

CS11313 - Fall 2024

# Design & Analysis *of* Algorithms

Voting Systems

Ibrahim Albluwi

# Problem Overview

**Ranked-Choice Voting.** Given  $n$  candidates and  $m$  lists that rank the candidates according to the preferences of  $m$  voters. The goal is to aggregate the rankings (e.g. to pick a winner).

## Why Should Computer Scientists Care?

- Writing software for **voting systems**.

**Examples.** Elections, book or movie rankings, online competitions, ranking of feature requests, crowdsourcing (e.g. multiple experts ranking the quality of articles), etc.

- Writing algorithms that **aggregate** the results of **multiple algorithms**.

**Examples.** Ensemble methods in machine learning, a search engine aggregating the ranking of search results based on multiple heuristics, etc.

- Interesting theoretical **computational results**.

**Examples.** What is the computational complexity for manipulating a certain voting system? What is the most efficient way to find the winner in a certain voting system?

1	2	3	4	5	6	7	8	9	10	11	12	13	14
													
													
													
													



# Many Possible Systems!

**Dictatorship.** The vote of a certain voter counts. Everything else is neglected!

**Plurality.** The candidate ranked first most is the winner.

Note that the winner might not be a *majority* winner (in the example below, the winner is ranked first by only 5/14 voters)

winner!

