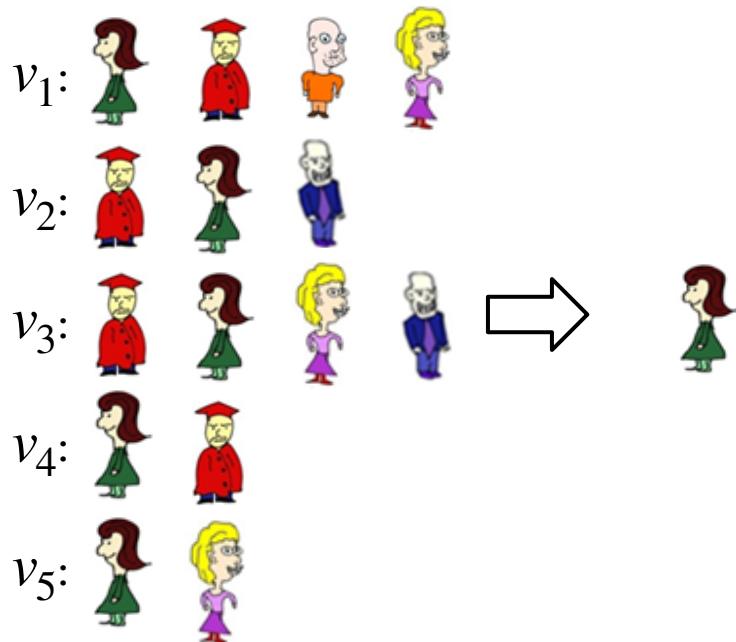


Computational Social Choice

Introduction to Voting



Piotr Skowron
University of Warsaw

The model

1. A set of n voters $V = \{v_1, v_2, \dots, v_n\}$.
2. A set of m candidates $C = \{c_1, c_2, \dots, c_m\}$.

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v1	v2	v3	v4	v5	v6	v7	v8	v9	v10
A	A	A	S	C	S	V	C	B	B
C	B	B	C	B	C	C	S	S	C
B	V	S	B	V	B	B	V	A	V
V	C	V	V	A	V	A	A	V	S
S	S	C	A	S	A	S	B	C	A

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PLURALITY

v1	v2	v3	v4	v5	v6	v7	v8	v9	v10	
A	A	A	S	C	S	V	C	B	B	1
C	B	B	C	B	C	C	S	S	C	0
B	V	S	B	V	B	B	V	A	V	0
V	C	V	V	A	V	A	A	V	S	0
S	S	C	A	S	A	S	B	C	A	0

A : 3

B : 2

C : 2

V : 1

S : 2

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BORDA

v1	v2	v3	v4	v5	v6	v7	v8	v9	v10	
A	A	A	S	C	S	V	C	B	B	4
C	B	B	C	B	C	C	S	S	C	3
B	V	S	B	V	B	B	V	A	V	2
V	C	V	V	A	V	A	A	V	S	1
S	S	C	A	S	A	S	B	C	A	0

A : 17 **B : 25** C : 24 V : 17 S : 17

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VETO

v1	v2	v3	v4	v5	v6	v7	v8	v9	v10	
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C	B	B	C	B	C	C	S	S	C	1
B	V	S	B	V	B	B	V	A	V	1
V	C	V	V	A	V	A	A	V	S	1
S	S	C	A	S	A	S	B	C	A	0

A : 7 B : 9 C : 8 **V : 10** S : 6

The class of positional scoring rules

Each rule in this class is defined by a scoring vector $\alpha = (\alpha_1, \alpha_2, \dots, \alpha_m)$.

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Examples of positional scoring rules:

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Borda: $\alpha = (m - 1, m - 2, m - 3, \dots, 0)$

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k -approval: $\alpha = (1, 1, \dots, 1, 0, 0, \dots, 0)$
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Formula One: $\alpha = (25, 18, 15, 12, 10, 8, 6, 4, 2, 1, 0, \dots, 0)$

Condorcet rules

Condorcet winner: the candidate c that beats each other candidate in the head-to-head comparison.

for each c' we have $\left| \{v_i \in V: c \succ_i c'\} \right| > \left| \{v_i \in V: c' \succ_i c\} \right|$

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Condorcet cycle: a majority prefers A to B , and B to C , but also a majority prefers C to B .

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C	C	C	A	A	A	A	B	B	B	B	B

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Condorcet consistency: a rule selects the Condorcet winner, whenever such exists.

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A	A	A	B	B	B	B	C	C	C	C	C
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Copeland rule: each candidate c gets one point for each candidate she defeats in a head-to-head comparison.

$\text{score}(c) = \left| \{c': c \succ_{\text{maj}} c'\} \right|$, where

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Who will win in the election below?

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Who will win in the election below? (Very irresolute rule!)

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$d(c, c')$: the number of voters who prefer c over c' , i.e.,

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1. $c = c_{i_1}$ and $c' = c_{i_r}$, and,
2. for each $k \in \{1, \dots, r - 1\}$ we have $d(c_k, c_{k+1}) > p$.

A candidate **c is better than c'** if the best path from c to c' is stronger than the best path from c' to c .

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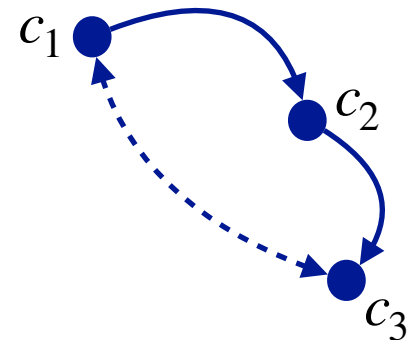
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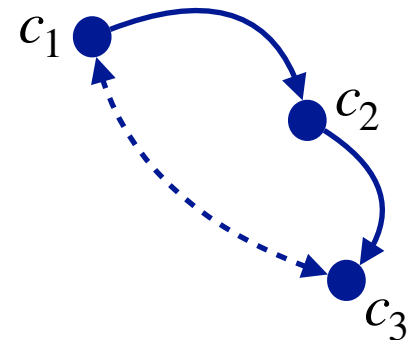
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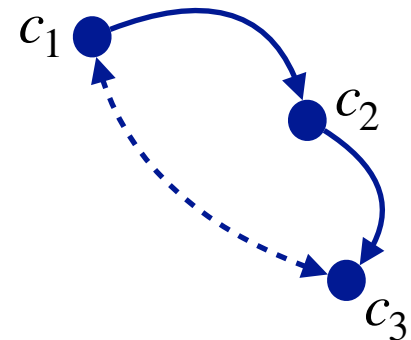
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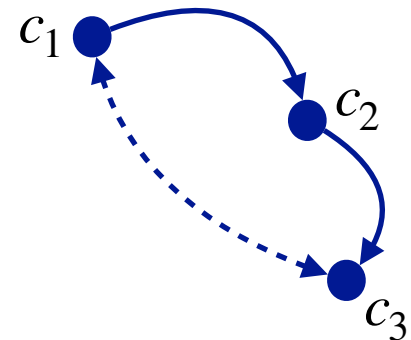
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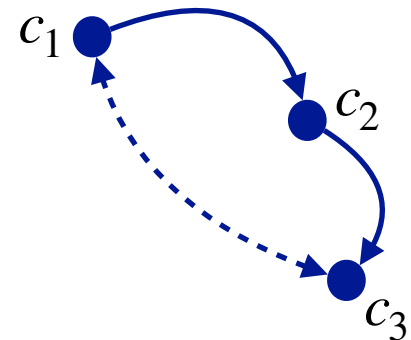
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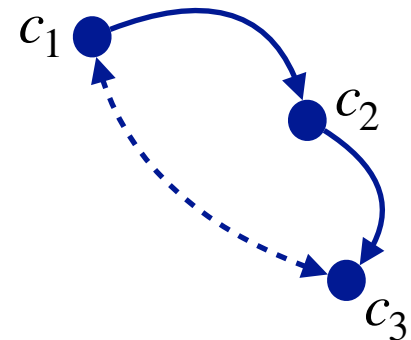
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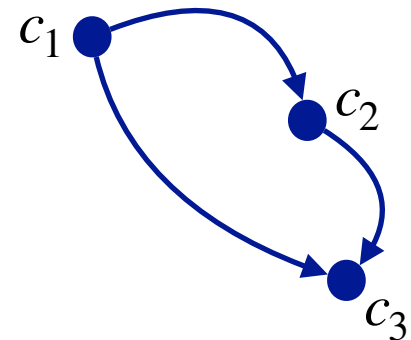
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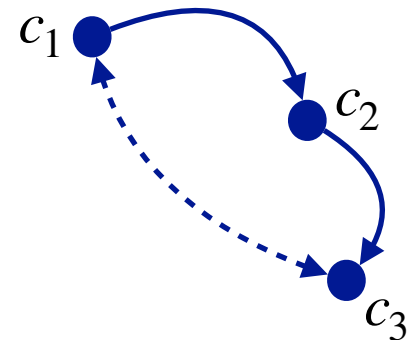
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This relation is transitive!

