

Apportionments with minimum Gini index of disproportionality

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1 A glimpse of apportionment

The problem

Fairness, Concentration, and Welfare

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2 A quotient method with minimum G

Overview

Quotient Methods

Apportionments and Welfare

Decomposition Approach

The underlying IP problem, and results

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 - The general case
 - Degressive Proportionality
 - Open Problems

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Goal

Distribute parliamentary seats among *parties*, proportionally to the *votes* cast for each party

... but actual electoral systems *almost never* do that!

- *district based plurality or mixed systems (France, GB)*
- *multi-level systems (Switzerland, Germany)*

Distribute seats among the *states* of a federal system, proportionally to the *population* of each state

- EU Parliament, US House of Representatives
- the latter is the “pure” version of the problem
[Balinski and Young (1981)]

Very first use of the *Presidential Veto* in US history

Some history

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Several methods adopted since then, with several court cases, and a still ongoing debate

The Apportionment Problem

Requires to map *large* numbers (votes, population) into *small* numbers (seats)

▶ *distortion is unavoidable*

A sort of *vector scaling* problem: scale a set of integers so that their sum is a given value

Prototype example of *fair allocation of a discrete finite resource*

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Prototype example of *fair allocation of a discrete finite resource*

What is fair?

What is Fair?

- no unique answer, several (often conflicting) answers
- several methods developed in the last couple of centuries
- two main classes of methods (or combinations of them)
 - ▶ *quotient methods*
 - ▶ *divisor methods*
- the stress is on *choosing a method*, not on choosing an apportionment

Two streams of research

- the axiomatic approach
- the optimization approach

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The Optimization Approach

Characterize a method based on the *inequality index* it minimizes

- an inequality (or *disproportionality*) index is a (mathematically sound) measure of the “unfairness” introduced by an apportionment
- several (classes of) inequality indexes have been proposed
- for most indexes we know the corresponding “minimizing” method
 - ▶ *move from choosing a method to choosing an index*

A strong characterization [Simeone *et al.* 1999]

A proportional method is a *procedure* solving an underlying *integer optimization* (IP) problem, where the objective function (the “hidden criterion”) is an inequality index

Most classic methods are greedy procedures minimizing a convex separable inequality index

The Optimization Approach (2)

Beyond characterization, *new* proportional methods can be *defined* following the optimization approach

- choose an inequality index as objective function
- possibly insert constraints enforcing specific properties (*quota property*, “*degressive proportionality*”, . . .)

Among others, the **Gini Index** is suggested as a possible choice

*“Electoral formulas minimizing entropy, **the Gini concentration index**, standard deviation, and other common indexes of inequality could be just as good as other consolidated methods”*

[Simeone *et al.* (1999), Ch. 6.4]

We pursue this suggestion in this work

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The Gini Index

A measure of statistical dispersion due to Corrado Gini (≈ 1912)

An index of *concentration*, i.e., unequal distribution of income or wealth among a population

- commonly adopted in welfare economics, social sciences, and *many* other disciplines
- often used to compare disproportionality of apportionments
- ranges between zero (perfect egalitarianism) and one (perfect concentration)

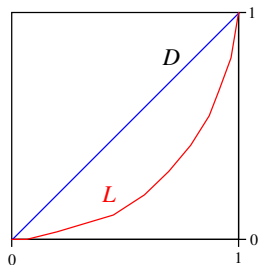
Two standard definitions

- *algebraic*: normalized average of the wealth differences
(*to be used later*)
- *geometric*: given in terms of *Lorenz curves*

Lorenz Curves

One of the first historical attempts (≈ 1905) to represent and compare wealth distributions

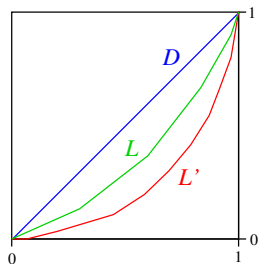
- plot of *cumulative wealth*, normalized within a unit square
- individuals sorted *left to right in non-decreasing order of wealth*



The Lorenz curve L is convex and lies below diagonal D

Lorenz Curves (2)

The more L is far from D , the more the distribution is unequal (concentrated)