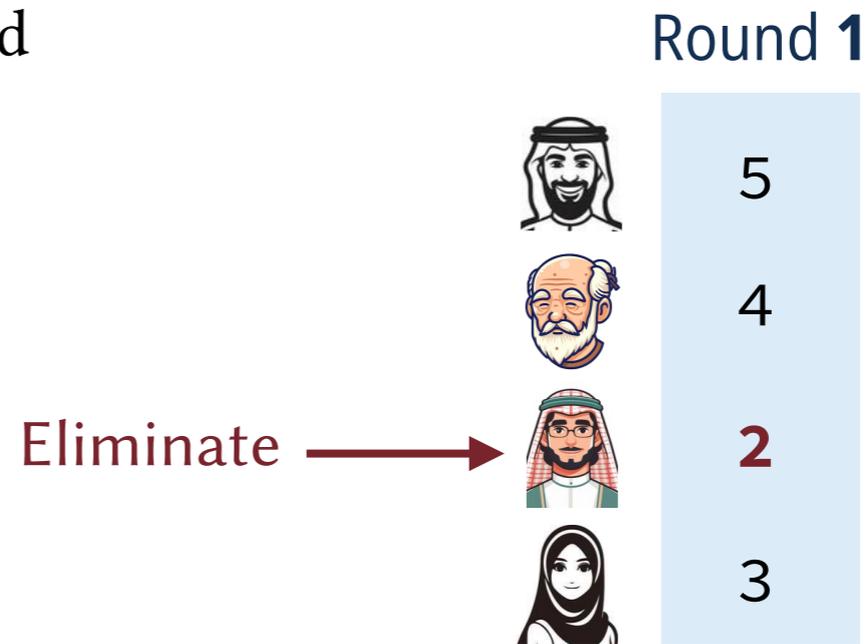
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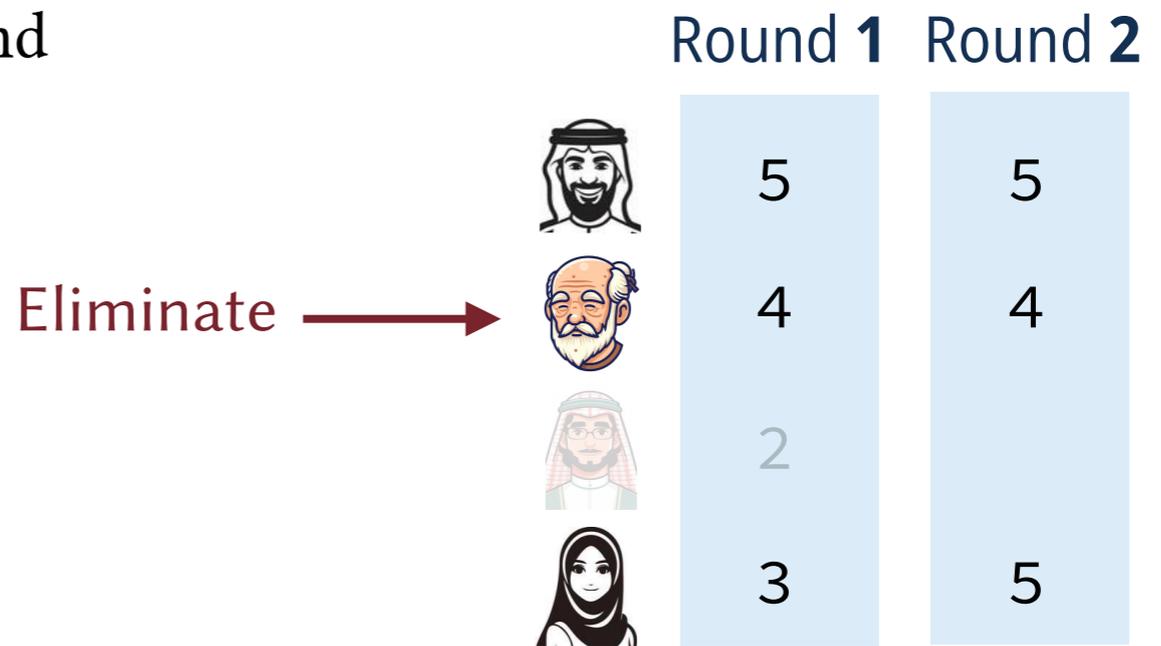
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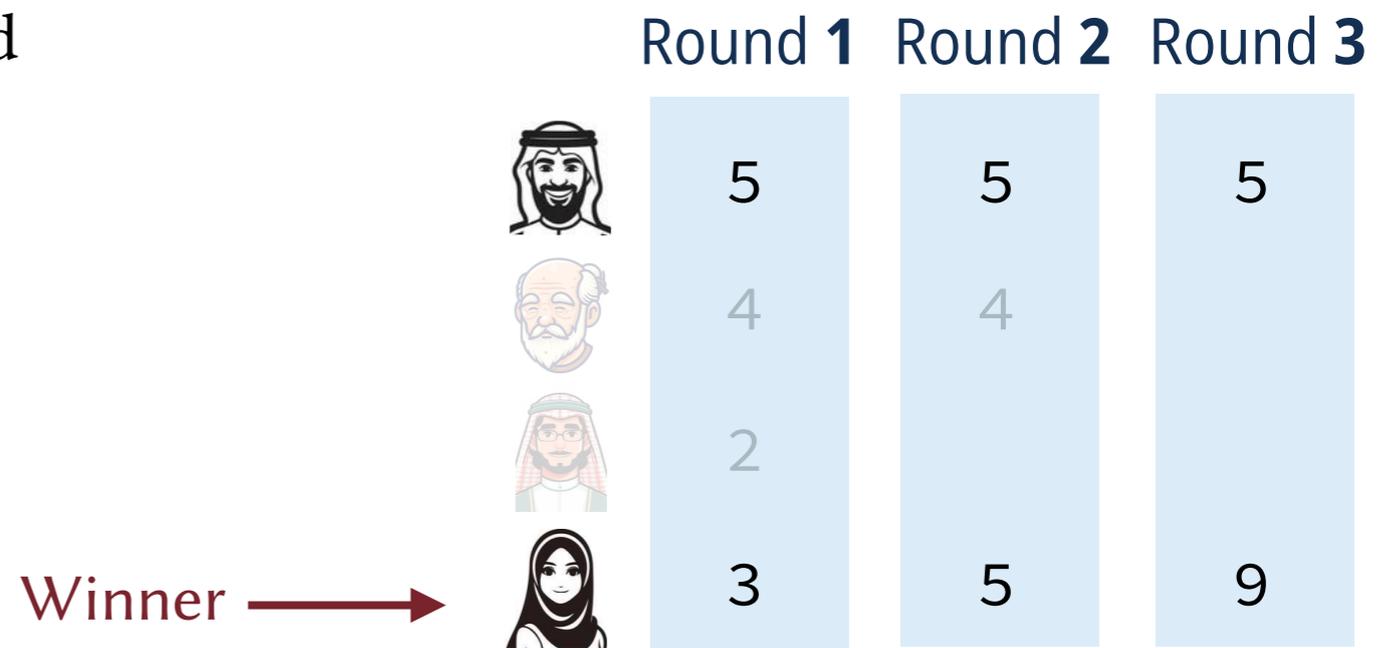
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	1	2	3	4	5	6	7	8	9	10	11	12	13	14
									×	×	×	×	×	×
×	×	×	×	×	×	×	×	×						
×		×		×		×	×	×	×	×	×	×		
	×		×		×								×	×

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**Borda Count.** Assign  $n - 1$  points each time ranked 1<sup>st</sup>,  
 $n - 2$  when ranked 2<sup>nd</sup>, etc.



**Borda Count.**  $(5 \times 3) + (3 \times 1) + (6 \times 0) = 18$

1	2	3	4	5	6	7	8	9	10	11	12	13	14

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<b>Borda count</b>	18	23	

**Borda Count.**  $(3 \times 3) + (6 \times 2) + (2 \times 1) + (3 \times 0) = 23$

1	2	3	4	5	6	7	8	9	10	11	12	13	14
													
													
													
													

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 $n - 2$  when ranked 2<sup>nd</sup>, etc.

				
Borda count	18	24	23	

**Borda Count.**  $(4 \times 3) + (5 \times 2) + (2 \times 1) + (3 \times 0) = 24$

1	2	3	4	5	6	7	8	9	10	11	12	13	14
													
													
													
													

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 $n - 2$  when ranked 2<sup>nd</sup>, etc.