$$\text{str}(c_1 \rightarrow c_3) \geq \min(\text{str}(c_1 \rightarrow c_2), \text{str}(c_2 \rightarrow c_3))$$

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Condorcet rules

Schulze method

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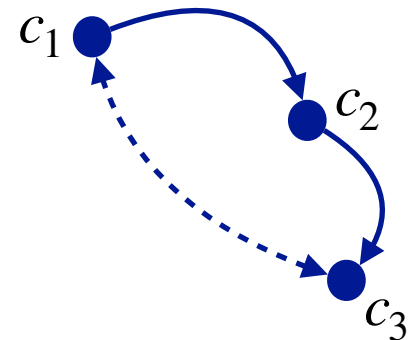
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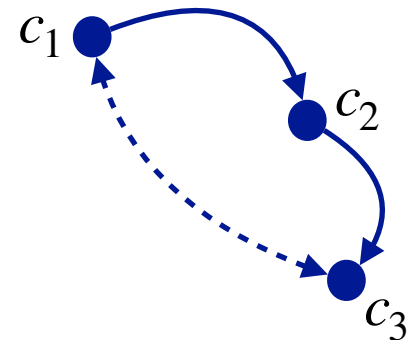
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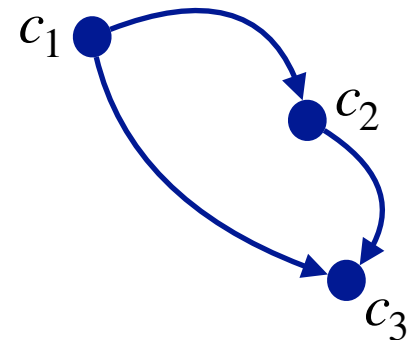
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A candidate **c is better than c'** if the best path from c to c' is stronger than the best path from c' to c .

This relation is transitive!

A candidate that is weakly better than every other candidate is a winner.

