision problem, we can easily solve its full profile version by running this algorithm for each candidate in turn. Thus, we will state our later results only for online manipulation decision problem.
Proposition 7 Let OMP be any of the online manipulation decision problems defined above. Then fullprofile-OMP is in FP if and only if OMP is in P.

5 Results for Specific Natural Voting Systems

The results of the previous section show that, simply put, even for election systems with polynomial-time winner problems, online manipulation can be tremendously difficult. But what about natural election systems? We will now take a closer look at important natural systems. We will show that online manipulation can be easy for them, depending on which particular problem is considered, and we will also see that the constructive and destructive cases can differ sharply from each other and that it really matters whether we are in the nonunique-winner model or the unique-winner model.

Theorem 8

1. online-plurality-WCM (and thus also online-plurality-UCM) is in P.
2. online-plurality-DWCM (and thus also online-plurality-DUCM) is in P.

Proof. For the first part, we describe a polynomial-time algorithm for online-plurality-WCM. On input $(C, u, V, \sigma, d)$, our algorithm checks whether one of the candidates in $\Gamma_d = \{ c | c \geq_\sigma d \}$ that has the very most vote weight so far among the candidates in $\Gamma_d$ would, if $u$ and all the manipulators after $u$ voted for her, have at least as much vote weight as the total vote weight of the nonmanipulators after $u$ plus the maximum vote weight over all $h \in C$ with $h <_\sigma d$ currently cast for $h$. This condition can be checked in polynomial time.

Why is this algorithm correct? That is, why is it enough to check the above condition? Suppose this condition holds. Let $\hat{c}$ be a candidate in $\Gamma_d$ that has (or ties for) the most current vote weight among the candidates in $\Gamma_d$ such that the condition holds for $\hat{c}$. Then, even if every nonmanipulator after $u$ votes for some particular candidate, say $e$, with $e <_\sigma d$, $e$ cannot have strictly more vote weight than $\hat{c}$, if $u$ and all the manipulators after $u$ vote for $\hat{c}$. So, with all the manipulators from $u$ onward voting for $\hat{c}$, the only candidates who could possibly get strictly more vote weight than $\hat{c}$ are ones that are in $\Gamma_d$, but even if one or more of those do, we still have satisfied our goal of making at least one candidate that is $\geq_\sigma d$ a winner.

Now suppose the above condition is not met. We must argue that no actions of the remaining manipulators—even ones that may depend on intervening behavior of the nonmanipulators—can guarantee that the winner set will always contain some candidate in $\Gamma_d$. So, the successful action of the remaining nonmanipulators after $u$ is the following: Since the above condition is not met, there is some candidate $b$, $b <_\sigma d$, such that if all nonmanipulators after $u$ vote for $b$ then $b$ has strictly more vote weight than any candidate $a \in \Gamma_d$ would have even if all the manipulators from $u$ onward voted for $a$. So these nonmanipulators can force the winner set to not include any candidate from $\Gamma_d$, which means that the manipulators fail their goal.

The proof of the second part is similar in flavor. Suppose we are given an input $(C, u, V, \sigma, d)$. If $d$ is the most preferred candidate in $\sigma$, then our destructive goal is impossible to achieve, as someone will always win under plurality, thus thwarting the manipulators’ goal of having no winners. Otherwise (i.e., if $d$ is not the most preferred candidate in $\sigma$),

\footnote{This argument does not work in the unique-winner case.}
• let $G$ be the maximum current vote weight among all candidates in $\{c \mid c > \sigma \ d\}$ and
• let $L$ be the maximum current vote weight among all candidates in $\{c \mid c \leq \sigma \ d\}$.

We claim that the manipulators’ destructive goal can be guaranteed if and only if $G$ plus all the vote weight of $u$ and the remaining manipulators after $u$ is strictly greater than $L$ plus all the vote weight of the remaining nonmanipulators after $u$. This can easily be evaluated in polynomial time.

This algorithm is correct, since if this condition holds then we can certainly ensure that none of the candidates in $\{c \mid c \leq \sigma \ d\}$ are winners, as a candidate achieving a current value of $G$ can do better than any of them. And if this condition fails, then the nonmanipulators can ignore the manipulators and all vote for a candidate in $\{c \mid c \leq \sigma \ d\}$ currently having a vote weight of $L$, and by doing so will ensure that that candidate is a winner.