				
Borda count	18	24	23	19

**Borda Count.**  $(2 \times 3) + (3 \times 2) + (7 \times 1) + (2 \times 0) = 19$

1	2	3	4	5	6	7	8	9	10	11	12	13	14

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Borda count	18	<b>24</b>	23	19
		<b>winner!</b>		

	1	2	3	4	5	6	7	8	9	10	11	12	13	14
														
														
														
														

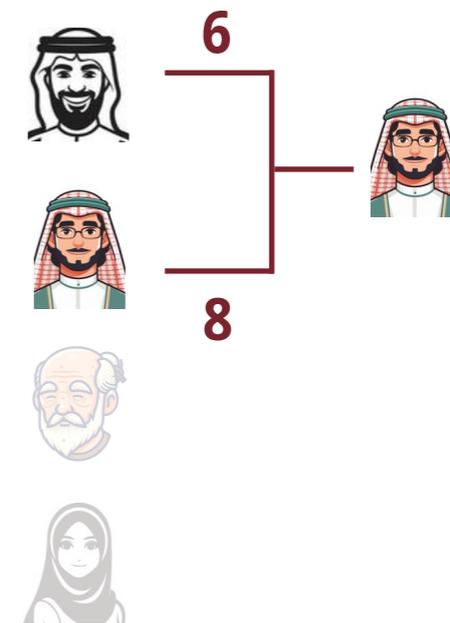
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## Sequential Pairwise Voting.

Head-to-head challenges between pairs of candidates (who is ranked higher more?) Losers are eliminated.

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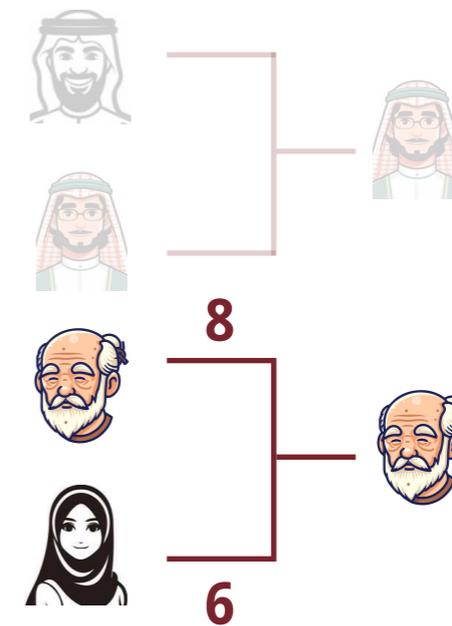
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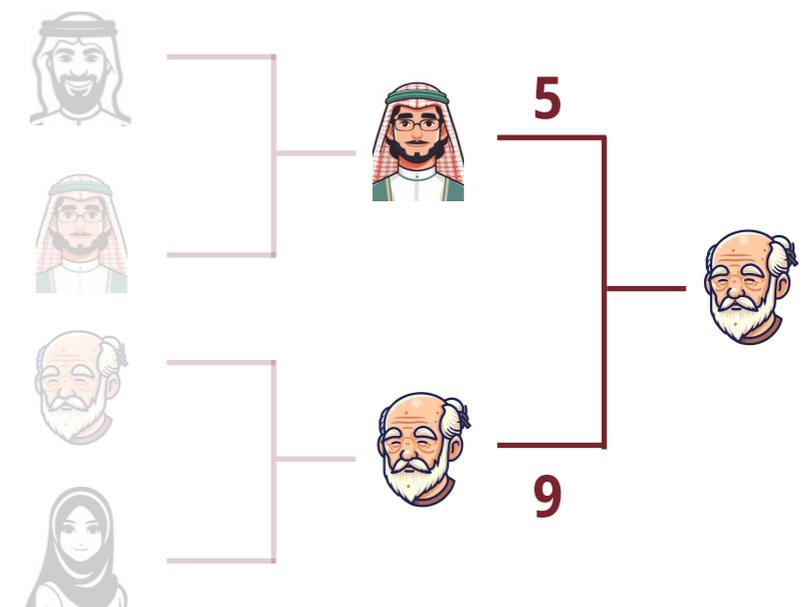
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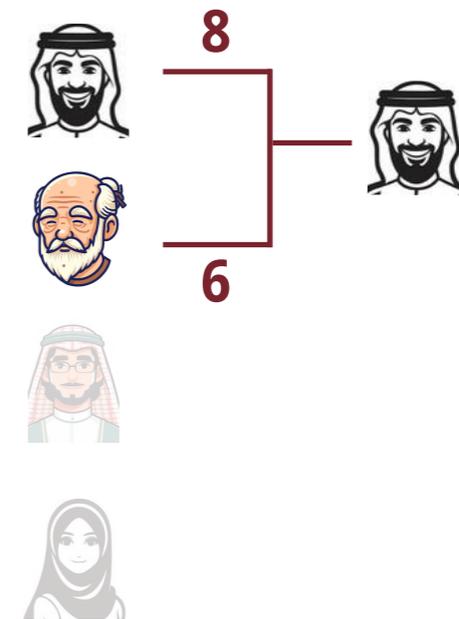
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Head-to-head challenges between pairs of candidates (who is ranked higher more?) Losers are eliminated.

A second attempt!



