## Voting: How it works, and why it doesn't

Chris Staecker

Fairfield University

Fairfield U. Mathematics & Computer Science Colloquium Election Day 2012 This talk is about fairness in voting systems.

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This talk is about fairness in voting systems.

#### I'll discuss specifically the unfairness in our system of voting.

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Introduction

## I don't mean...

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## I don't mean...

I will not talk about actual cheating

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These are real issues, but I want to talk about fairness of the counting system

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These are real issues, but I want to talk about fairness *of the counting system* assuming that everybody is following the rules.

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This is a crazy overlay onto our basic voting system which makes everything slightly weirder.

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Just the basic idea of counting up votes and deciding the winner.

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This turns out to be much more complicated than you might expect.

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Actually, voting is an insane idea when you think about it.

Imagine a bunch of people disagree about something.

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Let's just ask everybody what their opinion is,

Let's just ask everybody what their opinion is, then combine all these answers into a single "will of the people".

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This sounds sketchy.

Something that complicates everything:

Preferences of groups of people do not behave like preferences of individual people.

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Something that complicates everything:

Preferences of groups of people do not behave like preferences of individual people.

This is the *Condorcet paradox*. (Condorcet, 1743-1794)

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Condorcet paradox

## Preferences of groups of people do not behave like preferences of individual people.

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Condorcet paradox

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Imagine an election with three candidates A, B, C.

Condorcet paradox

### Preferences of groups of people do not behave like preferences of individual people.

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No person would ever say: "I like A more than B, and B more than C, and C more than A".

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Individual preferences are transitive.

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Α	В	С
В	С	А
С	А	В

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15	11	13	
Α	В	С	
В	С	А	
С	А	В	

Here, 72% prefer A over B.

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15	11	13	
А	В	С	
В	С	А	
С	А	В	

Here, 72% prefer A over B. 67% prefer B over C.

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15	11	13	
Α	В	С	
В	С	А	
С	А	В	

Here, 72% prefer *A* over *B*. 67% prefer *B* over *C*. 62% prefer *C* over *A*.

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15	11	13
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Here, 72% prefer *A* over *B*. 67% prefer *B* over *C*. 62% prefer *C* over *A*.

So what is the "will of the people"?

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15	11	13
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Here, 72% prefer *A* over *B*. 67% prefer *B* over *C*. 62% prefer *C* over *A*.

So what is the "will of the people"?

Sounds like there is no coherent will of the people.

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Various different ways to look at preferences and decide the winner.

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Basically, a winner-selection method should analyse the preferences, and choose a winner based on some relevant details of the set of preferences.

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For a reasonably fair system:

If the society actually has a uniform preference, the decision should reflect this.

Various different ways to look at preferences and decide the winner. Which is the best?

Basically, a winner-selection method should analyse the preferences, and choose a winner based on some relevant details of the set of preferences.

For a reasonably fair system:

- If the society actually has a uniform preference, the decision should reflect this.
- The decision should not depend on irrelevant details of the preferences.

# Let's vote!

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Voting for US president is boring.

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Voting for US president is boring. We will vote for:

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Voting for US president is boring. We will vote for:

The second-best bounty hunter from The Empire Strikes Back



Voting for US president is boring. We will vote for:

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Obviously Boba Fett is the best.

Voting for US president is boring. We will vote for:

The second-best bounty hunter from The Empire Strikes Back



Obviously Boba Fett is the best. We'll vote for second best.









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Zuckuss





Image: A matrix and a matrix



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Zuckuss



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Image: A matrix and a matrix



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Bossk



Zuckuss





4-LOM



Dengar

Image: A matrix and a matrix

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Bossk



Zuckuss



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Dengar

Image: A matrix and a matrix



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To make it interesting, let's rank our choices.

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Choose your #1, #2, etc. choice.

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To make it interesting, let's rank our choices.

Choose your #1, #2, etc. choice.

After we vote, we'll count up the votes and have our decision.

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#### Your ballot will look like this:

First choice:	O Dengar	Zuckuss	○ IG-88	Bossk	O 4-LOM
Second choice:	<ul> <li>Dengar</li> </ul>	<ul> <li>Zuckuss</li> </ul>	○ IG-88	Bossk	O 4-LOM
Third choice:	O Dengar	Zuckuss	<ul> <li>IG-88</li> </ul>	Bossk	O 4-LOM
Fourth choice:	<ul> <li>Dengar</li> </ul>	Zuckuss	<b>IG-88</b>	Bossk	4-LOM
Fifth choice:	<ul> <li>Dengar</li> </ul>	Zuckuss	IG-88	Bossk	• 4-LOM
Vote					

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Vote on the tablets going around, or:

Connect to the "staecker" wi-fi network, and visit: http://staecker.local/vote

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Actually there is no obvious way.