Theorem 8 refers to problems in the nonunique-winner model. By contrast, we now show that online manipulation for weighted plurality voting in the unique-winner model is coNP-hard in the constructive case and is NP-hard in the destructive case. This is perhaps the most dramatic, broad contrast yet between the nonunique-winner model and the unique-winner model, and is the first such contrast involving plurality. The key other NP-hardness versus P result for the nonunique-winner model versus the unique-winner model is due to Faliszewski, Hemaspaandra, and Schnoor [FHS08], but holds only for (standard) weighted manipulation for Copeland elections ($0 < \alpha < 1$) with exactly three candidates; for fewer than three cases there are in P and for more than three both are NP-complete. In contrast, the P results of Theorem 8 hold for all numbers of candidates, and the NP-hardness and coNP-hardness results of Theorem 9 hold whenever there are at least two candidates.

**Theorem 9**

1. The problem online-plurality-DWCM\textsubscript{UW} is NP-hard, even when restricted to only two candidates (and this also holds when restricted to three, four, ... candidates).

2. The problem online-plurality-WCM\textsubscript{UW} is coNP-hard, even when restricted to only two candidates (and this also holds when restricted to three, four, ... candidates).

**Proof.** For the first statement, we prove NP-hardness of online-plurality-DWCM\textsubscript{UW} by a reduction from the NP-complete problem Partition: Given a nonempty sequence $(w_{1}, w_{2}, \ldots, w_{z})$ of positive integers such that $\sum_{i=1}^{z} w_{i} = 2W$ for some positive integer $W$, does there exist a set $I \subseteq \{1, 2, \ldots, z\}$ such that $\sum_{i \in I} w_{i} = W$? Let $m \geq 2$. Given an instance $(w_{1}, w_{2}, \ldots, w_{z})$ of Partition, construct an instance $(\{c_{1}, \ldots, c_{m}\}, u_{1}, V, c_{1} > c_{2} > \cdots > c_{m}, c_{1})$ of online-plurality-DWCM\textsubscript{UW} such that $V$ contains $m + z - 2$ voters $v_{1}, \ldots, v_{m-2}, u_{1}, \ldots, u_{z}$ who vote in that order. For $1 \leq i \leq m - 2$, $v_{i}$ votes for $c_{i}$ and has weight $(m - 1)W - i$, and for $1 \leq i \leq z$, $u_{i}$ is a manipulator of weight $(m - 1)w_{i}$. If $(w_{1}, w_{2}, \ldots, w_{z})$ is a yes-instance of Partition, the manipulators can give $(m - 1)W$ points to both $c_{m-1}$ and $c_{m}$, and zero points to the other candidates. So $c_{m-1}$ and $c_{m}$ are tied for the most points and there is no unique winner. On the other hand, the only way to avoid having a unique winner in our online-plurality-DWCM\textsubscript{UW} instance is if there is a tie for the most points. The only candidates that can tie are $c_{m-1}$ and $c_{m}$, since all other pairs of candidates have different scores modulo $m - 1$. It is easy to see that $c_{m-1}$ and $c_{m}$ tie for the most points only if they both get exactly $(m - 1)W$ points. It follows that $(w_{1}, w_{2}, \ldots, w_{z})$ is a yes-instance of Partition.
For the second part, to show coNP-hardness of online-plurality-WCM_{\alpha} we now adapt the above proof to yield a reduction from the coNP-complete complement of Partition. All we need to change in the above construction is to reverse the order of candidates in the preference order of the manipulative coalition. That is, given an instance \( x = (w_1, w_2, \ldots, w_\ell) \) of the complement of Partition, we now construct an instance \( \left( \{c_1, \ldots, c_m\}, u, V, c_m > c_{m-1} > \cdots > c_1, c_1 \right) \) of online-plurality-WCM_{\alpha} where the voters in \( V = (v_1, \ldots, v_{m-2}, u_1, \ldots, u_\ell) \) vote in the same order as above, have the same weights as above, and \( v_1, \ldots, v_{m-2} \) give the same points to the same candidates as above. By the same argument as above, it follows that \( x \) is a no-instance of Partition if and only if the manipulators can guarantee a unique winner to emerge (any one among all candidates, since the candidate liked least by the coalition, \( c_1 \), is the distinguished candidate).

\[ \square \]

**Theorem 10** For each scoring rule \( \alpha = (\alpha_1, \ldots, \alpha_m) \), online-\( \alpha \)-WCM is in P if \( \alpha_2 = \alpha_m \) and is NP-hard otherwise.