1	2	3	4	5	6	7	8	9	10	11	12	13	14

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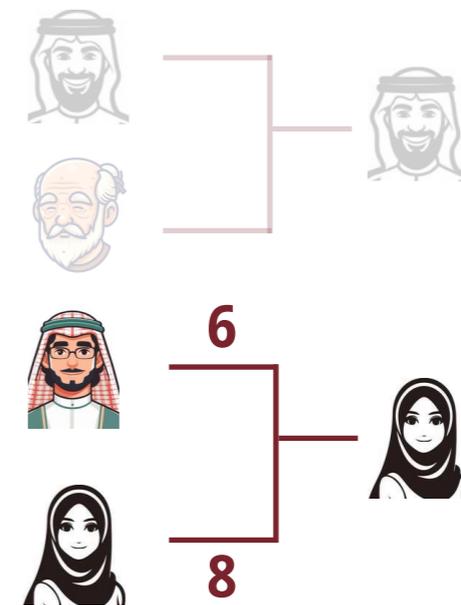
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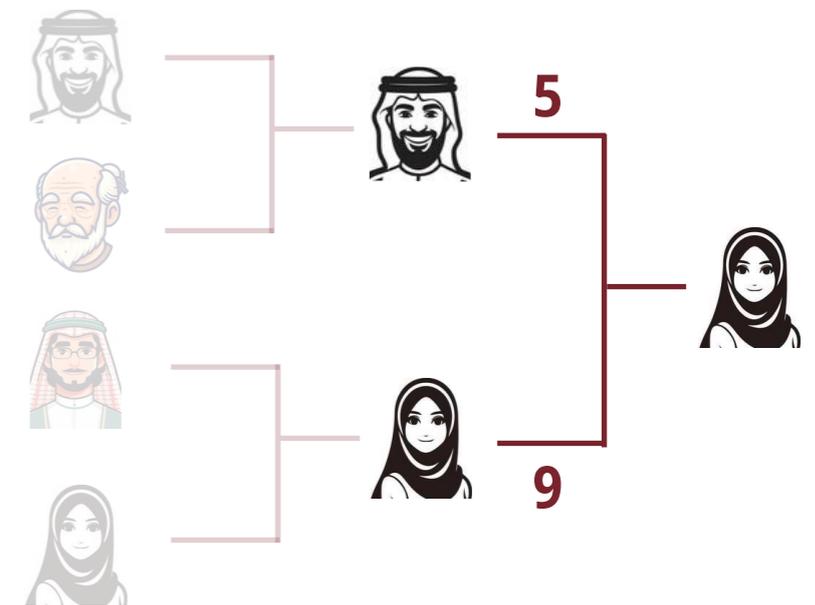
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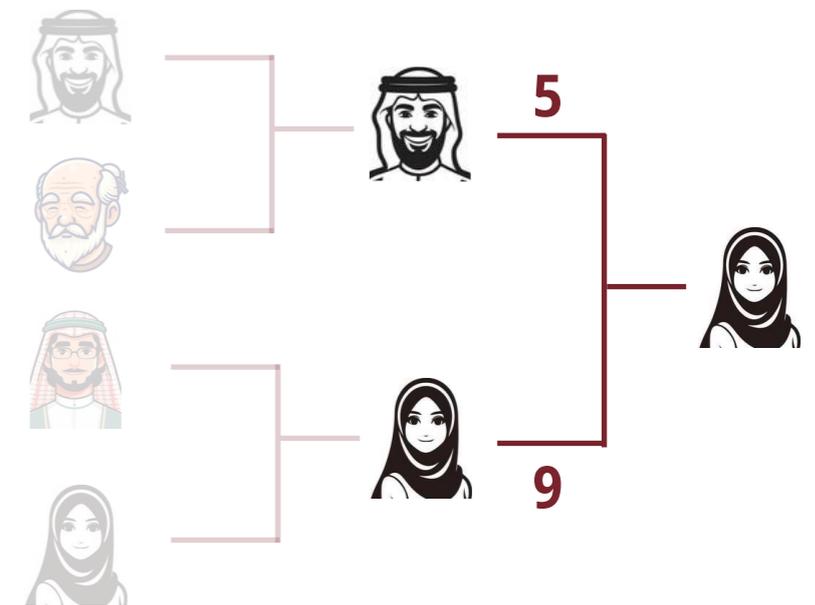
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## Sequential Pairwise Voting.

Head-to-head challenges between pairs of candidates (who is ranked higher more?) Losers are eliminated.



Winner depends on choice of pairs!

1	2	3	4	5	6	7	8	9	10	11	12	13	14

# Many Possible Systems!

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**Borda Count.** Assign  $n - 1$  points each time ranked 1<sup>st</sup>,  $n - 2$  when ranked 2<sup>nd</sup>, etc.

**Sequential Pairwise Voting.** Head-to-head challenges between pairs of candidates (who is ranked higher more?) Losers are eliminated.

**Etc.**



**Which voting system  
is the best ?**

# Let's Vote!

Rank each of the following voting systems based on which one you prefer more.

- Dictatorship.
- Plurality.
- Instant-Runoff.
- Borda Count.
- Sequential Pairwise Voting.

