

Bargaining Foundations of the Median Voter Theorem

Seok-ju Cho
University of Rochester

John Duggan
University of Rochester

The bargaining literature

Parameters	Baron-Ferejohn	Banks-Duggan
players	$n > 2$	$n > 2$
alternatives	Δ	\mathcal{R}
voting rule	M	M
proposer	random	random
status quo	bad	whatever
Results	Baron-Ferejohn	Banks-Duggan
stat. existence	Y	Y
stat. delay	N	N/Y
stat. uniqueness	Y	N
stat. mvt	n/a	Y
folk theorem	Y	?

Elements of the model

N	set of n agents (n odd)*
X	set of alternatives (a compact interval)
$u_i: X \rightarrow \mathfrak{R}$	stage utility (cont., strictly concave)*
\tilde{x}_i	i 's ideal point (median is \tilde{x}_k)
q	status quo (in X)*
δ	discount factor (common, less than one)*
ρ_i	recognition prob. (positive, fixed)*

The bargaining protocol in period t

- an agent i is selected with probability ρ_i to propose, say, x
- each agent j votes accept (a) or reject (r)
- if $\#\{j \mid v_j = a\} > n/2$, then the game ends with outcome (x, t) , and payoffs are

$$(1 - \delta)^{t-1}u_j(q) + \delta^{t-1}u_j(x)$$

- otherwise, the game continues to period $t + 1$ and is repeated
- if the game continues ad infinitum, then payoffs are $u_j(q)$

The bargaining protocol (cont.)

- Think of payoffs from (x, t) as the discounted sum of the flow of payoffs

$$\underbrace{u_i(q) \ u_i(q) \ \cdots \ u_i(q)}_{t-1 \text{ periods}} \quad \underbrace{u_i(x) \ u_i(x) \ u_i(x) \ \cdots}_{\text{ad infinitum}}$$

Continuation lotteries

- A profile of strategies determines a probability distribution on histories, which determines a distribution, say λ , on outcomes.
- We refer to the distribution on outcomes following a rejected proposal as a “continuation lottery.”
- We show $U_i = E_\lambda[u_i]$, where λ is the continuation lottery on X .

Voting model

- The usual approach:
 - voting is simultaneous
 - equilibria are stationary
 - weak dominance is applied
- The problem:
 - future play can be conditioned on individual votes
 - weak dominance loses its bite
 - too many Nash equilibria

Voting model (cont.)

- Our solution: Voting is sequential.
- The order of voting is determined randomly before and/or after the proposer is determined.
- Each order of voting is realized with a positive, fixed* probability.

Voting model (cont.)

- In stationary equilibria, the voting game reduces to a binary vote, and stage-game weak dominance is effective.
- Suppose x has been proposed.

	a	r
a	x	x
r	x	λ
	a	

	a	r
a	x	λ
r	λ	λ
	r	

If row strictly prefers x to continuing, then voting r is weakly dominated in the stage game.

- In fact, x survives elimination if and only if it is weakly majority-preferred to continuing.

Voting model (cont.)

- Not so when stationarity is dropped.

	<i>a</i>	<i>r</i>
<i>a</i>	<i>x</i>	<i>x</i>
<i>r</i>	<i>x</i>	λ_1
	<i>a</i>	

	<i>a</i>	<i>r</i>
<i>a</i>	<i>x</i>	λ_2
<i>r</i>	λ_3	λ_4
	<i>a</i>	<i>r</i>

- Suppose payoffs are as follows.

row	column	matrix
λ_1	λ_2	λ_3
<i>x</i>	<i>x</i>	<i>x</i>
λ_4	λ_4	λ_4
λ_2	λ_3	λ_1

Then λ_4 is a strict (therefore undominated) Nash equilibrium outcome, but all agents strictly prefer *x*.

Subgame perfect equilibria

- A strategy σ is a pure strategy subgame perfect equilibrium if there do not exist an agent, a history, and a deviation from σ that increases that agent's expected payoff following that history.
- Let $X(\delta)$ consist of alternatives x such that:
 - there exists a proposer history h and a pure strategy subgame perfect equilibrium σ such that x passes with positive probability from h in σ .
- Let $V_i(\delta)$ consist of payoffs r such that:
 - there exists a proposer history h and a pure strategy subgame perfect equilibrium σ such that i 's expected payoff is r from h in σ .

Non-stationary equilibrium

- Example: three symmetric agents, the median proposes y or $-y$, right and left agents propose z and $-z$.

- As agents become patient, these proposals collapse to the median.

Non-stationary equilibrium (cont.)

- When the median proposes his/her ideal point, it is rejected.

Main result

- Given a sequence of sets $\{Y^m\}$ in Euclidean space and an element x , we write $Y^m \rightarrow x$ if $\sup_{y \in Y^m} \|y - x\| \rightarrow 0$.
- **Theorem:** Let $\{\delta^m\}$ be a sequence of discount factors converging to one. Then
 - $X(\delta^m) \rightarrow \tilde{x}_k$,
 - for all $i \in N$, $V_i(\delta^m) \rightarrow u_i(\tilde{x}_k)$.
- That is,
 - subgame perfect equilibrium outcomes converge to the median ideal point,
 - equilibrium delay becomes negligible.

Intuition for proof (cont.)

- Lemma: Suppose $x \in X(\delta^m)$ is proposed in some equilibrium and passes with positive probability. Then there is an agent i^m in C^m who weakly prefers x to the continuation lottery from rejecting the proposal.
- Apply the lemma with $x = \bar{x}^m$ to get an agent i^m from each C^m who weakly prefers \bar{x}^m to the continuation lottery from rejection. But...
- Lemma: In every subgame perfect equilibrium, if the median \tilde{x}_k is proposed, then it passes with positive probability (bounded above zero).

Intuition for proof (cont.)

- As a consequence, agent i^m can obtain the median with positive probability when selected to propose.
- So why would the agent i^m be willing to vote for his/her worst alternative rather than reject it and at least obtain the median \tilde{x}_k with positive probability?
- It must be that the status quo is inferior to \bar{x}^m , and that delay makes the agent worse off.
- But we show that, as the agent becomes patient, delay becomes inconsequential, a contradiction.

Extensions

- Weaken concavity: strict concavity can be replaced by piece-wise linear.
- Even number of agents: okay, but we need an agent to “break ties.”
- Bad status quo: we can take the status quo out of X as long as every agent strictly prefers the median to the status quo.
- Heterogeneous discount factors: we just need discount factors to converge to one at a “uniform enough” rate, i.e.,

$$\frac{\ln(\delta_i^m)}{\ln(\delta_j^m)} \rightarrow 1$$

for all $i, j \in N$.

Extensions (cont.)

- Variable recognition probabilities: These can vary arbitrarily with histories, as long as each agent's probability is bounded strictly above zero.
- Variable probability of voting orders: Can vary arbitrarily with histories, as long as each order has probability bounded strictly above zero.
- Impromptu voting: We can draw agents to vote one at a time.
- Mixed strategy equilibria: We can allow agents to play any mixed strategy equilibria.

Quick conclusion

- In contrast to the distributive model of bargaining, an anti-folk theorem holds for the unidimensional model.
- The asymptotic median voter theorem for stationary equilibria extends very generally.
- Delay becomes negligible as agents become patient.
- The median voter theorem appears safe.