**Proof.** If \( \alpha_1 = \alpha_m \), all candidates are always winners. If \( \alpha_1 > \alpha_2 = \alpha_m \), this is in essence \( m \)-candidate plurality and online-plurality-WCM is in P by Theorem 8. If \( \alpha_2 \neq \alpha_m \), the result follows from the NP-hardness of \( \alpha \)-WCM, which is the main theorem from Hemaspaandra and Hemaspaandra [HH07], and Corollary 3.

**Theorem 11** For each \( k \), online-\( k \)-approval-UCM and online-\( k \)-veto-UCM are in P.

**Proof.** Consider 1-veto. Given an online-1-veto-UCM instance \( (C, u, V, \sigma, d) \), the best strategy for the manipulators from \( u \) onward (let \( n_1 \) denote how many of these there are) is to minimize \( \max_{c < \sigma} \text{score}(c) \). Let \( n_0 \) denote how many nonmanipulators come after \( u \). We claim that \( (C, u, V, \sigma, d) \) is a yes-instance if and only if \( d \) is ranked last in \( \sigma \) or there exists a threshold \( t \) such that

1. \( \sum_{c < \sigma} (\max_{c < \sigma} \text{score}(c) \ominus t) \leq n_1 \) (so those manipulators can ensure that all candidates ranked \( <_\sigma \) \( d \) score at most \( t \) points), where \( \ominus \) denotes proper subtraction \((x \ominus y = \max(x - y, 0))\) and \( \max_{c < \sigma} (\text{score}(c)) \) is \( c \)'s score when none of the voters from \( u \) onward veto \( c \), and

2. \( \sum_{c \geq \sigma} (\max_{\geq \sigma} \text{score}(c) \ominus (t - 1)) > n_0 \) (so those nonmanipulators cannot prevent that some candidate ranked \( \geq \sigma \) \( d \) scores at least \( t \) points).

For 1-veto under the above approach, in each situation where the remaining manipulators can force success against all actions of the remaining nonmanipulators, \( u \) (right then as she moves) can set her and all future manipulators’ actions so as to force success regardless of the actions of the remaining nonmanipulators. For \( k \)-approval and \( k \)-veto, \( k \geq 2 \), that approach provably cannot work (as will be explained right after this proof); rather, we sometimes need later manipulators’ actions to be shaped by intervening nonmanipulators’ actions. Still, the following P-time algorithm, which works for all \( k \), tells whether success can be forced. As a thought experiment, for each voter \( v \) from \( u \) onwards in sequence do this: Order the candidates in \( \{c | c \geq \sigma d\} \) from most to least current approvals, breaking ties arbitrarily, and postpend the remaining candidates ordered from least to most current approvals. Let \( \ell \) be \( k \) for \( k \)-approval and \( ||C|| - k \) for \( k \)-veto. Cast the voter’s \( \ell \) approvals for the
first \( \ell \) candidates in this order if \( v \) is a manipulator, and otherwise for the last \( \ell \) candidates in this order. Success can be forced against perfect play if and only if this P-time process leads to success.  

In the above proof we said that the approach for 1-veto (in which the current manipulator can set her and all future manipulators’ actions so as to force success independent of the actions of intervening future nonmanipulators) provably cannot work for \( k \)-approval and \( k \)-veto, \( k \geq 2 \). Why not? Consider an OMS \((C,u,V,\sigma,d)\) with candidate set \( C = \{c_1,c_2,\ldots,c_{2k}\} \), \( \sigma \) being given by \( c_1 \succ c_2 \succ \cdots \succ c_{2k} \), and \( d = c_1 \). So, \( u \)'s coalition wants to enforce that \( c_1 \) is a winner. Suppose that \( v_1 \) has already cast her vote, now it’s \( v_2 = u \)'s turn, and the order of the future voters is \( v_3,v_4,\ldots,v_{2j} \), where all \( v_{2i} \) \( \geq 2 \leq i \leq j \), belong to \( u \)'s coalition, and all \( v_{2j-1} \) do not. Suppose that \( v_1 \) was approving of the \( k \) candidates in \( C_1 \subseteq \{c_2,c_3,\ldots,c_{2k}\} \), \( ||C_1|| = k \). Then \( u \) must approve of the \( k \) candidates in \( C_1 \), to ensure that \( c_1 \) draws level with the candidates in \( C_1 \) and none of these candidates can gain another point. Next, suppose that nonmanipulator \( v_3 \) approves of the \( k \) candidates in \( C_3 \subseteq \{c_2,c_3,\ldots,c_{2k}\} \), \( ||C_3|| = k \). Then \( v_4 \), the next manipulator, must approve of all candidates in \( C_3 \), to ensure that \( c_1 \) draws level with the candidates in \( C_3 \) and none of these candidates can gain another point. This process is repeated until the last nonmanipulator, \( v_{2j-1} \), approves of the candidates in \( C_2_{j-1} \subseteq \{c_2,c_3,\ldots,c_{2k}\} \), \( ||C_2_{j-1}|| = k \), and \( v_{2j} \), the final manipulator, is forced to counter this by approving of all candidates in \( C_{2j-1} \), to ensure that \( c_1 \) is a winner. This shows that there can be arbitrarily long chains such that the action of each manipulator after \( u \) depends on the action of the preceding intervening nonmanipulator.