 **Dilemma.** Which voting system should we use to elect the best voting system?

# Desirable Properties

**Anonymity.** The voting system returns the same outcome if the voters are relabeled. I.e. it does not matter who the voters are.

**Non-Examples.** If certain voters have *veto* rights, the electoral college (state votes have different *weight* based on geography and population.)

# Desirable Properties

**Anonymity.** The voting system returns the same outcome if the voters are relabeled. I.e. it does not matter who the voters are.

**Neutrality.** If the labels assigned to each outcome are permuted arbitrarily, the returned result is permuted in the same way. I.e. it does not matter who the candidates are.

**Non-Example.** In case of a tie, candidate  $X$  is selected (e.g. in a parliament: if no new policy gets a majority, the currently used policy is selected).

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**Neutrality.** If the labels assigned to each outcome are permuted arbitrarily, the returned result is permuted in the same way. I.e. it does not matter who the candidates are.

**Majority Rule.** The candidate ranked 1<sup>st</sup> by more than 50% of voters must win.

# Exercise

Which of the following methods satisfies the *majority* rule? Mark all that applies.

- A.** Dictatorship.
- B.** Plurality.
- C.** Instant-Runoff.
- D.** Borda Count.
- E.** Sequential Pairwise Voting.

# Exercise

Which of the following methods satisfies the *majority* rule? Mark all that applies.

Dictatorship.

Plurality.

Instant-Runoff.

D. Borda Count.

E. Sequential Pairwise Voting.

majority winner wins immediately.

# Exercise

Which of the following methods satisfies the *majority* rule? Mark all that applies.

- Dictatorship.
- Plurality.
- Instant-Runoff.
- Borda Count.
- Sequential Pairwise Voting.

	<u>9 Votes</u>	<u>5 Votes</u>	
Majority Winner			Borda count = $(5 \times 3) + (9 \times 2) = 33$
Borda Count Winner			
			
			Borda count = $(9 \times 3) + (5 \times 0) = 27$

# Exercise

Which of the following methods satisfies the *majority* rule? Mark all that applies.

Dictatorship.

Plurality.

Instant-Runoff.

Borda Count.

Sequential Pairwise Voting.  majority winner wins in every head-to-head challenge.

# Desirable Properties

**Anonymity.** The voting system returns the same outcome if the voters are relabeled. I.e. it does not matter who the voters are.

**Neutrality.** If the labels assigned to each outcome are permuted arbitrarily, the returned result is permuted in the same way. I.e. it does not matter who the candidates are.

**Majority Rule.** The candidate ranked 1<sup>st</sup> by more than 50% of voters must win.

**Participation Rule.** A candidate should not lose an election as a result of having too many voters (or should not win as a result of having too few voters).

**No-Show Paradox.** Candidate *A* loses the election to candidate *B* as a result of adding more voters that rank *A* higher than *B*.

# Exercise

Which of the following methods satisfies the *participation* rule? Mark all that applies.

- A.** Dictatorship.
- B.** Plurality.
- C.** Instant-Runoff.
- D.** Borda Count.
- E.** Sequential Pairwise Voting.

# Exercise

Which of the following methods satisfies the *participation* rule? Mark all that applies.

- ✓ Dictatorship.  If you are the dictator, showing up makes your candidate win, not showing up makes them lose.
  - B. Plurality.
  - C. Instant-Runoff.
  - D. Borda Count.
  - E. Sequential Pairwise Voting.
- If you are not the dictator, it does not matter if you show up or not.

# Exercise

Which of the following methods satisfies the *participation* rule? Mark all that applies.

- ✓ Dictatorship.
- ✓ Plurality.  Not showing up decreases the number of times your candidate is ranked first.
- C. Instant-Runoff.
- ✓ Borda Count.  Not showing up decreases your candidate's Borda count.
- ✓ Sequential Pairwise Voting.  Not showing up decreases your candidate's ability to win in head-to-head matches.

# Exercise

Which of the following methods satisfies the *participation* rule? Mark all that applies.

- ✓ Dictatorship.
- ✓ Plurality.
- ✗ Instant-Runoff.
- ✓ Borda Count.
- ✓ Sequential Pairwise Voting.

+6 voters that like  more than 

Round 1

25	15	15	39
			
			?
	?	?	?

Round 2

25	15	15	39
✗			
		✗	?
	?	?	?

 wins over 

Round 1

31	15	15	39
			
			?
	?	?	?

Round 2

31	15	15	39
	✗	✗	
✗			?
	?	?	?

 wins over 

# Desirable Properties

**Anonymity.** The voting system returns the same outcome if the voters are relabeled. I.e. it does not matter who the voters are.

**Neutrality.** If the labels assigned to each outcome are permuted arbitrarily, the returned result is permuted in the same way. I.e. it does not matter who the candidates are.

**Majority Rule.** The candidate ranked 1<sup>st</sup> by more than 50% of voters must win.

**Participation Rule.** A candidate should not lose an election as a result of having too many voters (or should not win as a result of having too few voters).

**No-Show Paradox.** Candidate *A* loses the election to candidate *B* as a result of adding more voters that rank *A* higher than *B*.