Condorcet rules

Schulze method: Example

45 voters

5	5	8	3	7	2	7	8
A	A	B	C	C	C	D	E
C	D	E	A	A	B	C	B
B	E	D	B	E	A	E	A
E	C	A	E	B	D	B	D
D	B	C	D	D	E	A	C

Condorcet rules

Schulze method: Example

A

B

E

C

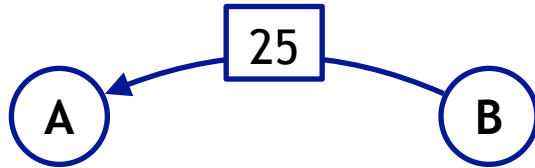
D

45 voters

5	5	8	3	7	2	7	8
A	A	B	C	C	C	D	E
C	D	E	A	A	B	C	B
B	E	D	B	E	A	E	A
E	C	A	E	B	D	B	D
D	B	C	D	D	E	A	C

Condorcet rules

Schulze method: Example



E

C

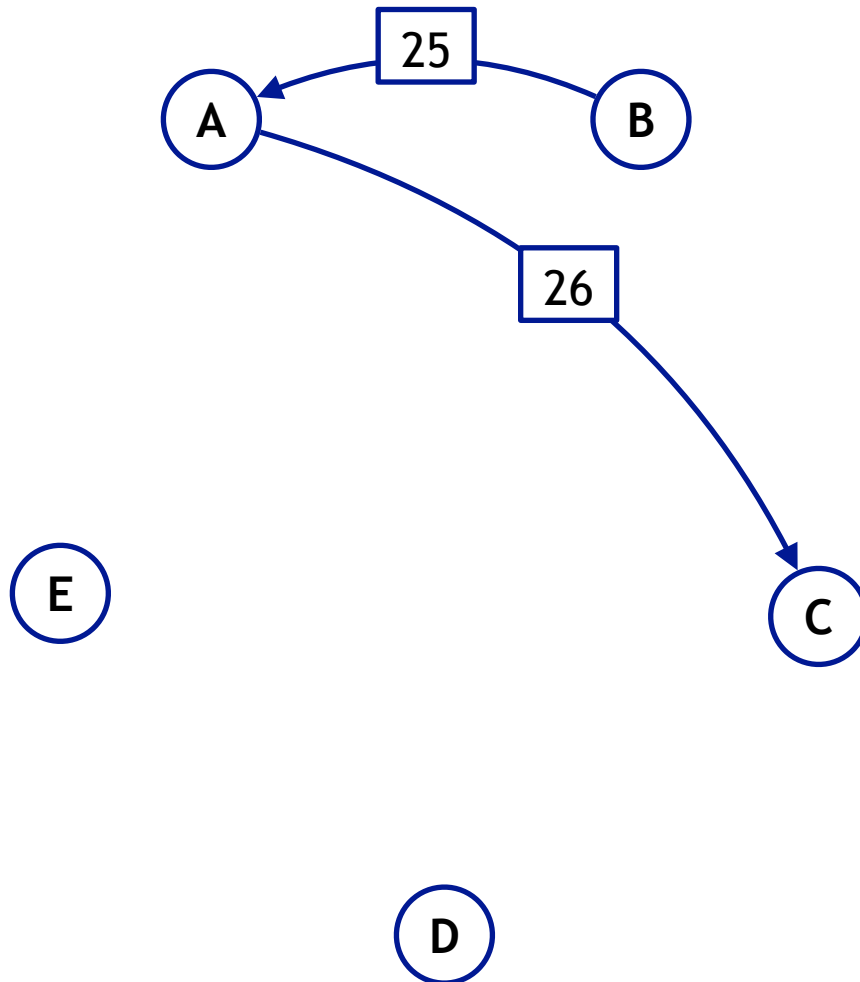
D

45 voters

5	5	8	3	7	2	7	8
A	A	B	C	C	C	D	E
C	D	E	A	A	B	C	B
B	E	D	B	E	A	E	A
E	C	A	E	B	D	B	D
D	B	C	D	D	E	A	C

Condorcet rules

Schulze method: Example

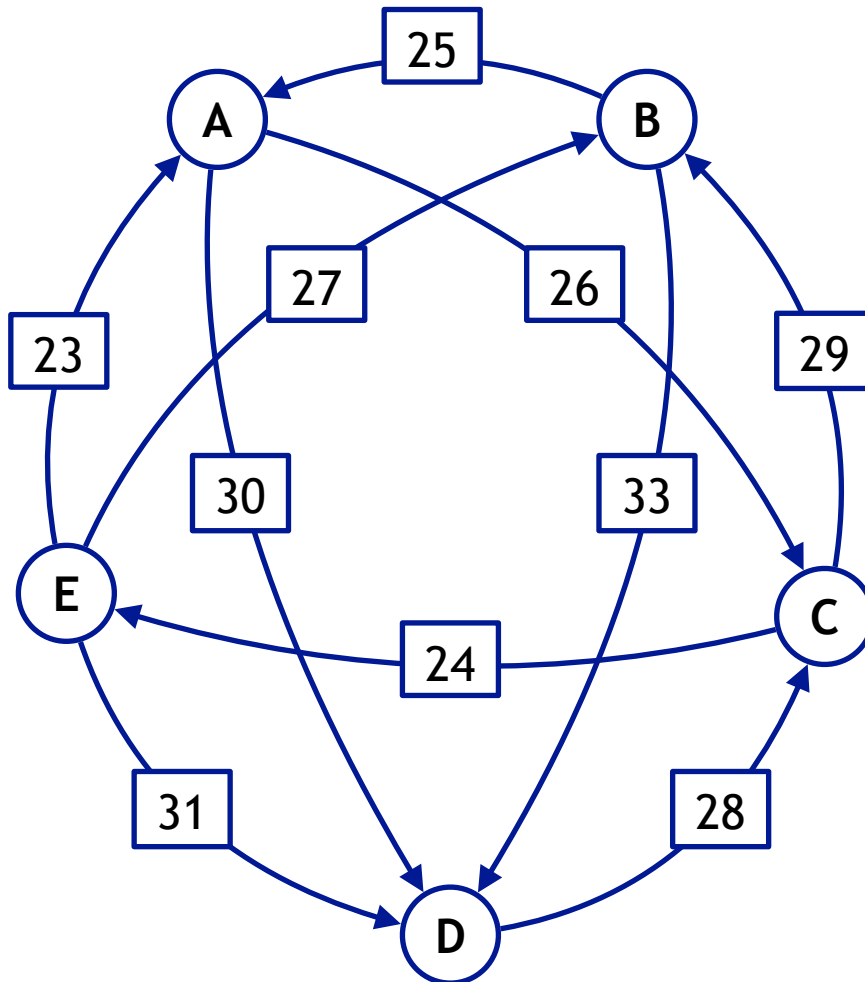


45 voters

5	5	8	3	7	2	7	8
A	A	B	C	C	C	D	E
C	D	E	A	A	B	C	B
B	E	D	B	E	A	E	A
E	C	A	E	B	D	B	D
D	B	C	D	D	E	A	C

Condorcet rules

Schulze method: Example

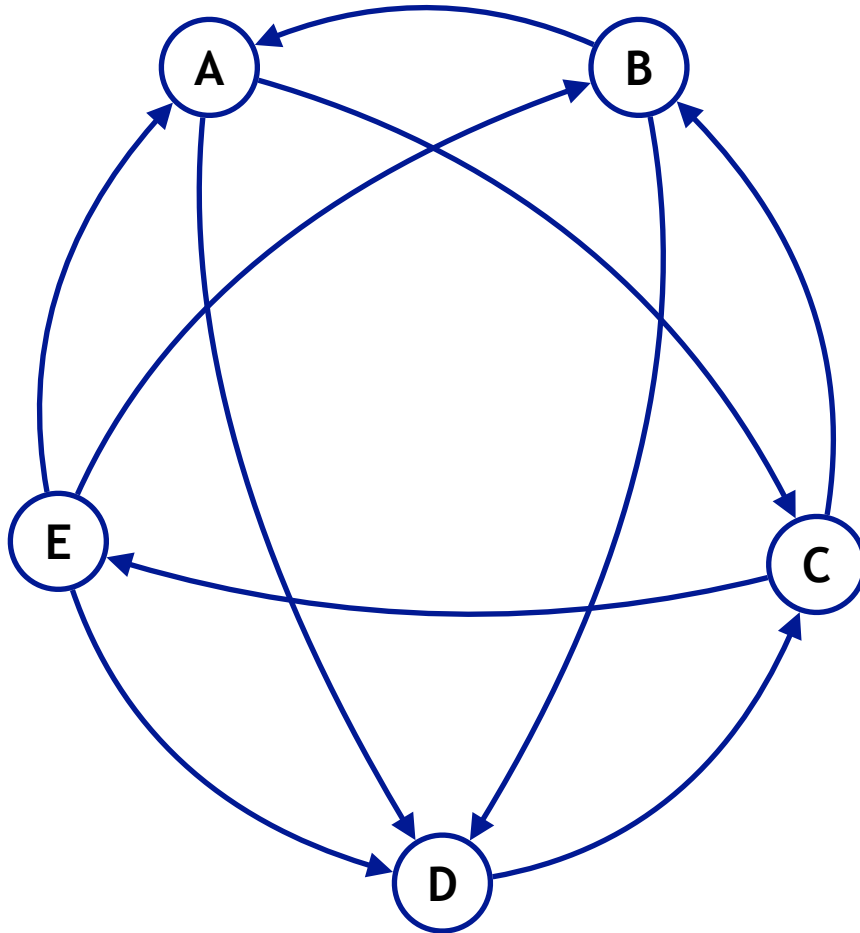


45 voters

5	5	8	3	7	2	7	8
A	A	B	C	C	C	D	E
C	D	E	A	A	B	C	B
B	E	D	B	E	A	E	A
E	C	A	E	B	D	B	D
D	B	C	D	D	E	A	C

Condorcet rules

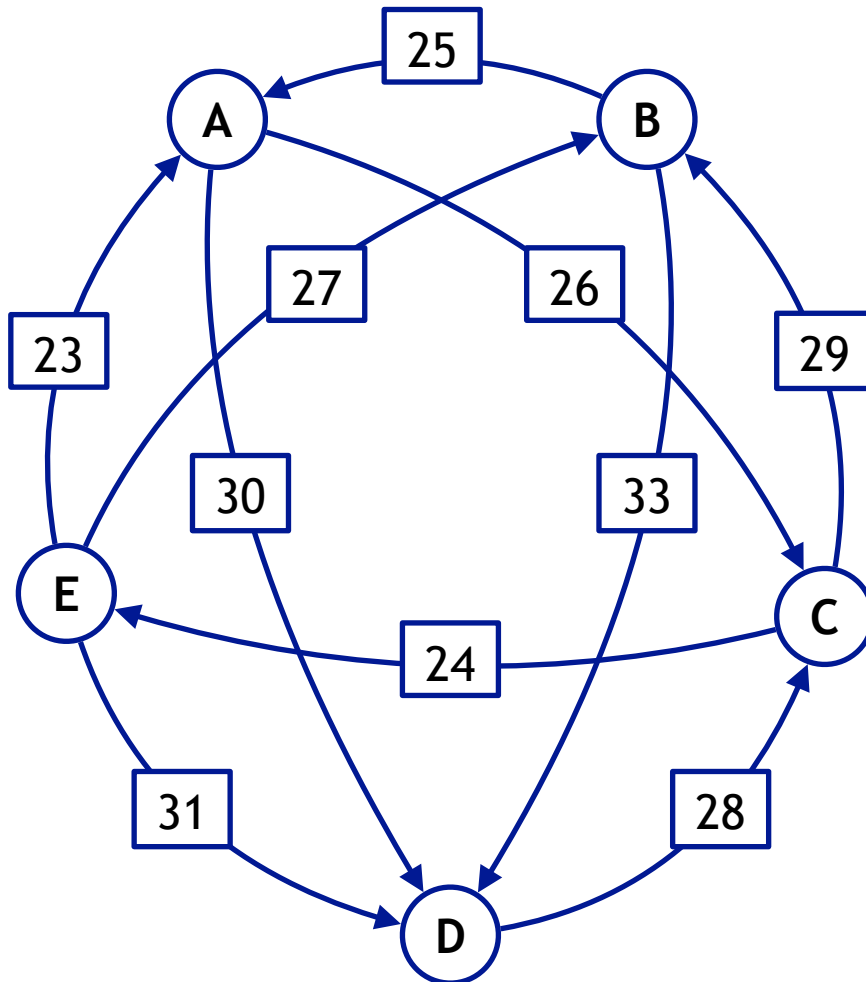
Schulze method: Example



No Condorcet winner!

