

PHIL408Z

Individual and Group Decision Making

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Practicalities



- ▶ Course website

<https://myelms.umd.edu/courses/1133211>

- ▶ Weekly readings will be posted
 - ▶ Slides will be posted
 - ▶ Announcements (canceled classes, etc.)
 - ▶ Links to assignments (online quizzes, discussions, problem sets)
- ▶ Web: pacuit.org
- ▶ Email: epacuit@umd.edu
- ▶ Office: Skinner 1103A
- ▶ Office Hours: Wednesdays, 2.00 - 3.30 (or by appointment)

Practicalities: Hybrid course



- ▶ **In-class component:** meet twice a week (10.00 - 10.50) for lectures, discussions, and working sessions (on the problem sets)
- ▶ **Online component:** video lectures, online discussion
- ▶ **Homework:** Readings, problem sets, online quizzes

[illegible]

1. Attendance & Participation (10%): You must ask at least **1 question** about the readings and respond to **at least 2 questions** for each module.

Practicalities: Grading



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2. Online quizzes (30%): Available at pacuit.org/quiz (login required: [register](#)). 10-12 short quizzes (5-10 questions) over the course of the semester. You will have 1 chance to submit each quiz

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4. Final exam (30%): The final exam will be given in-class during exam week.

Practicalities: Modules



1. Preference and Choice (1/26 - 2/4)
2. Voting (2/9 - 2/25)
3. Social Choice Theory (3/2 - 4/1)
4. Aggregating Judgements (4/6 - 4/27)
5. Fair Division (4/9 - 5/11)

Methodological Issues



Methodological Issues

Interdisciplinary



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Interdisciplinary: Philosophy (Epistemology, Philosophy of Action, Meta-Ethics),



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Formal Philosophy



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Formal Philosophy:

- make use of ideas and results from other areas,



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Formal Philosophy:

- ▶ make use of ideas and results from other areas,
- ▶ build formal models of reasoning, decision making and social interaction (which can be rigorously analyzed and even implemented),



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Normative vs. Description Theories: How can/should we incorporate *empirical data* into our *normative* theory of rationality? (reflective equilibrium)

What is this course about?



What does it mean (for an individual/group) to be *rational* (or *reasonable*) as opposed to *irrational* (or *unreasonable*)?



Two criteria for assessing “reasonableness” of a selected *option*:

1. An option is **feasible** if it can be chosen, if it is *possible* for the decision maker.
2. The **desirability** of an option is the degree to which the decision maker *wants* it.

Aesop's Fox: One hot summer's day a Fox was strolling through the forest and spotted a bunch of grapes hanging from a high branch.

[illegible]

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A word cloud titled "Fair Division" and "Voting". The words are arranged in a circular pattern around the central title. The words include: Fair Division, Voting, Arrow's Theorem, Borda Count, Condorcet Rule, Plurality, Majority Rule, Single Transferable Vote, Range Voting, Black's Procedure, Young's Five Criteria, Coombs Rule, Cumulative Voting, Satterthwaite's Theorem, Approval Voting, Supermajority with Tie-Breaker, Schwartz, Ranked Pairs, Schulze, Dodgson, Negative Voting, Coresets Method, Manipulation, Judgment, Seditive Count, Corollary, Plurality, Veto, Stearns, Ranges Voting, Antipolarity, Dispute Resolution, and Adapted Winner.

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Feasibility vs. Desirability



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Groucho Marx's Club: "I don't care to belong to a club that accepts people like me as members"

Feasibility vs. Desirability



“It appears irrational to mix the two...there is a sharp distinction between desirability and feasibility. By sharp distinction we mean not only that the two can be told apart but also that they are causally independent; one does not affect the other.”

I. Gilboa. *Chapter 1 in Rational Choice*. The MIT Press, 2010.



Are Walter's decisions *rational*?