**Monotonicity.** Increasing a candidate's ranking should not cause that candidate to lose. Decreasing a candidate's ranking should not cause that candidate to win.

**Note.** The Participation Rule is about the effect of participating or abstaining while Monotonicity is about changing the vote.

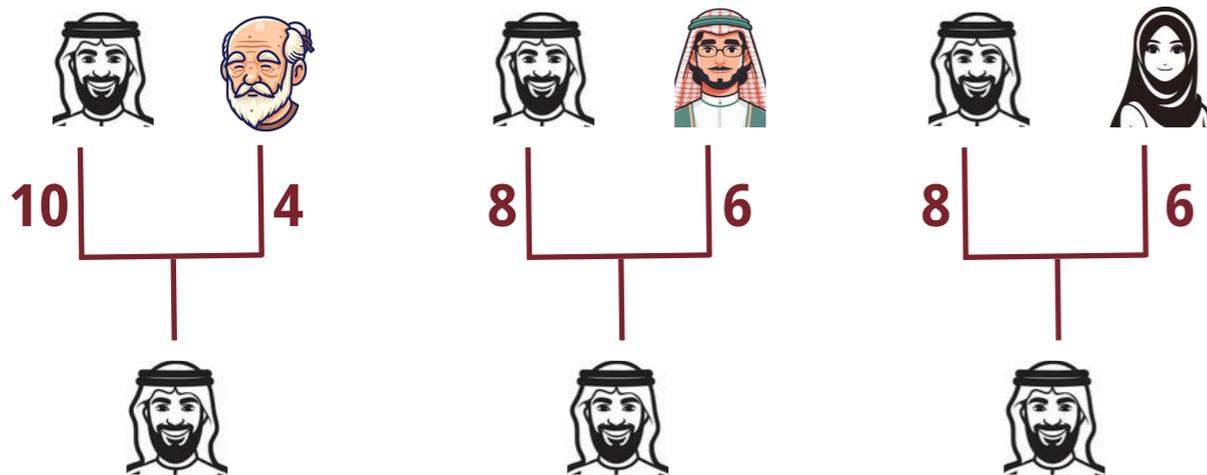
# Desirable Properties

**Condorcet Winner.** The candidate who wins every head-to-head challenge against each of the other candidates.



Marquis de Condorcet  
1743 – 1794

## Example.



6 Votes

2 Votes

4 Votes

2 Votes



# Desirable Properties

**Condorcet Winner.** The candidate who wins every head-to-head challenge against each of the other candidates.

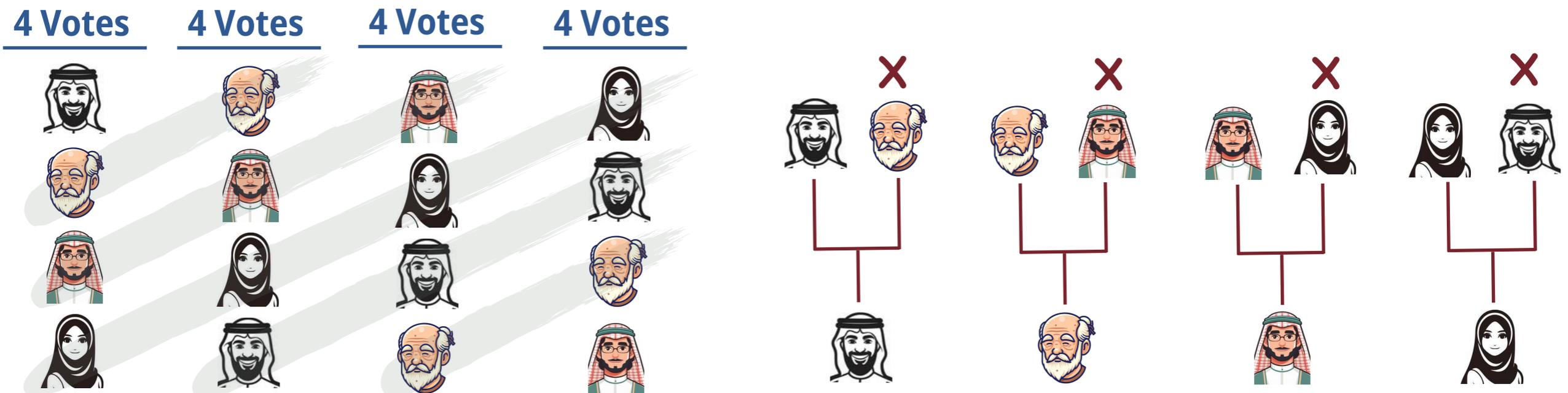
**Condorcet Method.** A method that always picks the Condorcet winner (if one exists!).

**Condorcet Paradox.** A Condorcet winner does not always exist!



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**Example.** Every candidate loses to one other candidate.