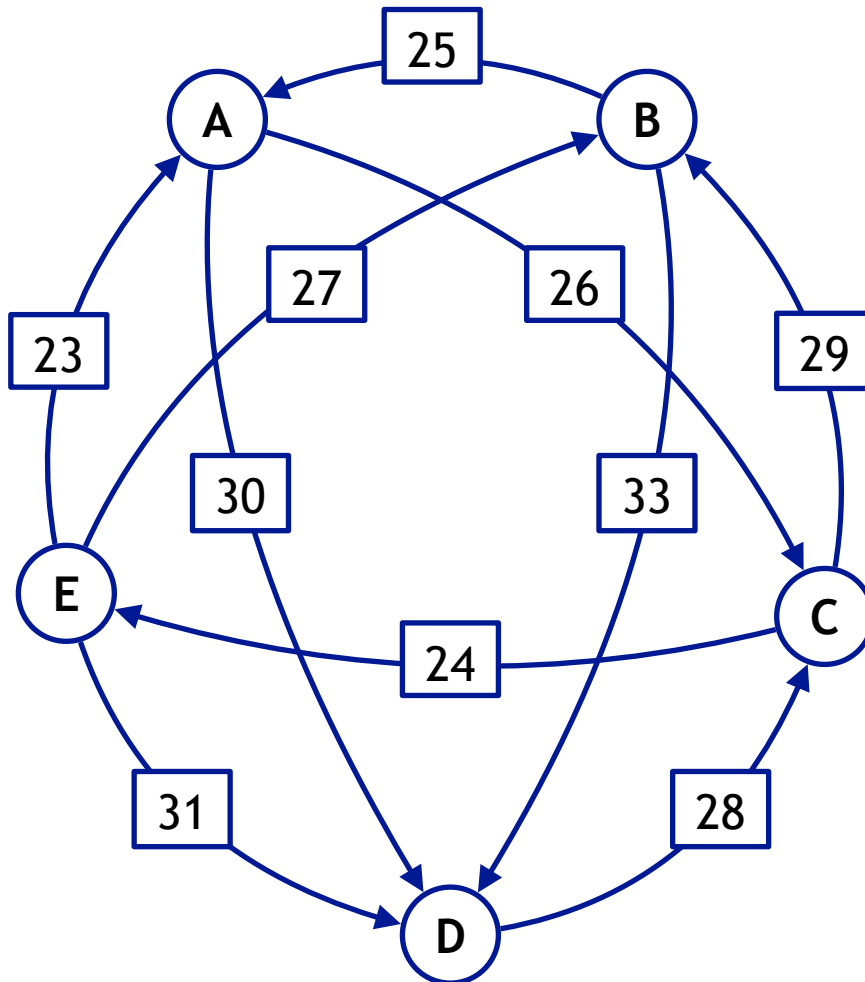
Condorcet rules

Schulze method: Example



Condorcet rules

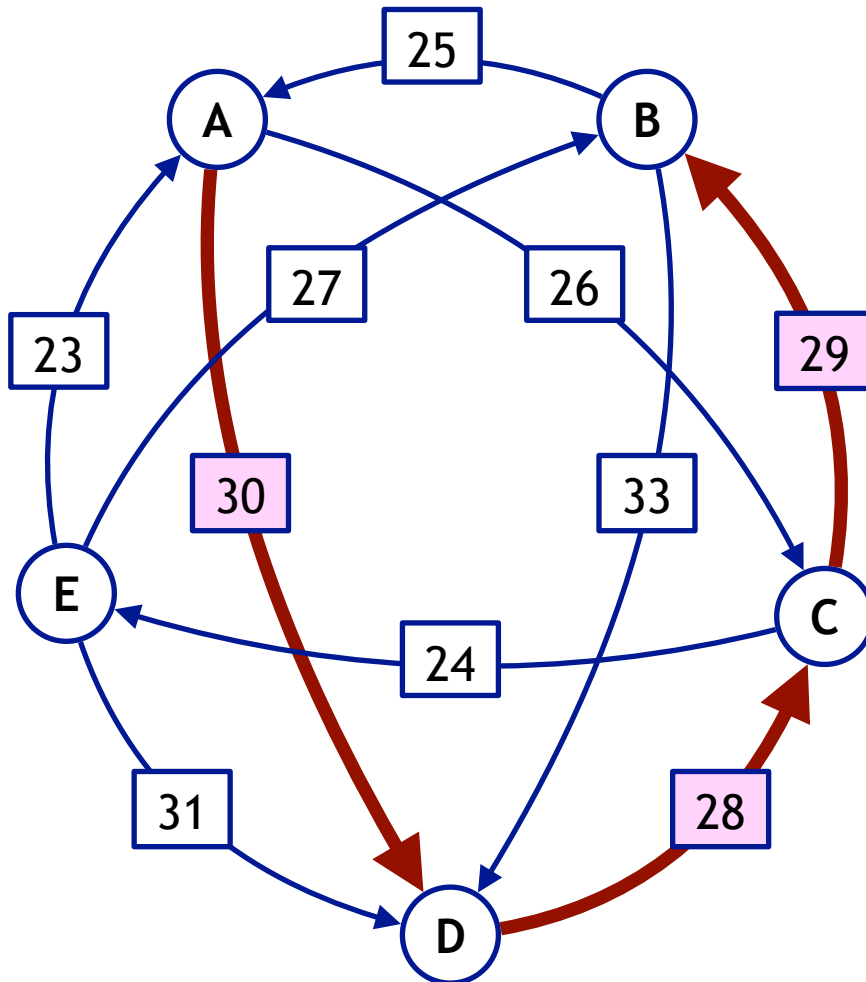
Schulze method: Example



	A	B	C	D	E
A	-				
B		-			
C			-		
D				-	
E					-

Condorcet rules

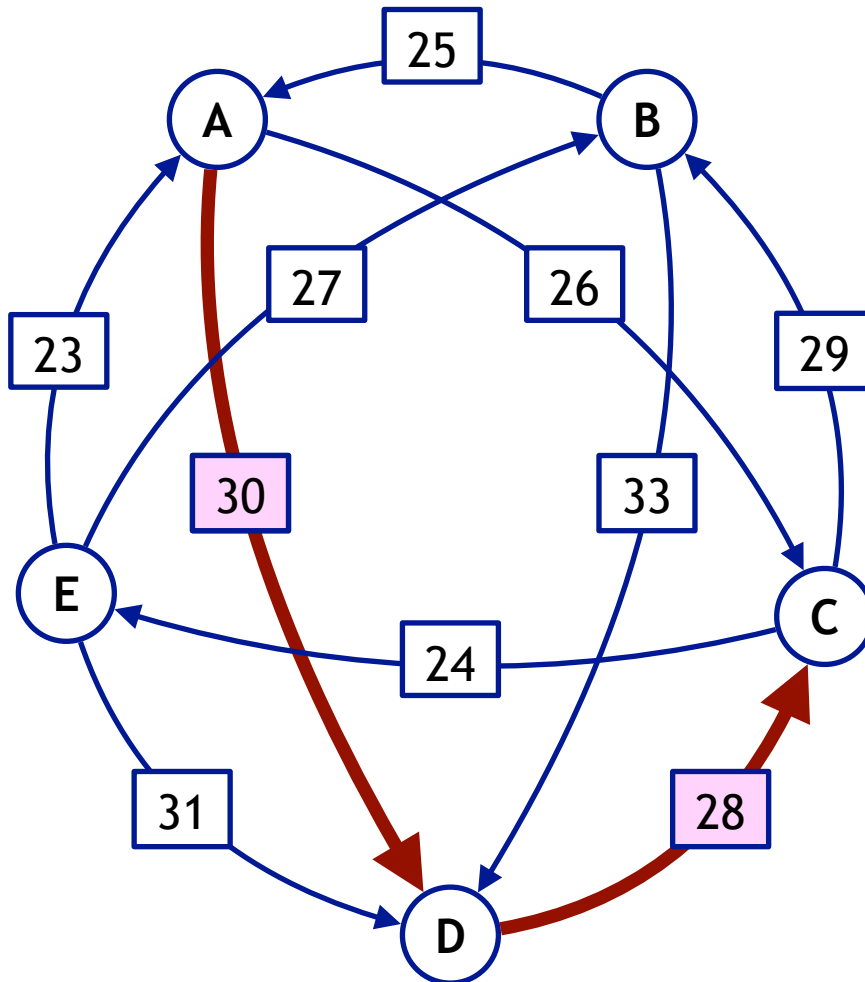
Schulze method: Example



	A	B	C	D	E
A	-	28			
B		-			
C			-		
D				-	
E					-

Condorcet rules

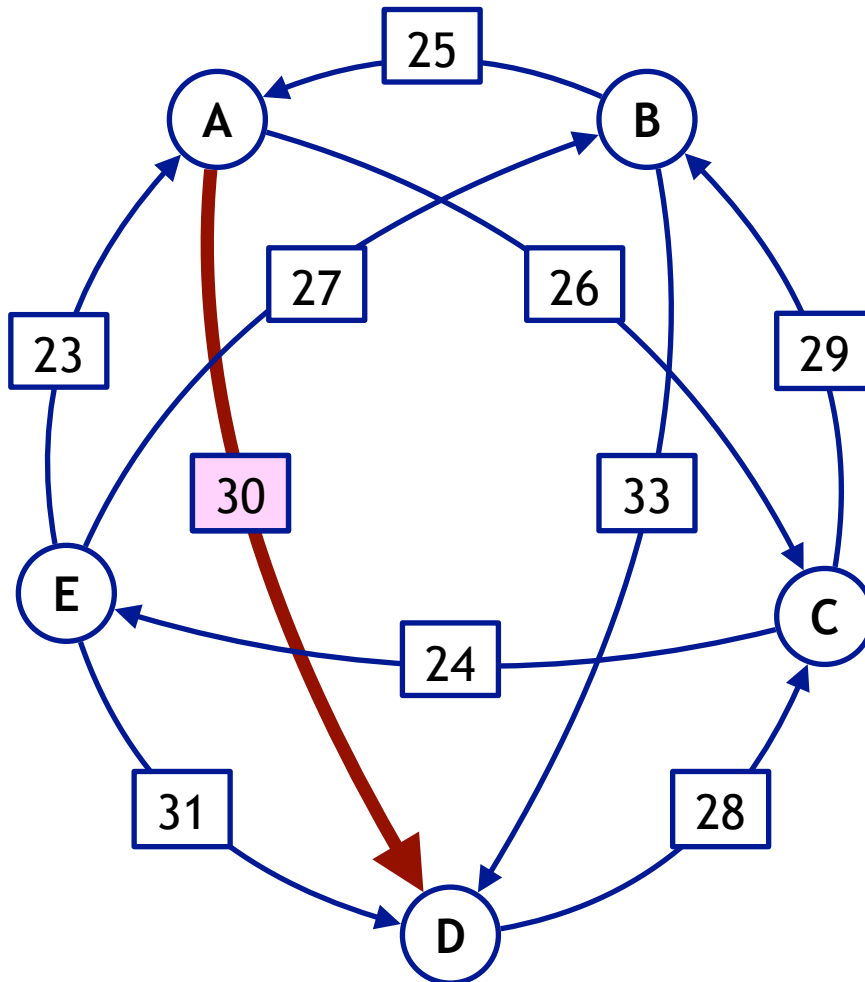
Schulze method: Example



	A	B	C	D	E
A	-	28	28		
B		-			
C			-		
D				-	
E					-

Condorcet rules

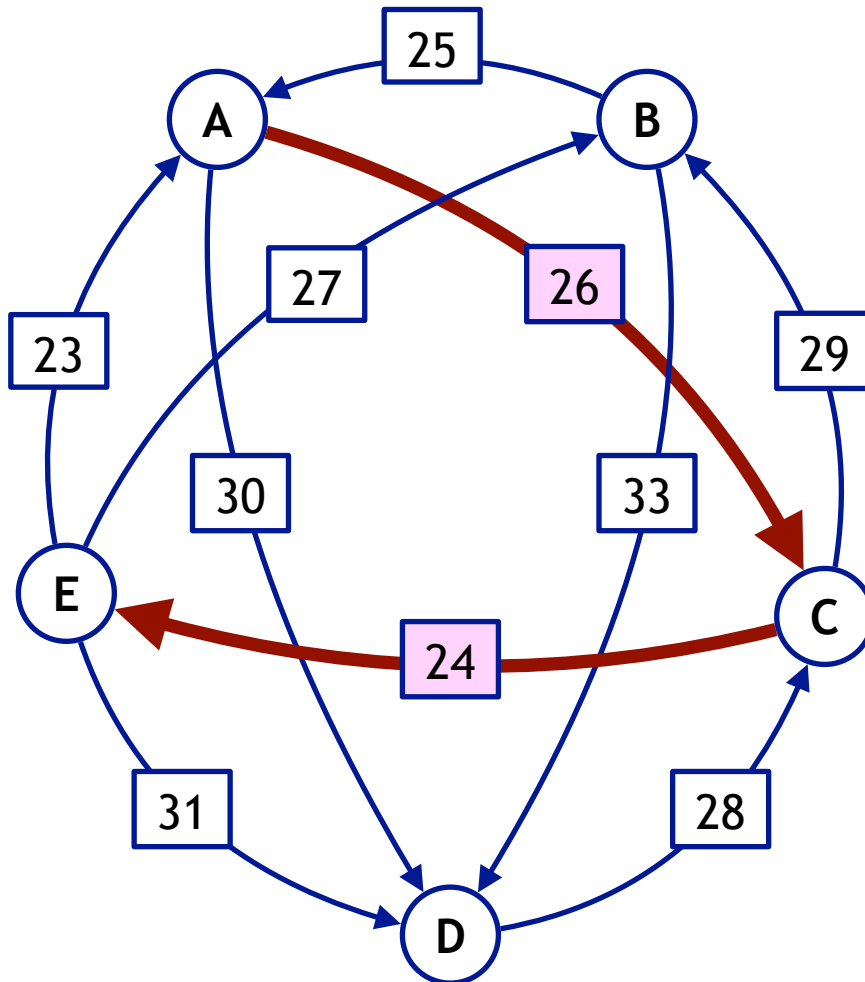
Schulze method: Example



	A	B	C	D	E
A	-	28	28	30	
B		-			
C			-		
D				-	
E					-

Condorcet rules

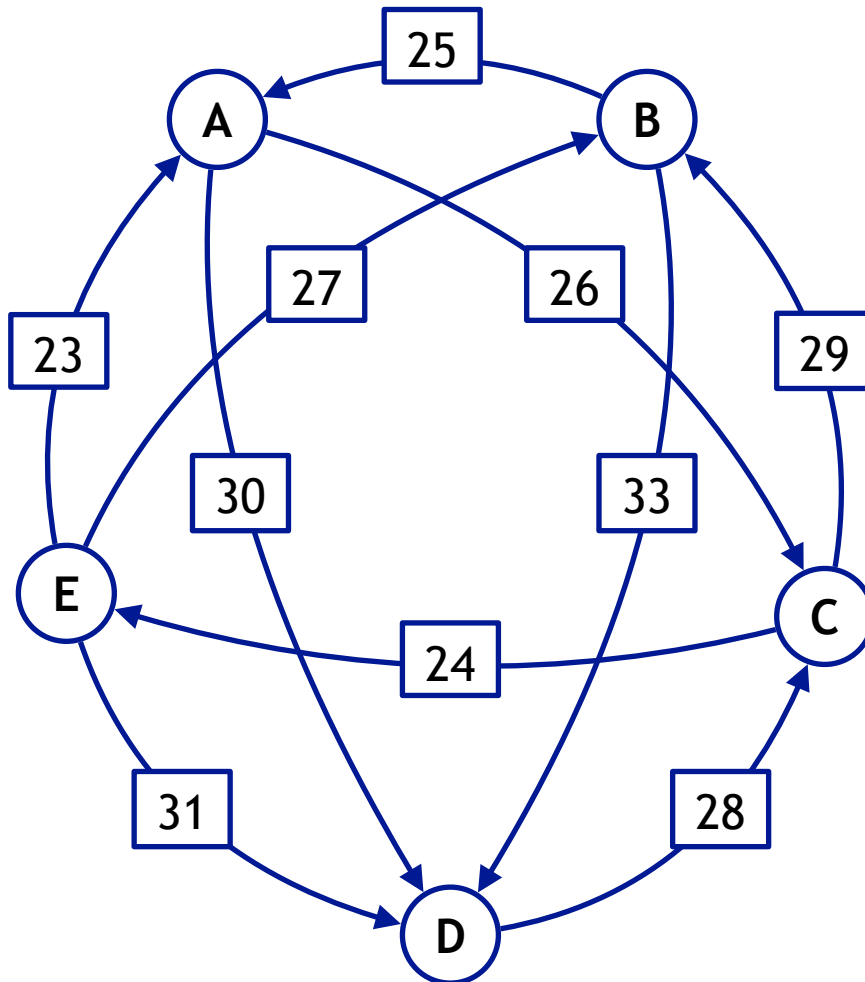
Schulze method: Example



	A	B	C	D	E
A	-	28	28	30	24
B		-			
C			-		
D				-	
E					-

Condorcet rules

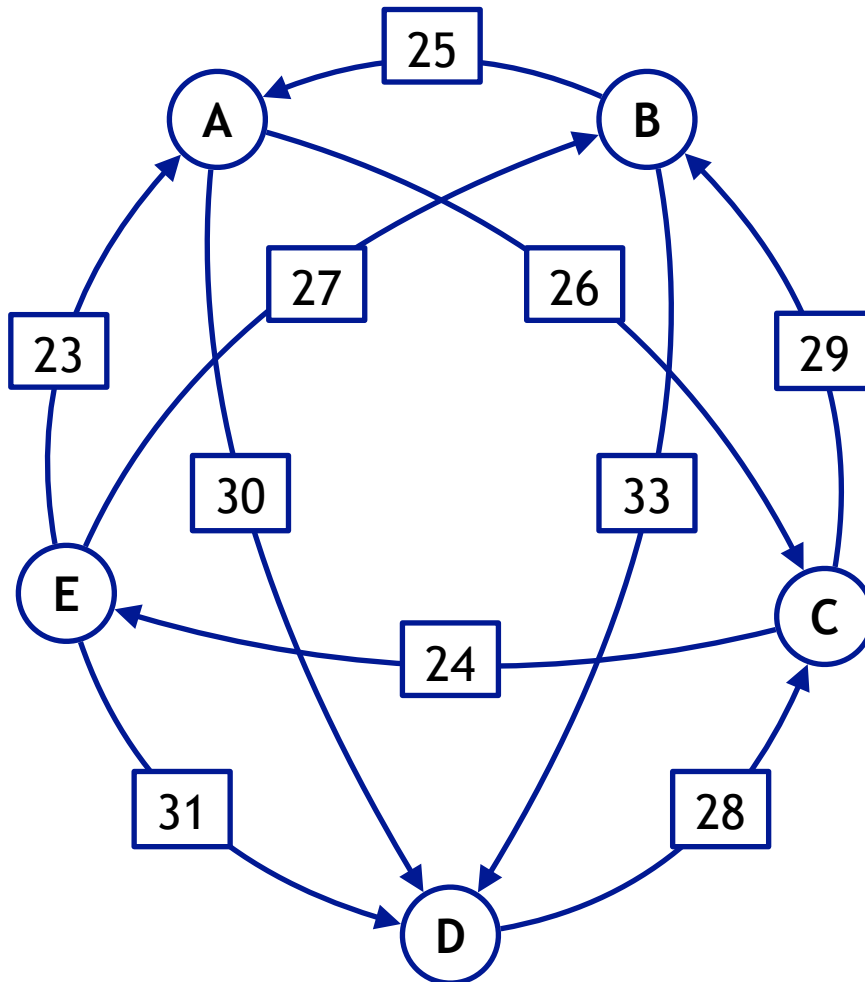
Schulze method: Example



	A	B	C	D	E
A	-	28	28	30	24
B	25	-	28	33	24
C	25	29	-	29	24
D	25	28	28	-	24
E	25	28	28	31	-

Condorcet rules

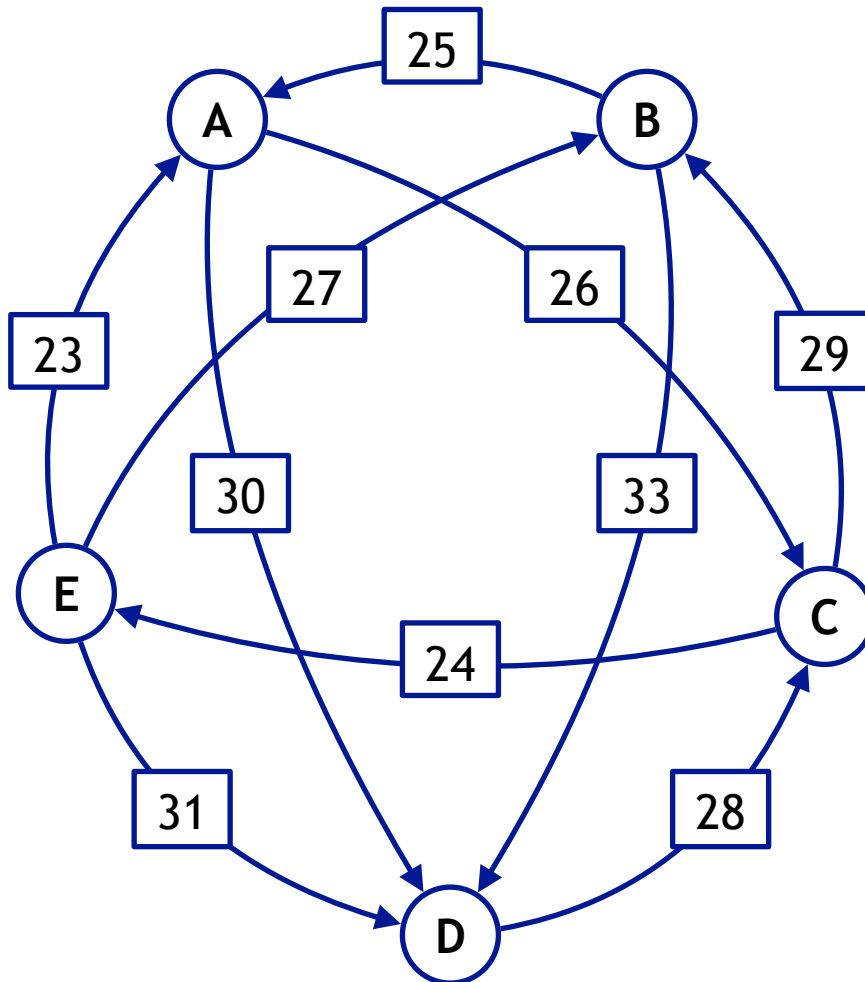
Schulze method: Example



	A	B	C	D	E
A	-	28	28	30	24
B	25	-	28	33	24
C	25	29	-	29	24
D	25	28	28	-	24
E	25	28	28	31	-

Condorcet rules

Schulze method: Example



	A	B	C	D	E
A	-	28	28	30	24
B	25	-	28	33	24
C	25	29	-	29	24
D	25	28	28	-	24
E	25	28	28	31	-

Schulze ranking:

$E \succ A \succ C \succ B \succ D$

Condorcet rules

Schulze method: Computation