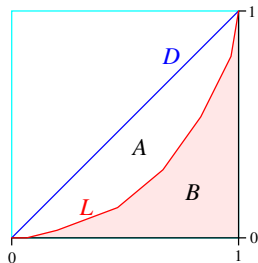


- L' is “more unequal” than L
- for a *perfectly egalitarian* distribution the Lorenz curve is D

The Gini Index: Geometric Definition

Consider a wealth distribution with corresponding Lorenz curve L

- A is the area between D and L
- B is the area below L



The corresponding Gini index is

$$G = \frac{A}{A+B} = 2A = 1 - 2B.$$

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- restrict analysis to apportionments *satisfying quota*
 - ▶ *an apportionment violating quota may give a lower G*
- a new *quotient method*, exploiting the optimization approach
- the underlying IP problem has a *binary knapsack* structure
- geometric approach: maximize area B
- express B as a *quadratic function* of the knapsack variables
- use an efficient solver (or tight ILP formulations) for the resulting (supermodular, binary) quadratic knapsack instance

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Special Issue in memory of Bruno Simeone*

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- A set of n states $\{1, 2, \dots, n\}$
- The *population vector* $v = [v_1, v_2, \dots, v_n]$
- The total population $V = \sum_{i=1}^n v_i$
- The number of seats S
- ▶ The output apportionment $s = [s_1, s_2, \dots, s_n]$ ($S = \sum_{i=1}^n s_i$)

Examples

- *EU Parliament (2011):* $n = 27$, $S = 751$, $V = 501,103,425$
(... before brexit...)
- *US House of Representatives (2010):* $n = 50$, $S = 435$,
 $V = 309,183,463$

A generic quotient method

Define the *natural fractional quota* q_i of state i :

$$q_i = \frac{S \cdot v_i}{V} = [q_i] + r_i = u_i + r_i$$

where r_i is the *remainder* of state i ($0 \leq r_i < 1$)

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Quotient Method

- (i) assign to each state i the “minimum quota” u_i
- (ii) assign one seat more to K different states

$$K = S - \sum_{i=1}^n u_i = \sum_{i=1}^n r_i$$

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Hamilton's Method (“*largest remainders*”): assign the additional seats to the states with the K largest remainders

Quotient methods: remarks

- the case of null remainders can be ignored: $0 < r_i < 1$
- we have $0 < K < n$ and we can expect $K \approx n/2$
 - EU (2011): $n = 27$, $K = 14$
 - US (2010): $n = 50$, $K = 23$
 - US (2000,1990): $n = 50$, $K = 26$

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Quota Property: apportionment s *satisfies quota* iff. for each i

$$q_i - 1 < s_i < q_i + 1$$

Theorem [Balinski and Young (1982)]

quotient methods are the only ones guaranteed to satisfy quota

Quotient method: knapsack structure

Let us introduce a vector of binary variables $x \in \{0, 1\}^n$

In a quotient method $s = u + x$ with the knapsack-like constraint

$$\sum_{i=1}^n x_i = K$$

(a pretty easy case of knapsack, solvable in $O(n)$ for a linear O.F.)

We shall need a **quadratic** objective function

$$x^T Q x = \sum_{i=1}^n \sum_{j=1}^n q_{ij} x_i x_j$$

with Q an $n \times n$ matrix (with *nonnegative* entries)

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Apportionments as wealth distributions

- S is the total wealth shared by a population of V individuals
- Each state i owns a total wealth s_i
- Each citizen of state i owns the same wealth $w_i = s_i/v_i$

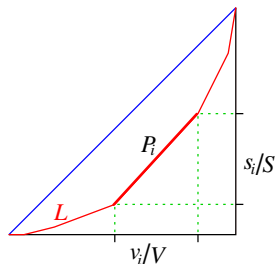
Remarks

- the “wealth” w_i is often referred to as the *voting power*
- the reciprocal $1/w_i = v_i/s_i$ is often referred to as the *district size* (“how many citizens it takes to gain one seat”)

Apportionment and Welfare (2)

In the Lorenz curve a state i is represented by a *single linear piece* P_i

- horizontally spanning v_i/V (the population share)
- vertically spanning s_i/S (the share of seats)



Pieces appear in L , left to right, in increasing order of voting power w

Apportionment and Welfare (3)