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There are lots and lots of *winner selection methods* that we could use.

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Even reasonable alternative systems will produce wildly different outcomes.

Stalin (1920s): "I consider it completely unimportant who in the party will vote, or how; but what is extraordinarily important is this who will count the votes, and how."

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Here comes 8 different winner selection methods for ranked ballots.



#### This is basically what we use in USA.



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Whoever gets the most first place votes is the winner.





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Whoever gets the most first place votes is the winner.

All rankings except first place are ignored.

A silly variation on plurality:

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whoever gets the fewest last-place votes is the winner.

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This will elect the least-bad candidate, rather than the most-good.

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This will elect the least-bad candidate, rather than the most-good.

Use this in a "lesser of evils" election.

Everybody gets points:

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Everybody gets points:

for *n* candidates:

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Image: A matrix and a matrix

Everybody gets points:

for *n* candidates:

▶ a first place vote is worth *n* points

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Everybody gets points:

for *n* candidates:

- a first place vote is worth n points
- a second place vote is worth n-1 points

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for *n* candidates:

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a last place vote is worth 1 point

So if the candidates are A, B, C and the votes are like this:

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So if the candidates are A, B, C and the votes are like this:

1	3	2	4
Α	В	С	Α
В	С	А	С
С	А	В	В

#### A gets: $1 \times 3 + 3 \times 1 + 2 \times 2 + 4 \times 3 = 22$ points

So if the candidates are A, B, C and the votes are like this:

1	3	2	4
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A gets:  $1 \times 3 + 3 \times 1 + 2 \times 2 + 4 \times 3 = 22$  points B gets:  $1 \times 2 + 3 \times 3 + 2 \times 1 + 4 \times 1 = 17$  points

So if the candidates are A, B, C and the votes are like this:

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C wins.

Do several rounds.

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Do several rounds. Each time, eliminate the one with the fewest first-place votes.

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1	3	2	4
А	В	С	Α
В	С	А	С
С	А	В	В

In the first round, we eliminate C.

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#### Now we eliminate B and A wins.

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Now we eliminate B and A wins.

This method is used in Australia, Ireland, and a few local elections in US.

# **IRV Variations**

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Coombs: Same as instant runoff, but in each step eliminate the one with the most losing votes. (instead of the one with the fewest winning votes)

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Are these all equivalent?

Coombs: Same as instant runoff, but in each step eliminate the one with the most losing votes. (instead of the one with the fewest winning votes)

Baldwin: In each round, eliminate the one with the lowest Borda score.

Are these all equivalent? no

## Pairwise comparisons

#### Pit the candidates against each other one-on-one in all possible matchups

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Whoever wins the most of these wins the election.

The craziest of all of these.

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The craziest of all of these.

Choose a single ballot at random, their first-place choice wins the election.

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But a person with x% support will win the election with probability x%, which doesn't sound too bad.

Votes by lottery were common in ancient democracies.

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Voting was not viewed as an important component of democracy.

A true government "of the people" should be made up of ordinary people, chosen at random.

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## **Results!**

Let's see the results of our election.

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Let's see the results of our election.

Moral of the story:

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Let's see the results of our election.

Moral of the story:

Different reasonable voting methods produce different outcomes.





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We need some criteria for judging fairness of the methods.



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We need some criteria for judging fairness of the methods.

Hopefully we can come up with some basic principles for fairness,



We need some criteria for judging fairness of the methods.

Hopefully we can come up with some basic principles for fairness, and choose a system which satisfies them all.

Preferences:

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Preferences: The winner should be "preferred" over the losers

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Preferences: The winner should be "preferred" over the losers

Decisions:

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Honesty: Voters should have no incentive to vote "dishonestly" in order to game the system

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Let's talk some specific ways to measure these kinds of fairness.

#### Preferences-based fairness

For preferences-based fairness, we'll discuss two specific criteria.

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These are an attempt to define specifically the idea that the winner should be preferred over the losers

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Not satisfied by Borda count:

4	3
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Not satisfied by Borda count:

4	3
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В	С
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In the Borda count, A gets 15 and B gets 19.

Here, A is ranked first by a majority, but B wins in the Borda count.

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If some candidate wins in every pairwise comparison, then they should win the election.

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Such a candidate is called a *Condorcet winner*.

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A candidate like this would be preferred by a majority *when compared individually to anybody else*.

Such a candidate is called a *Condorcet winner*.

This is also a very reasonable fairness criterion.

Let's use the 2000 (G. W. Bush vs Gore) election as an example.