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$$A[i, j, k + 1] = \max \left(\min \left(A[i, k + 1, k], A[k + 1, i, k] \right), A[i, j, k] \right)$$

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An dynamic-programming algorithm running in $O(nm + m^3)$.

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An dynamic-programming algorithm running in $O(nm + m^3)$.

(in fact can be even improved to $O(nm + m^{2.69})$)

Krzysztof Sornat, Virginia Vassilevska Williams, Yinzhan Xu: [Fine-Grained Complexity and Algorithms for the Schulze Voting Method](#). EC 2021: 841-859

Condorcet rules: other approaches

Top cycle: a generalisation of the Condorcet winner

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A dominant set is a nonempty subset $A \subseteq C$ such that every candidate from A wins a head-to-head comparison with every candidate from $C \setminus A$.

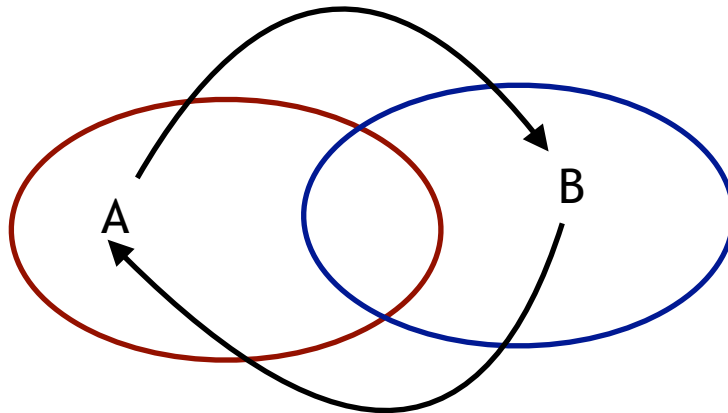
Condorcet rules: other approaches

Top cycle: a generalisation of the Condorcet winner

A dominant set is a nonempty subset $A \subseteq C$ such that every candidate from A wins a head-to-head comparison with every candidate from $C \setminus A$.

Dominant sets can be ordered by inclusion.

Proof:



Top cycle: the smallest dominating set.

Condorcet rules: other approaches

Theorem: Schulze method always selects a member of the top cycle.

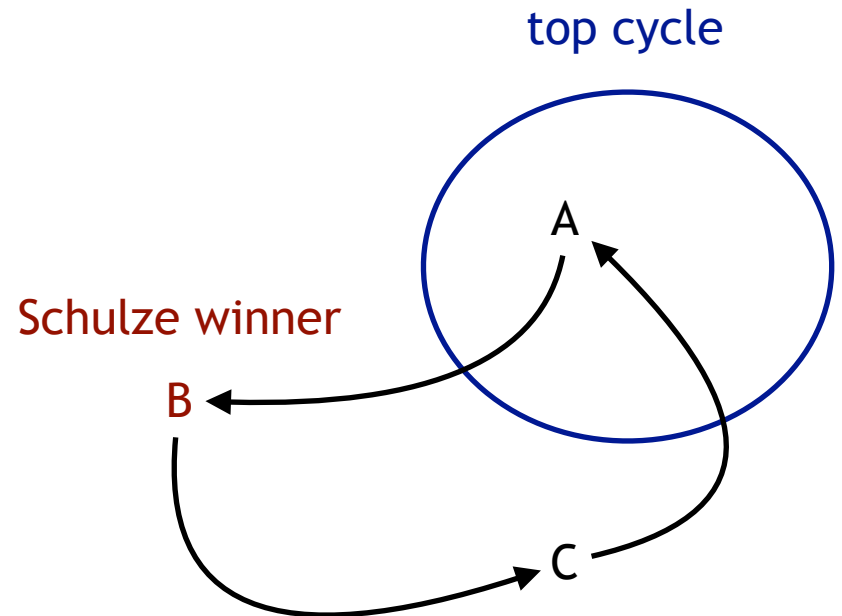