The Gini index G is used as a measure of unequal distribution of voting power

In our quotient method L , B and G depend on x

We choose x to maximize B , that is, to minimize G

Goal: express the area B as a function of x

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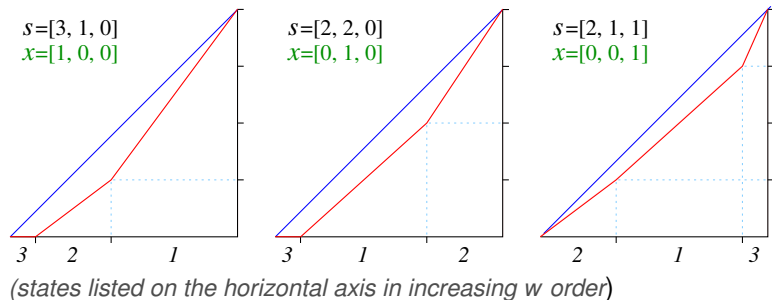
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Unfortunately, x acts on L (and B) in a rather subtle and cryptic way

Apportionment and Welfare (4)

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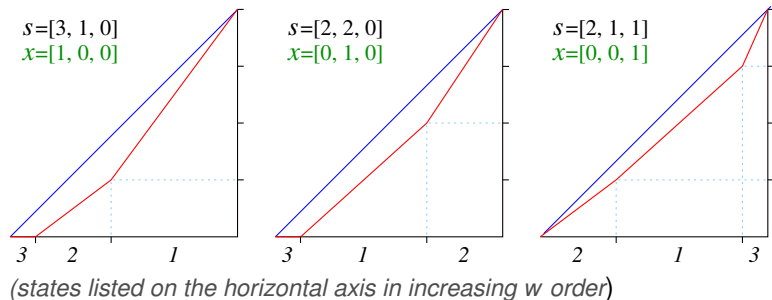
Example: $V = 9$, $S = 4$, $v = [5, 3, 1]$; $u = [2, 1, 0]$, $K = 1$



Apportionment and Welfare (4)

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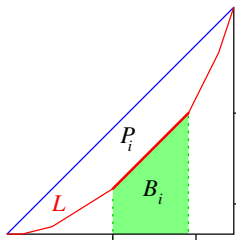


Try a successive decomposition approach

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Decomposition: B as a function of x

Step 1: cut B into n vertical “slices”, one for each state i

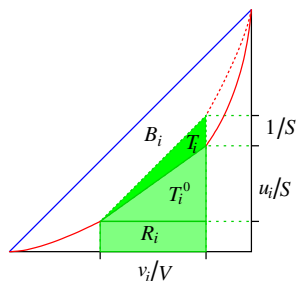


Slice B_i lies under linear piece P_i

$$B = \sum_{i=1}^n B_i$$

Decomposition: B as a function of x (2)

Step 2: decompose each slice B_i



$$T_i^0 = \frac{v_i \cdot u_i}{2SV} : \text{constant, independent of } x$$

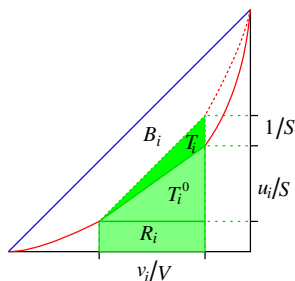
$$T_i = \frac{v_i \cdot x_i}{2SV} : \text{linear in } x$$

$$R_i = ? \quad \text{depends on "poorer" states!}$$

$$B = \sum_{i=1}^n B_i = \sum_{i=1}^n \left(T_i^0 + T_i \cdot x_i \right) + \sum_{i=1}^n R_i$$

Decomposition: B as a function of x (2)

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$$B = \sum_{i=1}^n B_i = \sum_{i=1}^n \left(T_i^0 + T_i \cdot x_i \right) + \sum_{i=1}^n R_i$$

Next step: decompose the **sum** of the R_i (not each R_i)

Notation

- assume *w.l.o.g.* $i < j \iff \frac{u_i}{v_i} < \frac{u_j}{v_j}$
- given $s = u + x$, if i appears in L on the left of j denote

$$i \triangleleft^x j \iff \frac{s_i}{v_i} < \frac{s_j}{v_j} \iff w_i < w_j$$

“i precedes j (given x)”