We now turn to online weighted manipulation for veto when restricted to three candidates. We denote this restriction of online-veto-WCM by online-veto\(_{3} \)-WCM.

**Theorem 12** online-veto\(_{3} \)-WCM is \( \text{P}^{\text{NP}[1]} \)-complete.

**Proof.** Let \( C = \{a,b,c\} \) and suppose \( u \)'s manipulative coalition has the preference order \( a \succ b \succ c \). Let \( d \) denote the distinguished candidate.

The \( d = c \) inputs of online-veto\(_{3} \)-WCM have a trivial P algorithm, since all these instances are positive.

Restricted to the \( d = a \) inputs, the problem is NP-hard, which follows from NP-hardness of veto\(_{3} \)-WCM due to Conitzer, Sandholm, and Lang [CSL07] (who note that their result is valid in the unique-winner and nonunique-winner models) and Corollary 3. The restricted problem in this case is also in NP, by the following NP algorithm: Given an instance \((C,u,V,\sigma,a)\) of online-veto\(_{3} \)-WCM satisfying \( a \succ b \succ c \), nondeterministically guess a partition \((A,B)\) of the manipulators from \( u \) onward; all voters in \( A \) veto \( b \) and all voters in \( B \) veto \( c \); the nonmanipulators after \( u \) veto \( a \); on any such path, accept if and only if \( a \) is a winner.

Restricted to \( d = b \), online-veto\(_{3} \)-WCM is coNP-hard, which follows by a reduction from Partition to the complement of online-veto\(_{3} \)-WCM: Given an instance \((w_1,w_2,\ldots,w_z)\) of Partition, where \( \Sigma_{i=1}^z w_i = 2W > 0 \), construct an instance \((C,u,V,\sigma,d)\) of online-veto\(_{3} \)-WCM as follows. There is one weight \( W - 1 \) voter before \( u \) vetoing \( c \), \( u \) has weight zero, and there are \( z \) nonmanipulators after \( u \) having weights \( w_1,w_2,\ldots,w_z \). Now, \((w_1,w_2,\ldots,w_z)\) is a yes-instance of Partition if and only if \( c \) can be made the unique winner by the nonmanipulators, which in turn is true if and only if there is no winning strategy for the manipulator to ensure a winner \( \geq b \).

Observe that in this case online-veto\(_{3} \)-WCM is also in coNP, by the following NP algorithm for the complement: Given an instance \((C,u,V,\sigma,b)\) of online-veto\(_{3} \)-WCM such that \( a \succ b \succ c \),
nondeterministically guess a partition \((A, B)\) of the nonmanipulators after \(u\); all voters in \(A\) veto \(a\) and all voters in \(B\) veto \(b\); the manipulators from \(u\) onward veto \(c\); on any such path, accept if and only if \(c\) is the unique winner.

This proves the result, since online-veto\(_3\)-WCM can in light of the above be written as the union of an NP-complete and a coNP-complete set that are P-separable.\(^3\) \(\square\)

Dropping the restriction to three candidates, we obtain the following result, which places this problem far below the general PSPACE bound from earlier in this paper.