A word cloud titled "Fair Division" and "Voting" showing various concepts related to social choice theory. The words are arranged in a circular pattern around the central title. The words include: Fair Division, Voting, Arrow's Theorem, Borda Count, Condorcet Rule, Plurality, Majority Rule, Single Transferable Vote, Coombs Rule, Range Voting, Black's Procedure, Young's Five Criteria, Cores Rule, Cumulative Voting, Satterthwaite's Theorem, Approval Voting, Supermajority with Tie-Breaker, Schwartz, Ranked Pairs, Schulze, Dodgson, Negative Voting, Copeland Method, Majority Judgment, and Condorcet Winner.

Rational decision making is associated with both the capacity to order outcomes *and* to choose from the *top* of the order.

Context of a decision



Context of a decision

Individual decision-making (**against nature**)

- E.g., Gambling



Context of a decision



Individual decision-making (**against nature**)

- E.g., Gambling

Individual decision making in **interaction**

- E.g., Playing chess



Context of a decision

Individual decision-making (against nature)

- E.g., Gambling

Individual decision making in interaction

- E.g., Playing chess

Collective decision making

- E.g., Carrying a piano



Context of a decision

Individual decision-making (**against nature**)

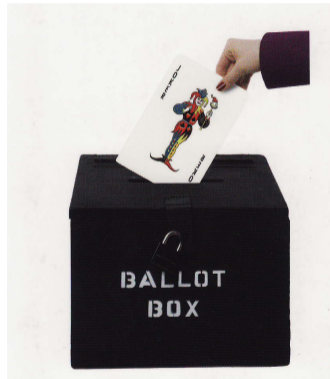
- ▶ E.g., Gambling

Individual decision making in **interaction**

- ▶ E.g., Playing chess

Collective decision making

- ▶ E.g., Carrying a piano
- ▶ E.g., Voting in an election



Preference, Choice, and Utility



- ▶ Representing *preferences*: relations, preference axioms
- ▶ *Revealed* preference theory: WARP, Sen's α and β , Revelation Theorem
- ▶ *Utility*: Ordinal vs. cardinal utility, interval scale, ratio scale
- ▶ *Expected utility theory*: (probability), von Neumann-Morgenstern Theorem, Allais paradox, Ellsberg paradox, (Other issues: framing effects, state-dependent utility, etc.)
- ▶ Interpersonal comparison of utilities

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Suppose that X is a set. A **relation** on X is a set of **ordered pairs** from X :
 $R \subseteq X \times X$.

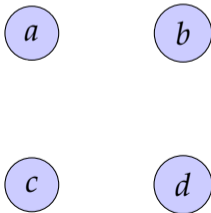
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E.g., $X = \{a, b, c, d\}$, $R = \{(a, a), (b, a), (c, d), (a, c), (d, d)\}$

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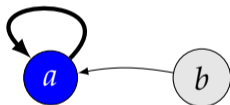


Mathematical background: Relations

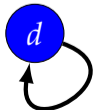


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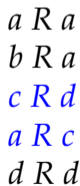
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Mathematical background: Relations

Suppose that X is a set and $R \subseteq X \times X$ is a relation.

Reflexive relation: for all $x \in X, x R x$



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The diagram consists of four nodes arranged in a 2x2 grid. Each node is a light gray circle with a black outline. The top-left node is labeled a , the top-right node is labeled b , the bottom-left node is labeled c , and the bottom-right node is labeled d . Each node has a thick black curved arrow starting from its top and pointing back to its top, representing a self-loop.

Mathematical background: Relations

Suppose that X is a set and $R \subseteq X \times X$ is a relation.

Irreflexive relation: for all $x \in X$, $x \not R x$ (i.e., $(x, x) \notin R$)



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Symmetric relation: for all $x, y \in X$, if $x R y$, then $y R x$

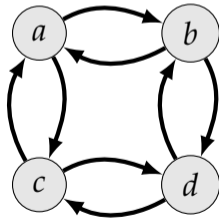


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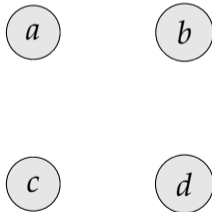


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Suppose that X is a set and $R \subseteq X \times X$ is a relation.