# Desirable Properties

**Condorcet Winner.** The candidate who wins every head-to-head challenge against each of the other candidates.

**Condorcet Method.** A method that always picks the Condorcet winner (if one exists!).

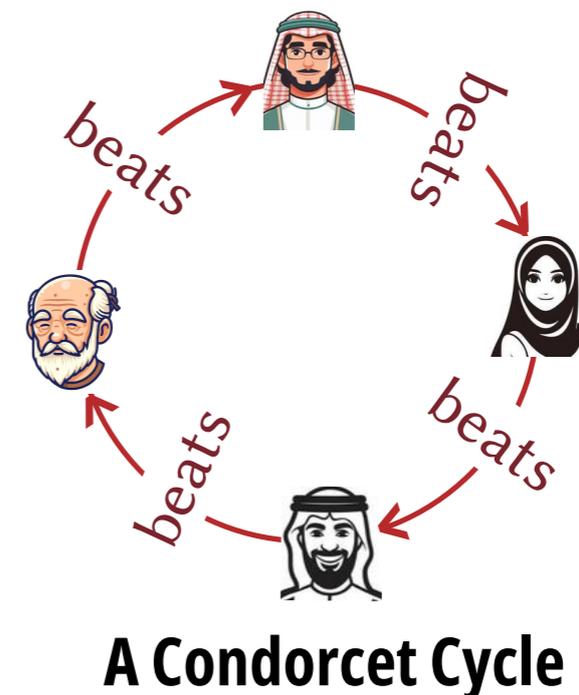
**Condorcet Paradox.** A Condorcet winner does not always exist!

**Good News.** Difficult to occur if the number of voters is large.



Marquis de Condorcet  
1743 – 1794

**Example.** Every candidate loses to one other candidate.



# Desirable Properties

**Condorcet Winner.** The candidate who wins **every** head-to-head challenge against each of the other candidates.

**Condorcet Method.** A method that always picks the Condorcet winner (if one exists!).

**Condorcet Paradox.** A Condorcet winner does not always exist!

**Good News.** Difficult to occur if the number of voters is large.



Marquis de Condorcet  
1743 – 1794

**Copeland Winner.** The candidate who wins the **majority** head-to-head challenges against other candidates.

**Copeland Method.** A method that always picks a Copeland winner (if one exists!).

# Exercise

Show that all of the following methods are **not** Condorcet Methods.

- X** Dictatorship.
- B.** Plurality.
- C.** Instant-Runoff.
- D.** Borda Count.

# Exercise

Show that all of the following methods are **not** Condorcet Methods.

- X Dictatorship.
- X Plurality.
- C. Instant-Runoff.
- D. Borda Count.