**Theorem 13** online-veto-WCM is in P\(^{NP}\).

**Proof.** The proof is reminiscent of the proof for 1-veto in Theorem 11. Let \((C, u, V, \sigma, d)\) be a given instance of online-veto-WCM with \(C = \{c_1, c_2, \ldots, c_m\}\) and \(c_1 >_\sigma c_2 >_\sigma \cdots >_\sigma c_m\). Suppose \(d = c_i\). Our P\(^{NP}\) algorithm proceeds as follows:

1. Compute the minimal threshold \(t_1\) such that there exists a partition \((A_{i+1}, \ldots, A_m)\) of the weights of the manipulators from \(u\) onward such that for each \(j, i + 1 \leq j \leq m\),
   \[
   \text{maxscore}(c_j) - \sum A_j \leq t_1,
   \]
   where \(\text{maxscore}(c_j)\) is \(c_j\)'s score when none of the voters from \(u\) onward veto \(c\). That is, by having manipulators from \(u\) onward with weights in \(A_j\) veto \(c_j\), the manipulators from \(u\) onward can ensure that none of the candidates they dislike more than \(d\) exceeds a score of \(t_1\).

2. Compute the minimal threshold \(t_2\) such that there exists a partition \((A_1, \ldots, A_i)\) of the weights of the nonmanipulators after \(u\) such that for each \(j, 1 \leq j \leq i\),
   \[
   \text{maxscore}(c_j) - \sum A_j \leq t_2.
   \]
   That is, if the nonmanipulators after \(u\) with weights in \(A_j\) veto \(c_j\), none of the candidates that the manipulators like as least as much as \(d\) exceeds a score of \(t_2\).

3. Accept if and only if \(t_1 \leq t_2\).

Note that the first two steps of the algorithm can both be done in FP\(^{NP}\) by using an NP oracle that checks whether there exists a partition of the specified kind. \(\square\)

Immediately from Theorems 11 and 13, we have that the full profile variants of online-\(k\)-veto-UCM and online-\(k\)-approval-UCM are in FP and that fullprofile-online-veto-WCM is in FP\(^{NP}\).

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\(^3\)Sets \(S_1\) and \(S_2\) are said to be P-separable (see [GS88]) if there exists a polynomial-time computable set \(T\) such that \(S_1 \subseteq T \subseteq S_2\). (One cannot in our main text change “are P-separable” into “are disjoint,” as then the reasoning used would become invalid; for example, SAT and \(\overline{\text{SAT}}\) are disjoint, and are respectively NP- and coNP-complete, but their union is \(\Sigma^p\) and so unless \(P = \text{NP}\) will not be P\(^{NP}\)-complete.)
6 Uncertainty About the Order of Future Voters

So far, we have been dealing with cases where the order of future voters was fixed and known. But what happens if the order of future voters itself is unknown? Even here, we can make claims. To model this most naturally, our "magnifying-glass moment" will focus not on one manipulator \( u \), but will focus at a moment in time when some voters are still to come (as before, we know who they are and which are manipulators; as before, we have a preference order \( \sigma \), and know what votes have been cast so far, and have a distinguished candidate \( d \)). And the question our problem is asking is: Is it the case that our manipulative coalition can ensure that the winner set will always include \( d \) or someone liked more than \( d \) with respect to \( \sigma \) (i.e., the winner set will have nonempty intersection with \( \{ c \in C \mid c \geq d \} \)), regardless of what order the remaining voters vote in. We will call this problem the schedule-robust online manipulation problem, and will denote it by SR-online-\( \mathcal{E} \)-UCM. (We will add a "[1,1]" suffix for the restriction of this problem to instances when at most one manipulator and at most one nonmanipulator have not yet voted.) One might think that this problem captures both a \( \Sigma^p_2 \) and a \( \Pi^p_2 \) issue, and so would be hard for both classes. However, the requirement of schedule robustness tames the problem (basically what underpins that is simply that exists-forall-predicate implies forall-exists-predicate), bringing it into \( \Sigma^p_2 \). Further, we can prove, by explicit construction of such a system, that for some simple election systems this problem is complete for \( \Sigma^p_2 \).

Theorem 14 1. For each election system \( \mathcal{E} \) whose winner problem is in \( P \), SR-online-\( \mathcal{E} \)-UCM is in \( \Sigma^p_2 \).

2. There exists an election system \( \mathcal{E} \), whose winner problem is in \( P \), such that SR-online-\( \mathcal{E} \)-UCM (indeed, even SR-online-\( \mathcal{E} \)-UCM[1,1]) is \( \Sigma^p_2 \)-complete.