Condorcet rules: other approaches

Theorem: Schulze method always selects a member of the top cycle.

$$\text{str}(A \rightarrow B) > n/2.$$

The strongest path from B to A must cross the boarder of the top cycle.

$$\text{Thus, } \text{str}(B \rightarrow A) < n/2.$$



Condorcet rules

Schulze method: list of users from Wikipedia in 2024 (only selected)

Cities: Silla, Turin, San Donà di Piave, London Borough of Southwark

Political parties: Five Star Movement, Pirate Party (in many countries), Volt Party

Organisations: Annodex Association, Berufsverband der Kinder- und Jugendärzte (BVKJ), BoardGameGeek, Cloud Foundry Foundation, County Highpointers, Dapr, Debian, EuroBillTracker, European Democratic Education Community (EUDEC), FFmpeg, Free Geek, Free Hardware Foundation of Italy, Gentoo Foundation, GNU Privacy Guard (GnuPG), Haskell, Homebrew, Internet Corporation for Assigned Names and Numbers (ICANN) (until 2023), Kanawha Valley Scrabble Club, KDE e.V., Knight Foundation, Kubernetes, Kumoricon, League of Professional System Administrators (LOPSA), LiquidFeedback, Madisonium, Metalab, MTV, Neo, Noisebridge, OpenEmbedded, Open Neural Network Exchange, OpenStack, OpenSwitch, RLLMUK, Squeak, Students for Free Culture, Sugar Labs, Sverok, TopCoder, Ubuntu, Vidya Gaem Awards, Wikimedia (2008), Wikipedia in French, Hebrew, Hungarian, Russian, and Persian.