Plurality  
Winner

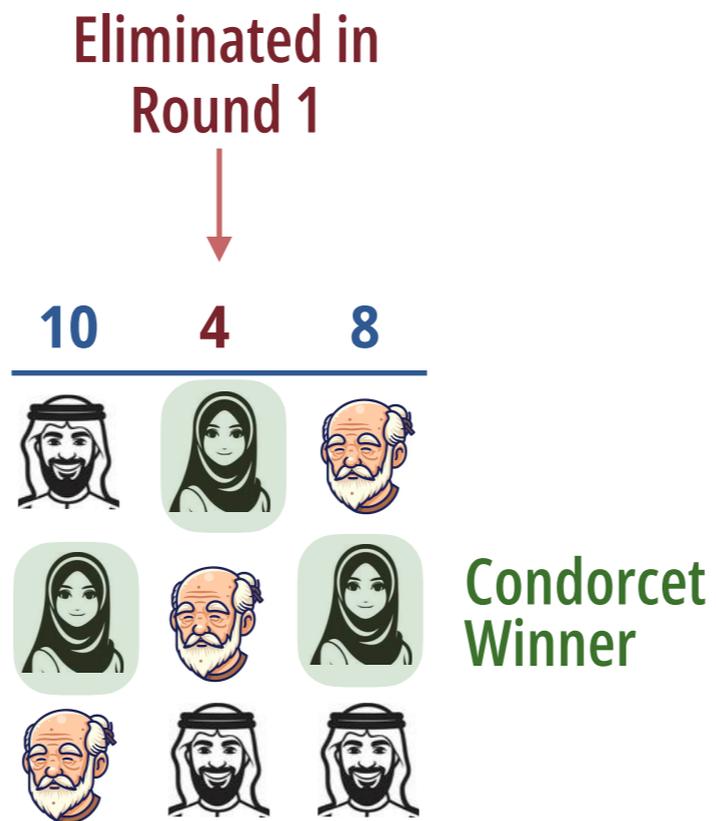


Condorcet  
Winner

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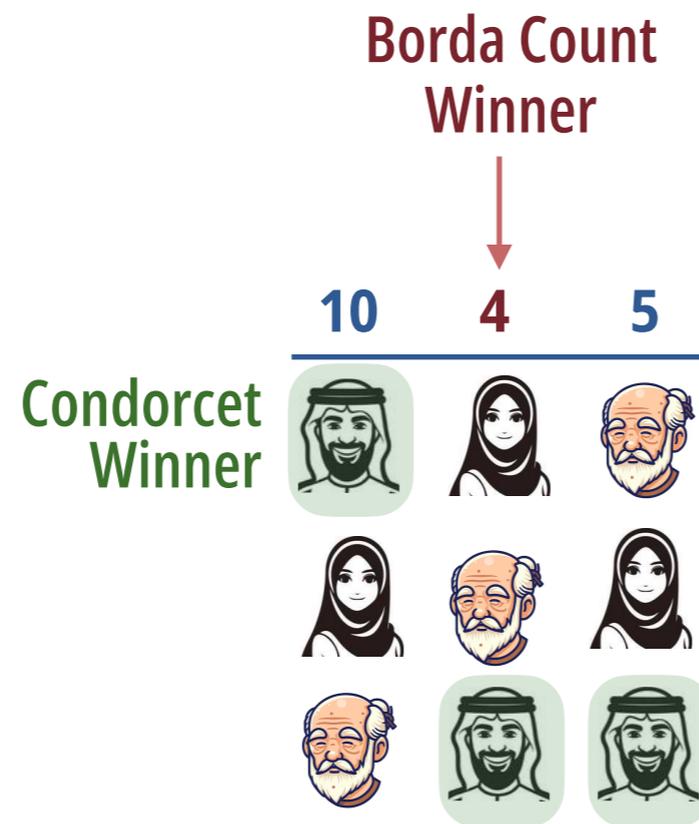
- ✗ Dictatorship.
- ✗ Plurality.
- ✗ Instant-Runoff.
- D. Borda Count.



# Exercise

Show that all of the following methods are **not** Condorcet Methods.

- ✗ Dictatorship.
- ✗ Plurality.
- ✗ Instant-Runoff.
- ✗ Borda Count.



# Desirable Properties

**Independence of Irrelevant Alternatives (IIA).** When deciding on the relative ranking between  $A$  and  $B$ , the decision should not depend on another alternative  $C$ .

## Implications.

- If candidate  $A$  wins an election:
  - Removing candidate  $B$  from the ballot, must have no effect on the result.
  - Introducing a new candidate  $B$  to the ballot, must make the winner either  $A$  or  $B$ .
- If the voting system ranks  $A$  above  $B$  and voters change  $C$  to be ranked above (or below  $A$ ), then  $A$  should still be ranked above  $B$ .

*Morgenbesser, ordering dessert, is told by a waitress that he can choose between **blueberry** or **apple** pie. He orders **apple**. Soon the waitress comes back and explains **cherry** pie is also an option. Morgenbesser replies "In that case, I'll have **blueberry**."*

Sidney Morgenbesser

# Arrow's Impossibility Theorem

No ranked-choice voting system with  $\geq 3$  candidates, can satisfy all the following three conditions together:

1. Non-dictatorship.
2. Pareto-efficiency (if  $A$  is preferred to  $B$  by every voter, so should the result).
3. Independence of Irrelevant Alternatives.



Kenneth Arrow (1951)

**Formal Proof.** Skipped.

## Notes.

- No reasonable voting system should drop the non-dictatorship condition or the Pareto-efficiency condition. The practical implication of Arrow's impossibility theorem is that **reasonable voting systems do not satisfy IIA.**
- Arrow's theorem does not apply to non-ranked-choice voting systems (e.g. Approval Voting).

# Desirable Properties

**Truthfulness.** The voting system should not incentivize strategic voting.

**Strategic Voting.** Maximizing one's satisfaction with the election's results by voting against one's true preferences but in consideration of others voted.

**Gibbard-Satterthwaite Theorem.** For any voting system that is not a dictatorship and where at least three different outcomes are possible, the system sometimes incentivizes strategic voting.

**Implication.** Strategic voting situations are inevitable in reasonable voting systems.

**Note.** Arrow's theorem is a consequence of the presence of Condorcet Cycles (proof skipped), and Gibbard-Satterthwaite is a consequence of the absence IIA (i.e. of Arrow's impossibility theorem)

# Exercise

Which of the following systems is *easy* to manipulate?

- A. Dictatorship.
- B. Plurality.
- C. Instant-Runoff.
- D. Borda Count.
- E. Sequential Pairwise Voting.

1	2	3	4	5	6	7	8	9	10	11	12	13	14
							?						
							?						
							?						
							?						

# Hardness of Manipulation

Table 1: Complexity Results of Constructive Manipulations [2]

Number of candidates	2	3	4, 5, 6	$\geq 7$
Borda	P	NP-c	NP-c	NP-c
veto	P	NP-c	NP-c	NP-c
STV	P	NP-c	NP-c	NP-c
plurality with runoff	P	NP-c	NP-c	NP-c
Copeland	P	P	NP-c	NP-c
maximin	P	P	NP-c	NP-c
randomized cup	P	P	P	NP-c
regular cup	P	P	P	P
plurality	P	P	P	P

Similar to Instant Runoff →

Helping a candidate win.

Preventing a candidate from winning.

Table 2: Complexity Results of Destructive Manipulations [2]

Number of candidates	2	$\geq 3$
STV	P	NP-c
plurality with runoff	P	NP-c
randomized cup	P	?
Borda	P	P
veto	P	P
Copeland	P	P
maximin	P	P
regular cup	P	P
plurality	P	P