Proof. For the first part, note that for each P predicate \( R \), each polynomial \( p \), and each string \( x \), we have that

\[
(\exists^p y)(\forall^p z)[R(x,y,z)] \implies (\forall^p z)(\exists^p y)[R(x,y,z)].
\]

(1)

Given an input of SR-online-\( \mathcal{E} \)-UCM, we have to decide whether, regardless of the order of the future voters, the manipulative coalition can ensure that the winner set will always include the distinguished candidate \( d \) or someone liked more than \( d \) with respect to its preference order. Note that manipulators correspond to existential quantifiers and nonmanipulators correspond to universal quantifiers. By (1), among any two fixed orders of future voters where in the first order some manipulator precedes some nonmanipulator and in the second they are swapped (everything else being the same), the former is the more demanding one. Thus, by repeatedly applying (1), any order of future voters that has all remaining manipulators first, followed by all remaining nonmanipulators, will be most demanding for the manipulators. Since schedule robustness requires the manipulators to force success for all possible orders of future voters, it is enough to require them to force success for such a “most demanding order.” Since \( \mathcal{E} \) winners can be determined in polynomial time, this shows that testing whether the manipulative coalition is successful can be expressed as a \( \Sigma^p_2 \) predicate.

For the second part, we define an election system \( \mathcal{E} \) as follows. Let \( R \) be a P predicate such that the set

\[
L_2 = \{ x \mid (\exists y : |y| = |x|)(\forall z : |z| = |x|)[R(x,y,z)]\}
\]
is $\Sigma_p^2$-complete. Let $(C, V)$ be a given election. Similar to the definition of the election system in the proof of Theorem 4, the lexicographically least candidate in $C$ will specify $x$ by her name; the lexicographically least voter in $V$ will specify $y$ by her vote; and the lexicographically greatest voter in $V$ will specify $z$ by her vote. If there are not enough candidates in $C$ to have $y$ and $z$ of length $|x|$ (in our fixed encoding of votes), everyone loses in $\mathcal{E}$. Otherwise, if $R(x, y, z)$ holds then everyone wins in $\mathcal{E}$, else everyone loses in $\mathcal{E}$. This completes the specification of election system $\mathcal{E}$. Since $R$ is in P, $\mathcal{E}$ has a polynomial-time winner problem.

The upper bound, $\text{SR-online-$\mathcal{E}$-UCM} \in \Sigma_p^2$, follows immediately from the first part. For the lower bound, we now define a $\leq_{\text{m}}$-reduction from the $\Sigma_p^2$-complete problem $L_2$ to $\text{SR-online-$\mathcal{E}$-UCM}$ (indeed, even to $\text{SR-online-$\mathcal{E}$-UCM}[1, 1]$), showing $\Sigma_p^2$-hardness of the problem. Given an instance $x$ of $L_2$ to an instance $(C, u, V, \sigma, d)$ of $\text{SR-online-$\mathcal{E}$-UCM}[1, 1]$ as follows: $C$ contains $x$ as its lexicographically least candidate and enough dummy candidates, each with a greater name than $x$; $V$ contains two voters, a manipulator $u$ and a nonmanipulator $v$ (with $u$’s name lexicographically smaller than $v$’s); the preference order $\sigma$ is irrelevant, so we fix any order; and it is also irrelevant which candidate is the distinguished candidate, since all or no one wins in $\mathcal{E}$, so we fix any candidate $d$.

If $x \in L_2$, and $u$ casts a $y$, $|y| = |x|$, witnessing that (i.e., $u$ casts a $y$ such that for each $z$, $|z| = |x|$, $R(x, y, z))$, then $d$ wins if $u$ casts $y$ before $v$ casts $z$, and the same $y$ makes $d$ win if $v$ casts $z$ before $u$ casts $y$. If $x \notin L_2$, then no matter which of $u$ and $v$ casts her vote first, no $y$ cast by $u$ can make $d$ win.

7 Conclusions and Open Questions

We introduced a novel framework for online manipulation in sequential voting, and showed that manipulation there can be tremendously complex even for systems with simple winner problems. We also showed that among the most important election systems, some have efficient online manipulation algorithms but others (unless P = NP) do not. It will be important to, complementing our work, conduct typical-case complexity studies. Also, we will extend the scope of our investigation by studying online control and online bribery in appropriate models.

References