Single Transferrable Vote

In each round we eliminate the candidate with the lowest number of top-votes.

v1	v2	v3	v4	v5	v6	v7	v8	v9	v10
A	A	A	S	C	S	V	C	B	B
C	B	B	C	B	C	C	S	S	C
B	V	S	B	V	B	B	V	A	V
V	C	V	V	A	V	A	A	V	S
S	S	C	A	S	A	S	B	C	A

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v1	v2	v3	v4	v5	v6	v7	v8	v9	v10
A	A	A	S	C	S		C	B	B
C	B	B	C	B	C	C	S	S	C
B		S	B		B	B		A	
	C			A		A	A		S
S	S	C	A	S	A	S	B	C	A

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In each round we eliminate the candidate with the lowest number of top-votes. The votes are “transferred” accordingly.

v1	v2	v3	v4	v5	v6	v7	v8	v9	v10
A	A	A	S	C	S	C	C	B	B
C	B	B	C	B	C	B	S	S	C
B	C	S	B	A	B	A	A	A	S
S	S	C	A	S	A	S	B	C	A

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A	A	A		C		C	C	B	B
C	B	B	C	B	C	B			C
B	C		B	A	B	A	A	A	
		C	A		A		B	C	A

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v1	v2	v3	v4	v5	v6	v7	v8	v9	v10
A	A	A	C	C	C	C	C	B	B
C	B	B	B	B	B	B	A	A	C
B	C	C	A	A	A	A	B	C	A

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v1	v2	v3	v4	v5	v6	v7	v8	v9	v10
A	A	A	C	C	C	C	C		
C							A	A	C
	C	C	A	A	A	A		C	A

Single Transferrable Vote

In each round we eliminate the candidate with the lowest number of top-votes. The votes are “transferred” accordingly.

v1	v2	v3	v4	v5	v6	v7	v8	v9	v10
A	A	A	C	C	C	C	C	A	C
C	C	C	A	A	A	A	A	C	A

Single Transferrable Vote

In each round we eliminate the candidate with the lowest number of top-votes. The votes are “transferred” accordingly.

v1	v2	v3	v4	v5	v6	v7	v8	v9	v10
			C	C	C	C	C		C
C	C	C						C	

Rules, summary

Positional scoring rules:

- Plurality, $\alpha = (1, 0, 0, \dots, 0)$,
- Borda, $\alpha = (m - 1, m - 2, m - 3, \dots, 0)$,
- Veto, $\alpha = (1, 1, 1, \dots, 1, 0)$.

Condorcet rules:

- Copeland (perhaps simplest)
- Schulze rule (many good properties)

Rules based on iterative elimination:

- Single Transferable Vote (STV)
- Baldwin (a candidate with the lowest Borda score is eliminated)

So which rule is the best?

Axiomatic approach: formulate desired properties and check if they are satisfied.

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v1	v2	v3	v4	v5	v6	v7	v8	v9	v10
A	A	A	A	B	B	B	B	B	B
B	B	B	B	A	A	A	A	A	A

Consider the Plurality rule. Which candidate would won?

So which rule is the best?

Axiomatic approach: formulate desired properties and check if they are satisfied.

v1	v2	v3	v4	v5	v6	v7	v8	v9	v10
A	A	A	A	B	B	B	B	B	B
B	B	B	B	A	A	A	A	A	A

Consider the Plurality rule. Which candidate would win? What happens if a similar candidate to B runs in an election?

So which rule is the best?

Axiomatic approach: formulate desired properties and check if they are satisfied.

v1	v2	v3	v4	v5	v6	v7	v8	v9	v10
A	A	A	A	C	C	C	B	B	B
C	C	B	B	B	B	B	C	C	C
B	B	C	C	A	A	A	A	A	A

Consider the Plurality rule. Which candidate would win? What happens if a similar candidate to B runs in an election?

So which rule is the best?

Axiomatic approach: formulate desired properties and check if they are satisfied.

Clone: a set of candidates that each voter ranks consecutively (e.g., B and C).

A rule is **cloneproof** if removing any copy in a clone does not increase nor decrease the chances of the clone in the election.

v1	v2	v3	v4	v5	v6	v7	v8	v9	v10
A	A	A	A	C	C	C	B	B	B
C	C	B	B	B	B	B	C	C	C
B	B	C	C	A	A	A	A	A	A

Consider the Plurality rule. Which candidate would win? What happens if a similar candidate to B runs in an election?

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Positional scoring rules are in general not cloneproof.

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Positional scoring rules are in general not cloneproof.

Consider a cyclic preference profile with $m - 1$ candidates.

v_1	v_2	v_3	v_4		v_{2m-3}	v_{2m-2}
c_1	c_1	c_{m-1}	c_{m-1}		c_2	c_2
c_2	c_2	c_1	c_1	⋮	c_3	c_3
c_3	c_3	c_2	c_2	⋮	c_4	c_4
⋯	⋯	⋯	⋯		⋯	⋯
c_{m-1}	c_{m-1}	c_{m-2}	c_{m-2}		c_1	c_1

So which rule is the best?

Positional scoring rules are in general not cloneproof.

Consider a cyclic preference profile with $m - 1$ candidates.

Each candidate is ranked once on each position, so all candidates are winning.

v_1	v_2	v_3	v_4		v_{2m-3}	v_{2m-2}
c_1	c_1	c_{m-1}	c_{m-1}		c_2	c_2
c_2	c_2	c_1	c_1	⋮	c_3	c_3
c_3	c_3	c_2	c_2	⋮	c_4	c_4
...
c_{m-1}	c_{m-1}	c_{m-2}	c_{m-2}		c_1	c_1

So which rule is the best?

Positional scoring rules are in general not cloneproof.

Consider a cyclic preference profile with $m - 1$ candidates.

Each candidate is ranked once on each position, so all candidates are winning.

v_1	v_2	v_3	v_4		v_{2m-3}	v_{2m-2}
c_1	c'_1	c_{m-1}	c_{m-1}	⋮	c_2	c_2
c'_1	c_1	c_1	c'_1		c_3	c_3
c_2	c_2	c'_1	c_1		c_4	c_4
c_3	c_3	c_2	c_2	
...		c_1	c'_1
c_{m-1}	c_{m-1}	c_{m-2}	c_{m-2}		c'_1	c_1

What if we clone c_1 ?

So which rule is the best?

Vector of occurrences on positions for:

- clones: $(1, 2, 2, \dots, 2, 1)$

v_1	v_2	v_3	v_4		v_{2m-3}	v_{2m-2}
c_1	c'_1	c_{m-1}	c_{m-1}		c_2	c_2
c'_1	c_1	c_1	c'_1	\vdots	c_3	c_3
c_2	c_2	c'_1	c_1	\vdots	c_4	c_4
c_3	c_3	c_2	c_2		\dots	\dots
\dots	\dots	\dots	\dots		c_1	c'_1
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v_1	v_2	v_3	v_4		v_{2m-3}	v_{2m-2}
c_1	c'_1	c_{m-1}	c_{m-1}		c_2	c_2
c'_1	c_1	c_1	c'_1	\vdots	c_3	c_3
c_2	c_2	c'_1	c_1	\vdots	c_4	c_4
c_3	c_3	c_2	c_2		\dots	\dots
\dots	\dots	\dots	\dots		c_1	c'_1
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- etc.

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c_1	c'_1	c_{m-1}	c_{m-1}		c_2	c_2
c'_1	c_1	c_1	c'_1	\vdots	c_3	c_3
c_2	c_2	c'_1	c_1	\vdots	c_4	c_4
c_3	c_3	c_2	c_2		\dots	\dots
\dots	\dots	\dots	\dots		c_1	c'_1
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Analogously: we need $\alpha_1 + \alpha_m = 2\alpha_{m-2}$, etc.

