

	Majority	Unanimity	CWC	Mono	IIA
Plurality	✓	✓	✗	✓	✗
RCV	✓	✓	✗	✗	✗
Condorcet	✓	✓	✓	✓	✓
Borda	✗	✓	✗	✓	✗
Dictatorship	✗	✓	✗	✓	✓

## Independence From Irrelevant Alternatives IIA

making "irrelevant" choices on a ballot (shuffling around the losers) won't change the result.

Ex

	3	2
2	A	<span style="border: 1px solid red;">B</span>
1	<span style="border: 1px solid red;">B</span>	C
0	C	A

using Borda:

$$A: 3 \cdot 2 + 2 \cdot 0 = 6$$

$$B: 3 \cdot 1 + 2 \cdot 2 = 7$$

$$C: 3 \cdot 0 + 2 \cdot 1 = 2$$

B wins.

Let's change  $\begin{matrix} B \\ C \\ A \end{matrix}$  to  $\begin{matrix} B \\ A \\ C \end{matrix}$

This only affects the losers.

Now it's:

	3	2
2	A	B
1	B	A
0	C	C

$$A: 3 \cdot 2 + 2 \cdot 1 = \textcircled{8}$$

$$B: 3 \cdot 1 + 2 \cdot 2 = 7$$

$$C: 3 \cdot 0 + 2 \cdot 0 = 0$$

A wins!

IIA If there is a winner & we change ballots without adjusting anyone's ranking relative to the winner, then the results won't change.

irrelevant changes look like:

winner  $\rightarrow$   $\begin{matrix} \boxed{B} \\ A \\ C \end{matrix} \rightarrow \begin{matrix} \boxed{B} \\ C \\ A \end{matrix}$  or  $\begin{matrix} A \\ B \\ \boxed{C} \end{matrix} \rightarrow \begin{matrix} B \\ A \\ \boxed{C} \end{matrix}$

$\begin{matrix} A \\ \boxed{B} \\ C \end{matrix} \rightarrow \begin{matrix} C \\ \boxed{B} \\ A \end{matrix}$  Doesn't count as an irrelevant change

On HW: show plurality & RCV also don't satisfy IIA.

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Condorcet's Method does satisfy IIA:

Imagine X is the winner, <sup>using Condorcet's method.</sup> then we change some ballots without changing any rankings relative to X.

$\therefore$  Then any pairwise comparison X vs Y will be unaffected.

Therefore  $X$  is still the winner using Condorcet's method.

Is there a practical system that satisfies all these criteria?

**NO!**

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1950s Arrow's Impossibility Theorem The only system which always chooses a winner and satisfies unanimity & IIA is dictatorship!

Arrow proved no such method can exist logically.

"you can't prove a negative" yes you can!

Takeaway: No perfect voting system can exist.

## Manipulability

With more sophisticated systems, people wonder about gaming the system.

↑  
Voting in some way other than my true preferences in order to get a better outcome.

Def A voting system is manipulable if: voters can achieve a better result (in their own opinion) by voting differently from their true preferences.

This is bad: If the system is manipulable, then the voters must decide their preferences, but also choose a good strategy.

Plurality is manipulable:

Bush - Gore - Nader

<u>2.9</u>	<u>2.9</u>	<u>.1</u>
B	G	N
G	B	G
N	N	B

using plurality, B wins

N  
G  
B

could vote instead for

G  
N  
B

then G wins, which is a better outcome in their opinion.

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RCV is also manipulable:

<u>6</u>	<u>4</u>	<u>3</u>
A	C	B
B	B	C
C	A	A

RCV: Round 1 eliminate B  
Round 2 C wins.

If one  $\frac{A}{B}{C}$  changes to  $\frac{B}{A}{C}$ :

<u>5</u>	<u>1</u>	<u>4</u>	<u>3</u>
A	B	C	B
B	A	B	C
C	C	A	A

RCV: Round 1: eliminate C & B,  
A wins!

(this is preferable to the  $\frac{A}{B}{C}$  voters)

# The Gibbard - Satterthwaite Theorem

All systems are manipulable except dictatorship.

Borda is regarded as super bad regarding manipulations.

BGN: using Borda, assume all voters vote strategically.

Strategy: Put my favorite candidate on top, put the biggest threat opposition on bottom.

BGN: True votes:

	$\frac{2.9}{B}$	$\frac{2.9}{G}$	$\frac{.1}{N}$
	G	B	G
	N	N	B.

Strategically, they would vote:

	$\frac{2.9}{B}$	$\frac{2.9}{G}$	$\frac{.1}{N}$
2	B	G	N
1	N	N	G
0	G	B	B

Borda:

$$B: 2.9 \cdot 2 + 2.9 \cdot 0 + .1 \cdot 0 = 5.8$$

$$G: 2.9 \cdot 0 + 2.9 \cdot 2 + .1 \cdot 1 = 5.9$$

$$N: 2.9 \cdot 1 + 2.9 \cdot 1 + .1 \cdot 2 = 6.0$$

N wins!

Voting strategically with Borda can  
lead to absurd results.