- the following holds for each each i

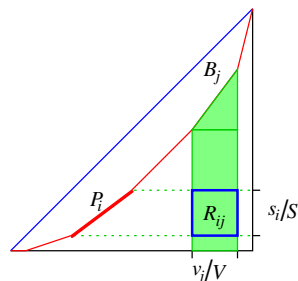
$$\frac{u_i}{v_i} < \frac{q_i}{v_i} = \frac{S}{V} < \frac{u_i + 1}{v_i}$$

Decomposition: R_i as a function of x

Given two states, $i < j$, two *mutually exclusive* cases can occur

- $i \triangleleft^x j$: i induces a slice of R_j with area $R_{ij} = \frac{v_j \cdot s_i}{SV}$
- $j \triangleleft^x i$: j induces a slice of R_i with area $R_{ij} = \frac{v_i \cdot s_j}{SV}$

The picture shows the case $i \triangleleft^x j$



$$\sum_{i=1}^n R_i = \sum_{i=1}^{n-1} \sum_{j=i+1}^n R_{ij}$$

Decomposition: R_{ij} as a function of x

Given two states $i < j$ we have by assumption $\frac{u_i}{v_i} < \frac{u_j}{v_j} < \frac{S}{V}$

We need the relation between $\frac{u_i + 1}{v_i}$ and $\frac{u_j + 1}{v_j}$

Again, two *mutually exclusive* cases can occur:

Case 1 $\frac{S}{V} < \frac{u_i + 1}{v_i} < \frac{u_j + 1}{v_j}$

Case 2 $\frac{S}{V} < \frac{u_j + 1}{v_j} < \frac{u_i + 1}{v_i}$

(implies $v_i < v_j$)

For each pair $i < j$ we know which case arises

For each value of x_i and x_j we deduce \triangleleft^x and compute R_{ij}

R_{ij} as a function of x : Case 1

x_i	x_j	w_i	w_j	\triangleleft^x	R_{ij}
0	0	u_i/v_i	u_j/v_j	$i \triangleleft^x j$	$u_i \cdot v_j / SV$
0	1	u_i/v_i	$(u_j + 1)/v_j$	$i \triangleleft^x j$	$u_i \cdot v_j / SV$
1	0	$(u_i + 1)/v_i$	u_j/v_j	$j \triangleleft^x i$	$u_j \cdot v_i / SV$
1	1	$(u_i + 1)/v_i$	$(u_j + 1)/v_j$	$i \triangleleft^x j$	$(u_i + 1) \cdot v_j / SV$

By setting $a_{ij} = u_j \cdot v_i - u_i \cdot v_j$ we obtain

$$R_{ij} = u_i \cdot v_j / SV + (a_{ij} / SV)x_i + \left((v_j - a_{ij}) / SV \right)x_i x_j$$

it is easy to check that $a_{ij} \geq 0$ and $(v_j - a_{ij}) \geq 0$

R_{ij} as a function of x : Case 2

x_i	x_j	w_i	w_j	\triangleleft^x	R_{ij}
0	0	u_i/v_i	u_j/v_j	$i \triangleleft^x j$	$u_i \cdot v_j / SV$
0	1	u_i/v_i	$(u_j + 1)/v_j$	$i \triangleleft^x j$	$u_i \cdot v_j / SV$
1	0	$(u_i + 1)/v_i$	u_j/v_j	$j \triangleleft^x i$	$u_j \cdot v_i / SV$
1	1	$(u_i + 1)/v_i$	$(u_j + 1)/v_j$	$j \triangleleft^x i$	$(u_j + 1) \cdot v_i / SV$

Again, with $a_{ij} = u_j \cdot v_i - u_i \cdot v_j$ we obtain

$$R_{ij} = u_i \cdot v_j / SV + (a_{ij} / SV)x_i + (v_i / SV)x_i x_j$$

also in this case $a_{ij} \geq 0$

Putting everything together...