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Bush 2,912,790

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Bush	2,912,790
Gore	2,912,253

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Here's the final vote totals in Florida:

Bush	2,912,790
Gore	2,912,253
Nader	97,488

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The votes were very close in Florida, and basically tied otherwise, so the election would be decided by Florida.

Here's the final vote totals in Florida:

Bush	2,912,790
Gore	2,912,253
Nader	97,488
Others	40,579

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Bush	2,912,790
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Nader is typically described as "far left" on most issues,

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Bush	2,912,790
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Nader	97,488

Nader is typically described as "far left" on most issues, and it's fair to say most of his voters would have preferred Gore over Bush.

So if there had been preferences recorded at the ballot, they might've looked like this:

2,912,790	2,912,253	97,488
В	G	Ν
G	В	G
Ν	Ν	В

2,912,790	2,912,253	97,488
В	G	Ν
G	В	G
Ν	Ν	В

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Fairness	Preferen	ces-based	fairness
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2,912,790	2,912,253	97,488
В	G	Ν
G	В	G
Ν	Ν	В

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2,912,790	2,912,253	97,488
В	G	Ν
G	В	G
Ν	Ν	В

But Bush is the plurality winner.

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2,912,790	2,912,253	97,488
В	G	Ν
G	В	G
Ν	Ν	В

But Bush is the plurality winner.

The plurality system does not satisfy the Condorcet criterion.

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The plurality system does not satisfy the Condorcet criterion.



#### Decisions-based fairness

Let's discuss two criteria related to decision-making.

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Let's discuss two criteria related to decision-making.

We'll formalize the idea that if someone switches their vote, the election outcome should change "appropriately"

# Monotonicity

"Monotonicity" is a mathematical word meaning that "things move in the same direction".

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If somebody changes their vote to boost X's ranking without changing the others' relative rankings, this should not hurt X.

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(this should never cause X to switch from winning to losing)

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# If somebody changes their vote to boost X's ranking without changing the others' relative rankings, this should not hurt X.

(this should never cause X to switch from winning to losing)

This is satisfied by plurality and Borda count, so they seem pretty fair.

If somebody changes their vote without changing the winner's relative ranking with respect to anybody else, this should not affect the outcome of the election.

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Imagine this election between Romney & Obama, with some third parties:

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Say I rank them: Obama, Romney, Johnson, Stein.

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Imagine this election between Romney & Obama, with some third parties:

Say I rank them: Obama, Romney, Johnson, Stein.

Say Romney wins, then I say "wait! I meant Obama, Romney, Stein, Johnson!"

If somebody changes their vote without changing the winner's relative ranking with respect to anybody else, this should not affect the outcome of the election.

Imagine this election between Romney & Obama, with some third parties:

Say I rank them: Obama, Romney, Johnson, Stein.

Say Romney wins, then I say "wait! I meant Obama, Romney, Stein, Johnson!"

This is an "irrelvant alternative".

If somebody changes their vote without changing the winner's relative ranking with respect to anybody else, this should not affect the outcome of the election.

Imagine this election between Romney & Obama, with some third parties:

Say I rank them: Obama, Romney, Johnson, Stein.

Say Romney wins, then I say "wait! I meant Obama, Romney, Stein, Johnson!"

This is an "irrelvant alternative".

In a fair system, this kind of change should not affect the election results.

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But the plurality system does not satisfy this.

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2,912,790	2,912,253	97,488
В	G	Ν
G	В	G
Ν	Ν	В

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2,912,790	2,912,253	97,488
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Bush is the plurality winner.

Now if the NGB voters change to GNB, this is an irrelevant alternative.

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Bush is the plurality winner.

Now if the NGB voters change to GNB, this is an irrelevant alternative.

But this will cause Gore to become the winner.

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But the plurality system does not satisfy this.

2,912,790	2,912,253	97,488
В	G	Ν
G	В	G
Ν	Ν	В

Bush is the plurality winner.

Now if the NGB voters change to GNB, this is an irrelevant alternative.

But this will cause Gore to become the winner.

So the plurality system does not satisfy the irrelevant alternatives criterion.

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One more fairness criterion, of the "Honesty" type.

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#### A voter should not have any incentive to vote dishonestly

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If your system is not strategy-proof, the voters need to think carefully about voting "tactically", rather than voting their true preferences.

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В	G	Ν
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The Nader voters would have a better outcome if they'd voted for Gore.

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The Nader voters would have a better outcome if they'd voted for Gore.

Their honesty caused Bush to win, which was their last choice.

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Strategy in our system is based fundamentally on avoiding "vote-splitting".

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A vote for anybody other than the winner is a wasted vote.

This makes politicians always claim that they're winning.

This makes the two parties indestructible.

