



Problems we face
when we need to
decide the "right"
choice / candidate

→ Populism: the "sexy"
candidate!
~ knows how to talk.
convince.

→ NEPOTISM → abuse of power
to choose / appoint a family
member or friend.

→ Factionalism, collusions in
2 big groups to choose a
small group that does not
represent the ideas of the
larger group.

RANDOMNESS.

General ideas.

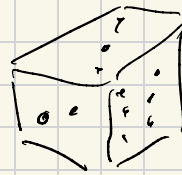
→ Fair.

→ divide large groups into smaller groups
to be more "MANAGEABLE" / coordination
(better).

→ divide & conquer / Parallelism.

ASK
PREFERENCE

vs.



RANDOMNESS

Why?

To Get Opinions → REPRESENTATIVE ⊛
→ DIVERSITY / PERSPECTIVE

- self-selection groups → bias.

⊛ → REPRESENTATIVE → a small sample of the whole population.

Precedents in democratic processes.

- Athens.
- Venice.

tie-breaking → In US Parliament,
↳ The President of the Parliament decides when there is a tie.

Ancient Athens

"POWER CORRUPTS"

↳ Sortition: Select citizens at random to fill government positions

- State Council
- jury (court)

Kleroteriz. → LOTTERY.

↳ 500 citizens → deliberate agenda

↳ 500 " → judge/court → to prosecute.

- high accountability

- only limited period → 1 year.

- protects the system against populism.

- examination to avoid incompetent members.

THE REPUBLIC OF VENICE

"the Doge" → Most powerful person.
→ Ruling term → death (for life).

→ No risk of losing power
less temptation for
"popular decisions"

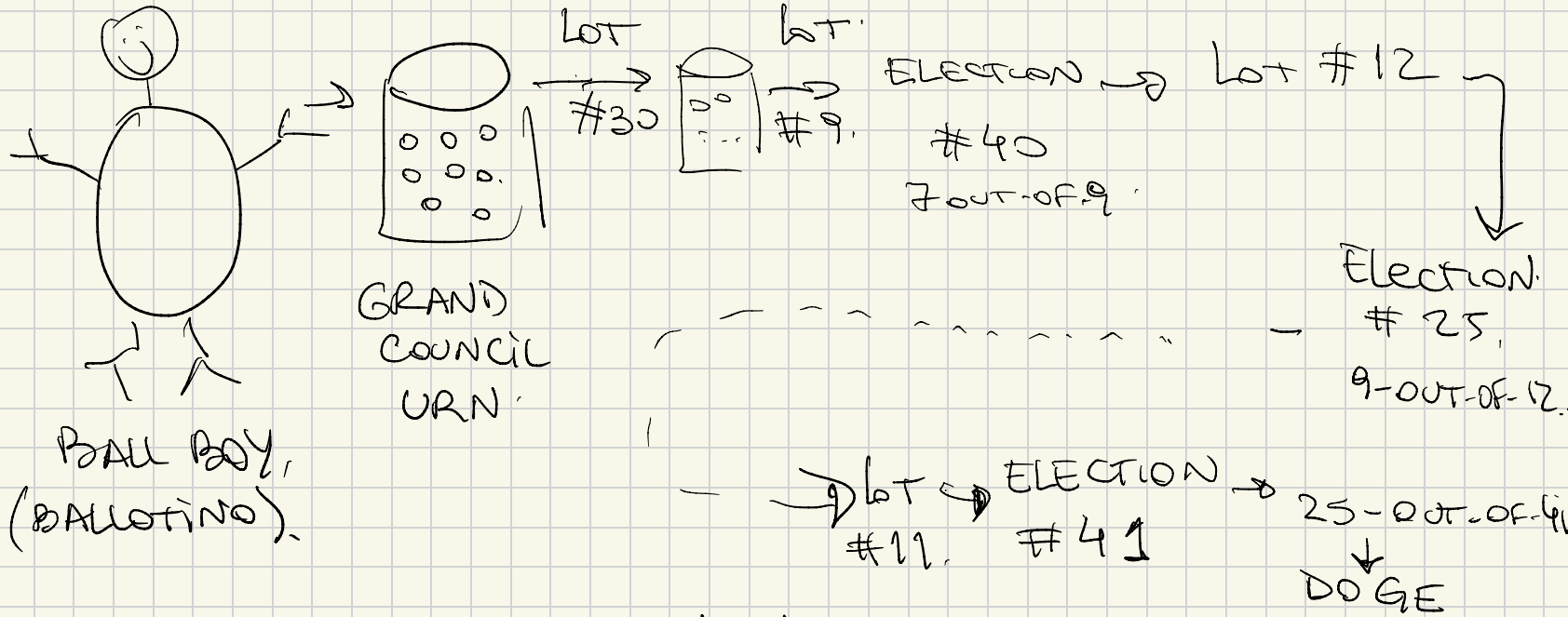
→ threat of assassination

→ too powerful.

→ The revolving door metaphor is not
a problem

↓
lawmaker & lobbyist
(exchange of jobs.)

Interesting aspects → Combine lottery & selection.
Iteration of 10 steps.



- This system was used during 5 centuries -

- Reduce factions → Gives minorities electors a way to influence election.
(in this context this is negative)

- Reduce nepotism -

RECENT PRECEDENTS. (RANDOMNESS)

- CENSUS → get a quality sample,
data is representative,
- detailed information.

- OPINION POLLING → No fully representative.
↳ Publication can affect results.
↳ short time - No time to think about it.

Deliberative Polling

- ↳ generate rich discussion.
 - ↳ diversity
 - ↳ time to think about the problem.
 - ↳ explore a subject → build consensus
- Moderation!

CITIZEN ASSEMBLIES

- ↳ Proposal.