$$\begin{aligned} B &= \sum_{i=1}^n B_i \\ &= \sum_{i=1}^n (T_i^0 + T_i \cdot x_i) + \sum_{i=1}^n R_i \\ &= \sum_{i=1}^n (T_i^0 + T_i \cdot x_i) + \sum_{i=1}^{n-1} \sum_{j=i+1}^n R_{ij} \\ &= \sum_{i=1}^n \left(T_i^0 + T_i \cdot x_i + \frac{1}{SV} \sum_{j=i+1}^n u_j \cdot v_j + a_{ij} \cdot x_i + \delta_{ij} \cdot x_i \cdot x_j \right) \\ &= C + x^T Q x \end{aligned}$$

$\delta_{ij} = (v_j - a_{ij})$ for Case 1, $\delta_{ij} = v_i$ for Case 2

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Quadratic Knapsack Problem (QKP)

$$(P) = \begin{cases} \max x^T Q x \\ \sum_{i=1}^n x_i = K \\ x \in \{0, 1\}^n \end{cases}$$

Q has non-negative entries, which complies with the original definition of (QKP) (“supermodular” quadratic knapsack)

[Simeone (1979), Gallo, Hammer and Simeone (1980)]

Quite particular case, with a “cardinality” constraint
“ p -dispersion” problem [Pisinger (2006)]

The general case is much harder than its linear counterpart

Instances derived from real apportionment problems are *small*
the largest we tried (US 2000) has $n = 50$ and $K = 26$

We tried two solution methods, based on the same approach
[Caprara, Pisinger and Toth (1999)]

- C language implementation of procedure *quadknop*
available from <http://www.diku.dk/~pisinger/>
- Enhanced ILP formulation (via *Xpress-Mosel*)
(*≈ 0.5 seconds: about ten times slower than “quadknop”*)

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(≈ 0.5 seconds: about ten times slower than “quadknap”)

Note: for each instance we solved $K + 1$ QKPs, applying a trivial branching method to test *uniqueness* of the optimum; CPU times are those of “quadknap”

Results for US House of Representatives ($n = 50$, $S = 435$)

<i>Year</i>	<i>Tot. Pop.</i>	<i>K</i>	<i>min G</i>	<i>current G</i>	<i>cpu sec.</i>
1990	249,022,783	26	0.021594	0.021812	1.33
2000	281,424,177	26	0.020298	0.020308	1.30
2010	309,183,463	23	0.020862	0.020862	1.29

Very small differences: < 1%!

- 2000: one seat from the larger to a small state
- 1990: three seats from smaller to larger states

Results for the EU Parliament ($n = 27$, $S = 751$)

<i>Year</i>	<i>Tot. Pop.</i>	<i>K</i>	<i>min G</i>	<i>current G</i>	<i>cpu sec.</i>
2011	501,103,425	14	0.0055851	0.128271	0.14

The *big* difference (current solution about 20 times larger!) is due to the “degressive proportionality” rules in current EU treaties

Index is about four times smaller than US House (*half the states, twice the seats*)

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The General Case

For an apportionment s , we can write G as follows:

$$G = \frac{1}{SV} \sum_{i=1}^n \sum_{j=i+1}^n |v_j \cdot s_i - v_i \cdot s_j|$$

- can be obtained rather easily from the *algebraic* definition
- can be obtained generalizing the geometric approach, but some more algebra is involved

We have standard LP techniques to deal with the absolute value

General Case: the IP Problem

$$(IP) = \begin{cases} \min \sum_{i=1}^n \sum_{j=i+1}^n d_{ij}^+ + d_{ij}^- \\ \sum_{i=1}^n s_i = S \\ v_j \cdot s_i - v_i \cdot s_j = d_{ij}^+ - d_{ij}^- & 1 \leq i < j \leq n \\ d^+, d^-, s \text{ integer} \end{cases}$$

However, IP is not directly solvable in reasonable time
(*rapidly running out of memory for the US instances*)

Possible directions

- find *tight* lower and upper bounds for each s_i
- try a binary formulation: *Multiple Choice Knapsack*

A possible approach: Multiple Choice Knapsack

Rewrite each variable s_i as a weighted sum of binary variables

$$s_i = \sum_{j \in J(i)} j \cdot x_{ij}$$

Then the knapsack constraint breaks into $n + 1$ constraints

$$\begin{aligned} \sum_{i=1}^n \sum_{j \in J(i)} j \cdot x_{ij} &= S \\ \sum_{j \in J(i)} x_{ij} &= 1 \quad 1 \leq i \leq n \end{aligned}$$

