## CS-234 Technologies for societal self-organization

Week 5

Election methods - definable properties -Equality - 'one person one vote'' -Majority rule: it majority (>50x) of voters want X, chooses X. - Proportionality: "as representative as possible" - Inclusiveness: about eligibility, registration accessibility, ... - Participation Hurnout: raise questions about leptimacy ... - Tyranny of the majority: processes, deliberation, courts, ... firs Universality: always come to some decision, always and -Determinism: for given set of votes, always yields same choice - Condorcet Consistency: if A would win pairwise against others (can be cycles) then choice must be A. -Non-manipulability: reveal true preference not vote strategically true preference might be candidate who "can't win" - Monotonicity: adding vote for K chouldn't hust X

Single-winner methods -Plurality: pick 1 of k candidates candidate with most wates wins -Spoiler effect: incentivizes strategic voting for 'modustream' (2-party) candidate - Approval; pick any subset of k condidates Candidate with most votes wins - Eliminates spoiler affect: can vote for both/all - Centrism: holp phoderate candidates over extremist left - center -right 3 2 4 - plurality: C A B B B - Instant runoff: A -Approval: B

Multi-winner election methods District representation - single-winner election per district - Gerrymandering - representatives choose vaters - Non-representative: gpread-out minorities under-vepresented Proportional representation (PR): if X & of votus support P Proportional representation (PR): if X & of seats goto p - Party-list PR: vote for party, party gets # of seats - custom 12 able lists - STV: single transferable votes -loop: count 1st-choice votes if highest > threshold/quota, elect transfer 'extra' votes over quota else eliminate lovest candidate transfer all votes to next pref. Onotas: Hare (n/k) Doop quata (h(k+i)+1) ...