Complete relation: for all $x, y \in X$, either $x R y$ or $y R x$

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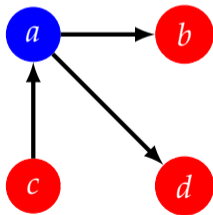


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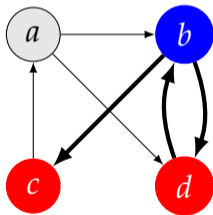


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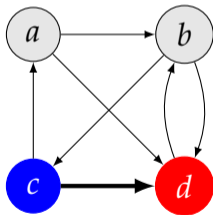
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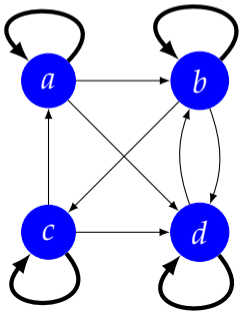
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E.g., $X = \{a, b, \textcolor{blue}{c}, \textcolor{red}{d}\}$



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E.g., $X = \{a, b, c, d\}$



Mathematical background: Relations

Suppose that X is a set and $R \subseteq X \times X$ is a relation.

Transitive relation: for all $x, y, z \in X$, if $x R y$ and $y R z$, then $x R z$



[illegible]

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Diagram showing four circles labeled a , b , c , and d arranged in a square pattern.

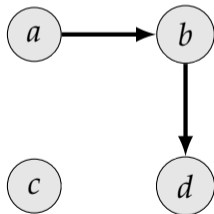
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graph TD
    a((a)) -- black --> b((b))
    b((b)) -- black --> d((d))
    a((a)) -- blue --> d((d))
    c((c))
  
```

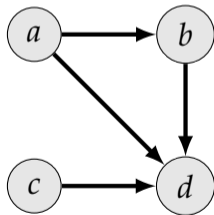
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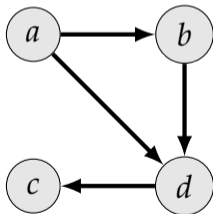
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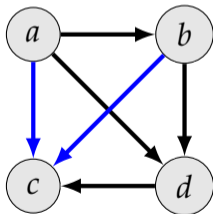
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$x \in X$ is **maximal** with respect to R provided there is no $y \in X$ such that $y R x$.

For $Y \subseteq X$, let $\max_R(Y) = \{x \in Y \mid \text{there is no } y \in Y \text{ such that } y R x\}$

[illegible]

$x \in X$ is **maximal** with respect to R provided there is no $y \in X$ such that $y R x$.

A **cycle** is a set of distinct elements x_1, \dots, x_n such that

$$x_1 \ R \ x_2 \cdots x_{n-1} \ R \ x_n \ R \ x_1$$

R is **acyclic** if it does not contain any cycles.

Let X be a set of options/outcomes. A decision maker's *preference* over X is represented by a *relation* $\succeq \subseteq X \times X$.

Representing Preferences

Given $x, y \in X$, there are four possibilities:



1. $x \succeq y$ and $y \not\succeq x$: The decision maker ranks x above y (the decision maker strictly prefers x to y).

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Given $x, y \in X$, there are four possibilities:

1. $x \succeq y$ and $y \not\succeq x$: *The decision maker ranks x above y (the decision maker strictly prefers x to y).*
2. $y \succeq x$ and $x \not\succeq y$: *The decision maker ranks y above x (the decision maker strictly prefers y to x).*
3. $x \succeq y$ and $y \succeq x$: The agent is *indifferent* between x and y .

[illegible]

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- **Strict preference:** $x \succ y$ iff $x \succeq y$ and $y \not\succeq x$
- **Indifference:** $x \sim y$ iff $x \succeq y$ and $y \succeq x$

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3. *Favoring*: Affirmative action calls for racial/gender preferences in hiring.
4. *Choice ranking*: In a restaurant, when asked “do you prefer red wine or white wine”, the waiter wants to know which option I choose.