There is a basic principle in political science known as Duverger's Law (1950s):

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Any political structure based on plurality will, after sufficient elapsed time, develop into a two-party system.

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Any political structure based on plurality will, after sufficient elapsed time, develop into a two-party system.

This is true in our world with very few exceptions. (Canada, UK)

# Criteria summary

This can all be worked out:

	Maj.	Cond.	Mono.	IA	Strategy-proof
Plurality/ Anti-plurality	$\checkmark$	×	$\checkmark$	×	×
Borda	×	×	$\checkmark$	×	×
Instant runoff / Coombs	$\checkmark$	×	×	×	×
Baldwin	$\checkmark$	$\checkmark$	×	×	×
Pairwise Comparison	$\checkmark$	$\checkmark$	$\checkmark$	×	×
Random dictator	×	×	$\checkmark$	$\checkmark$	$\checkmark$

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Baldwin	$\checkmark$	$\checkmark$	×	×	×
Pairwise Comparison	$\checkmark$	$\checkmark$	$\checkmark$	×	×
Random dictator	×	×	$\checkmark$	$\checkmark$	$\checkmark$

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Baldwin	$\checkmark$	$\checkmark$	×	$\times$	×
Pairwise Comparison	$\checkmark$	$\checkmark$	$\checkmark$	×	×
Random dictator	×	×	$\checkmark$	$\checkmark$	$\checkmark$

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Baldwin	$\checkmark$	$\checkmark$	×	$\times$	×
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Staecker (Fairfield)

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#### Is there a voting system that satisfies all of these criteria?

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No.



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No.

There are two classic "impossibility theorems" which show that no system can obey all of these.

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### Arrow's theorem

Arrow (1950s): No voting system can satisfy the Condorcet criterion and the irrelevant alternatives criterion.

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Bad news for voting in general.

When choosing a voting system, we have to decide whether we want Condorcet or IA. You can't have both. (Plurality has neither.)

Remember 30 minutes ago:

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We want a voting system such that:

- If the people actually have a uniform preference, the decision should reflect this.
- The decision should not depend on irrelevant details of the preferences.

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Remember 30 minutes ago:

We want a voting system such that:

- If the people actually have a uniform preference, the decision should reflect this.
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This is impossible.

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Let's assume that there is a system with the Condorcet winner criterion *and* the irrelvant alternatives criterion, and this will lead to a contradiction.

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Imagine the election:

1	1	1
А	В	С
В	С	А
C	А	В

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1	1	1
А	В	С
В	С	А
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All the votes are symmetric- let's imagine that A is chosen as the winner.

$$\begin{array}{cccc}
1 & 1 & 1 \\
\hline
A & B & C \\
B & C & A \\
C & A & B
\end{array}$$

Staecker (Fairfield)

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1	1	1
Α	В	С
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Now if BCA changes to CBA, this is an irrelvant alternative.

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В	С	А
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Now if BCA changes to CBA, this is an irrelvant alternative.

Since our system obeys the irrelevant alternatives criterion, A will still win in:

1	1	1
А	С	С
В	В	А
С	А	В

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But now C is a Condorcet winner, so C must win because our system obeys the Condorcet criterion.

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Staecker (Fairfield)

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- The system is dictatorial
- The system is rigged against one of the candidates
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The first two are obviously unreasonable for real voting systems, so the summary is:

No reasonable voting system is strategy-proof.

51 / 55

No voting system can be fair with respect to Condorcet winners while correctly disregarding irrelevant alternatives. (Arrow)

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Note: It's not just that we *haven't yet figured out* how to get around the issues.

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Note: It's not just that we *haven't yet figured out* how to get around the issues.

They are mathematically unavoidable.

The concept of perfectly fair voting is logically impossible.

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The concept of perfectly fair voting is logically impossible. So what should we do?

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We shouldn't abandon voting.

Pros:

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Pros: Simplicity.

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Pros: Simplicity. Easy for voters to understand

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Pros: Simplicity. Easy for voters to understand, easy to tabulate results.

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Lots of our political disfunction can be blamed on the primacy of the two parties, but most people see this as unavoidable.

It's not. It's caused by our use of the plurality system.

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The system which voters don't even think about, but the parties depend on for survival?

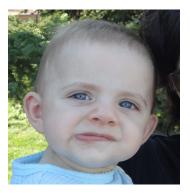


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Picture from User:Durova at Wikimedia Commons, CC-BY-SA

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The system which voters don't even think about, but the parties depend on for survival?



Picture from Joel Telling at Flickr, CC-BY-SA

The end!

Read Wikipedia "Voting system" for lots more info and references.

http://faculty.fairfield.edu/cstaecker for these slides

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