Needs a *smart* linearization for the absolute value $|v_j \cdot s_i - v_i \cdot s_j|$

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 - The general case
 - Degressive Proportionality**
 - Open Problems

The Treaty of Lisbon sets a “degressive proportionality” condition (DP) consistently favouring smaller states

Degressive Proportionality

- 1 if $v_i > v_j$ then $w_i = s_i/v_i \leq s_j/v_j = w_j$
larger states have less voting power
- 2 if $v_i > v_j$ then $s_i \geq s_j$
a larger state has at least the seats of a smaller state

Boundary Conditions: $S \leq 751$, $6 \leq s_i \leq 96$

See definitions and debate in the special issue “Around the Cambridge Compromise” [[Mathematical Social Science 63\(2\)](#)]

Degressive Proportionality (2)

We can include DP into the underlying IP problem

Assume states sorted in decreasing order of population:

$$i < j \iff v_i > v_j$$

$$(IP_{DP}) = \left\{ \begin{array}{l} \min \sum_{i=1}^n \sum_{j=i+1}^n d_{ij} \\ \sum_{i=1}^n s_i = S \\ v_i \cdot s_j - v_j \cdot s_i = d_{ij} \quad 1 \leq i < j \leq n \\ s_1 = 96 \\ s_n = 6 \\ d, s \text{ integer} \end{array} \right.$$

Degressive Proportionality (3)

The model IP_{DP} is quite easily solvable (a few seconds)

The reason is that degressive proportionality is a *strong requirement*

▶ any s_j induces a lower bound on s_{j+1} , and so on...

Example: should DP (without boundary conditions) be adopted in the US, California seats would move from 53 to 28

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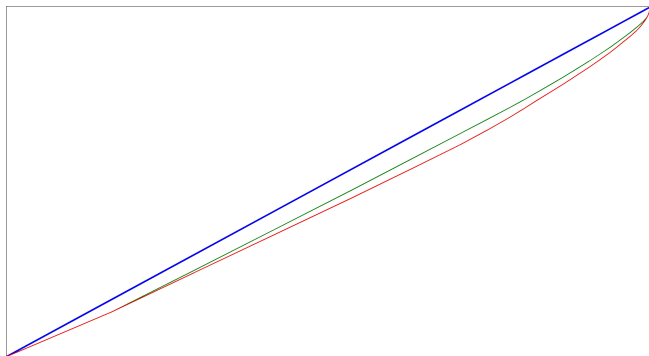
Example: should DP (without boundary conditions) be adopted in the US, California seats would move from 53 to 28

(luckily, Arnold Schwarzenegger is no longer the Governor...)

Degressive Proportionality (4)

We can now evaluate the apportionment found via the currently adopted method, the so-called “Cambridge Compromise”

Plot of Lorentz curves (horizontally stretched)



D

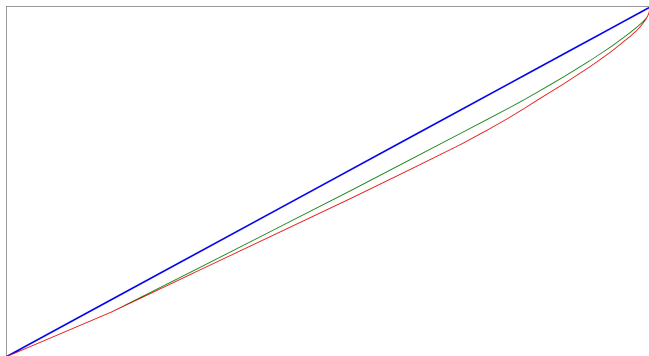
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... people at Cambridge did a reasonably good job

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Direction 1 devise a method finding the minimum G apportionment in polynomial time in n and S (and may be $\log V$)

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Question: what is the computational complexity of finding an apportionment yielding minimum G ?

Direction 1 devise a method finding the minimum G apportionment in polynomial time in n and S (and may be $\log V$)

Direction 2 prove that finding the minimum G apportionment is NP-hard

Thanks for your **fair** attention!