So which rule is the best?

Intuition: If a scoring vector is convex (like Plurality), then introducing a similar clone typically hurts a candidate. If the vector is very concave (veto), then the candidate could benefit from introducing a clone.

Candidate c_{m-1} will win if $\alpha_1 + \alpha_m > 2\alpha_{m-1}$. (cloning will hurt)

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Thus, $\alpha_2 = \alpha_3 = \dots = \alpha_{m-1}$.

So which rule is the best?

Thus, $\alpha_2 = \alpha_3 = \dots = \alpha_{m-1}$ and $\alpha_1 + \alpha_m = \alpha_2$.

The scoring rules that satisfy this are: $(\alpha + c, \alpha, \alpha, \dots, \alpha, \alpha - c)$.

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The scoring rules that satisfy this are: $(\alpha + c, \alpha, \alpha, \dots, \alpha, \alpha - c)$.

But for this rule, the candidate can benefit by introducing a “slightly worse” clone.

v_1	v_2	v_3	v_4	v_5	v_6		v_{3m-5}	v_{3m-4}	v_{3m-3}
c_1	c_1	c'_1	c_{m-1}	c_{m-1}	c_{m-1}		c_2	c_2	c_2
c'_1	c'_1	c_1	c_1	c_1	c'_1	\vdots	c_3	c_3	c_3
c_2	c_2	c_2	c'_1	c'_1	c_1	\vdots	c_4	c_4	c_4
c_3	c_3	c_3	c_2	c_2	c_2		\dots	\dots	\dots
\dots	\dots	\dots	\dots	\dots	\dots		c_1	c_1	c'_1
c_{m-1}	c_{m-1}	c_{m-1}	c_{m-2}	c_{m-2}	c_{m-2}		c'_1	c'_1	c_1

So which rule is the best?

Vector of occurrences on positions for:

- better clone: $(2, 3, 3, \dots, 3, 1)$

v_1	v_2	v_3	v_4	v_5	v_6		v_{3m-5}	v_{3m-4}	v_{3m-3}
c_1	c_1	c'_1	c_{m-1}	c_{m-1}	c_{m-1}		c_2	c_2	c_2
c'_1	c'_1	c_1	c_1	c_1	c'_1	⋮	c_3	c_3	c_3
c_2	c_2	c_2	c'_1	c'_1	c_1	⋮	c_4	c_4	c_4
c_3	c_3	c_3	c_2	c_2	c_2	
...		c_1	c_1	c'_1
c_{m-1}	c_{m-1}	c_{m-1}	c_{m-2}	c_{m-2}	c_{m-2}		c'_1	c'_1	c_1

So which rule is the best?

Vector of occurrences on positions for:

- better clone: $(2, 3, 3, \dots, 3, 1)$
- candidate c_{m-1} : $(3, 3, 3, \dots, 3, 3, 0, 3)$

v_1	v_2	v_3	v_4	v_5	v_6		v_{3m-5}	v_{3m-4}	v_{3m-3}
c_1	c_1	c'_1	c_{m-1}	c_{m-1}	c_{m-1}		c_2	c_2	c_2
c'_1	c'_1	c_1	c_1	c_1	c'_1	•	c_3	c_3	c_3
c_2	c_2	c_2	c'_1	c'_1	c_1	•	c_4	c_4	c_4
c_3	c_3	c_3	c_2	c_2	c_2	
...		c_1	c_1	c'_1
c_{m-1}	c_{m-1}	c_{m-1}	c_{m-2}	c_{m-2}	c_{m-2}		c'_1	c'_1	c_1

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- etc.

v_1	v_2	v_3	v_4	v_5	v_6		v_{3m-5}	v_{3m-4}	v_{3m-3}
c_1	c_1	c'_1	c_{m-1}	c_{m-1}	c_{m-1}		c_2	c_2	c_2
c'_1	c'_1	c_1	c_1	c_1	c'_1	⋮	c_3	c_3	c_3
c_2	c_2	c_2	c'_1	c'_1	c_1	⋮	c_4	c_4	c_4
c_3	c_3	c_3	c_2	c_2	c_2	
...		c_1	c_1	c'_1
c_{m-1}	c_{m-1}	c_{m-1}	c_{m-2}	c_{m-2}	c_{m-2}		c'_1	c'_1	c_1

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- etc.

Clone will win with c_{m-1} because $\alpha_1 + 2\alpha_m = 3\alpha - c < 3\alpha = 3\alpha_{m-1}$.

v_1	v_2	v_3	v_4	v_5	v_6		v_{3m-5}	v_{3m-4}	v_{3m-3}
c_1	c_1	c'_1	c_{m-1}	c_{m-1}	c_{m-1}		c_2	c_2	c_2
c'_1	c'_1	c_1	c_1	c_1	c'_1	⋮	c_3	c_3	c_3
c_2	c_2	c_2	c'_1	c'_1	c_1	⋮	c_4	c_4	c_4
c_3	c_3	c_3	c_2	c_2	c_2	
...		c_1	c_1	c'_1
c_{m-1}	c_{m-1}	c_{m-1}	c_{m-2}	c_{m-2}	c_{m-2}		c'_1	c'_1	c_1

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Assume in round r in one instance we eliminated a no-clone candidate c . Then the next no-clone eliminated in the other instance will be c .

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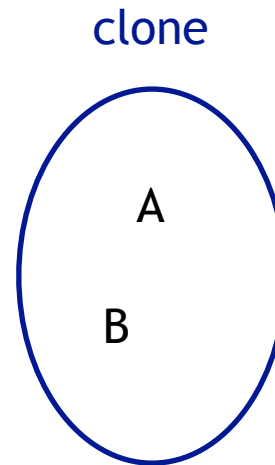
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(They have the same number of top-votes.)

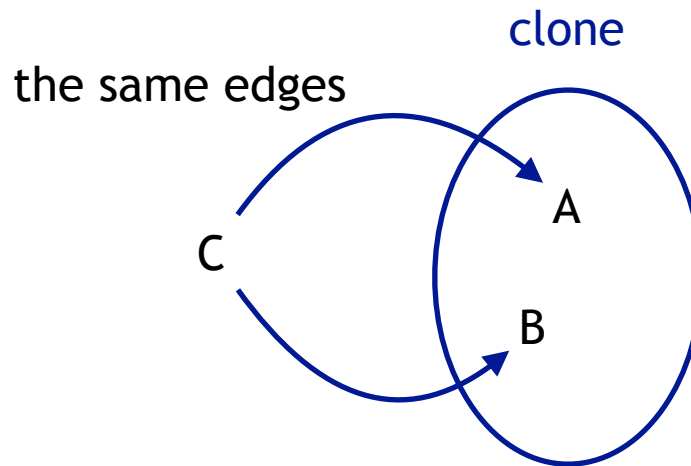
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Schulze method is cloneproof.



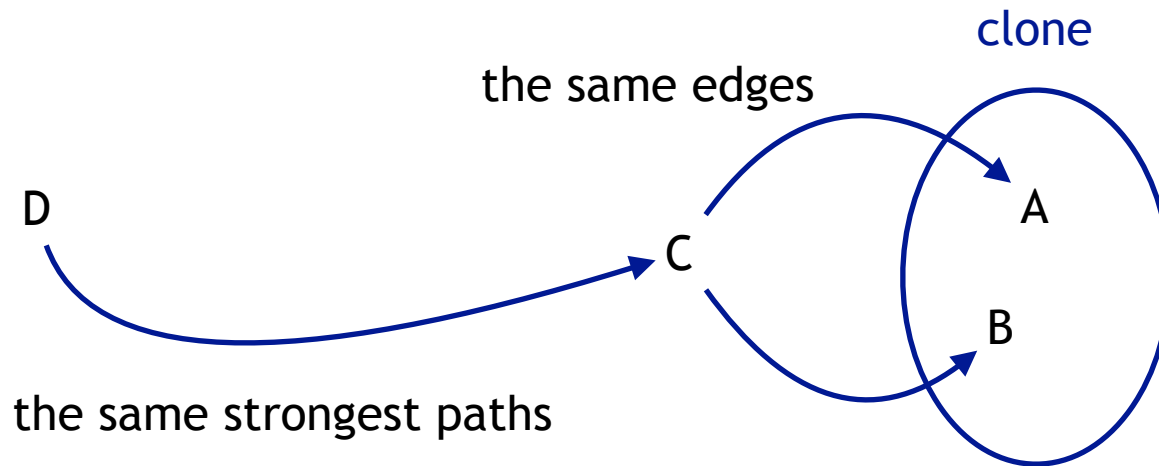
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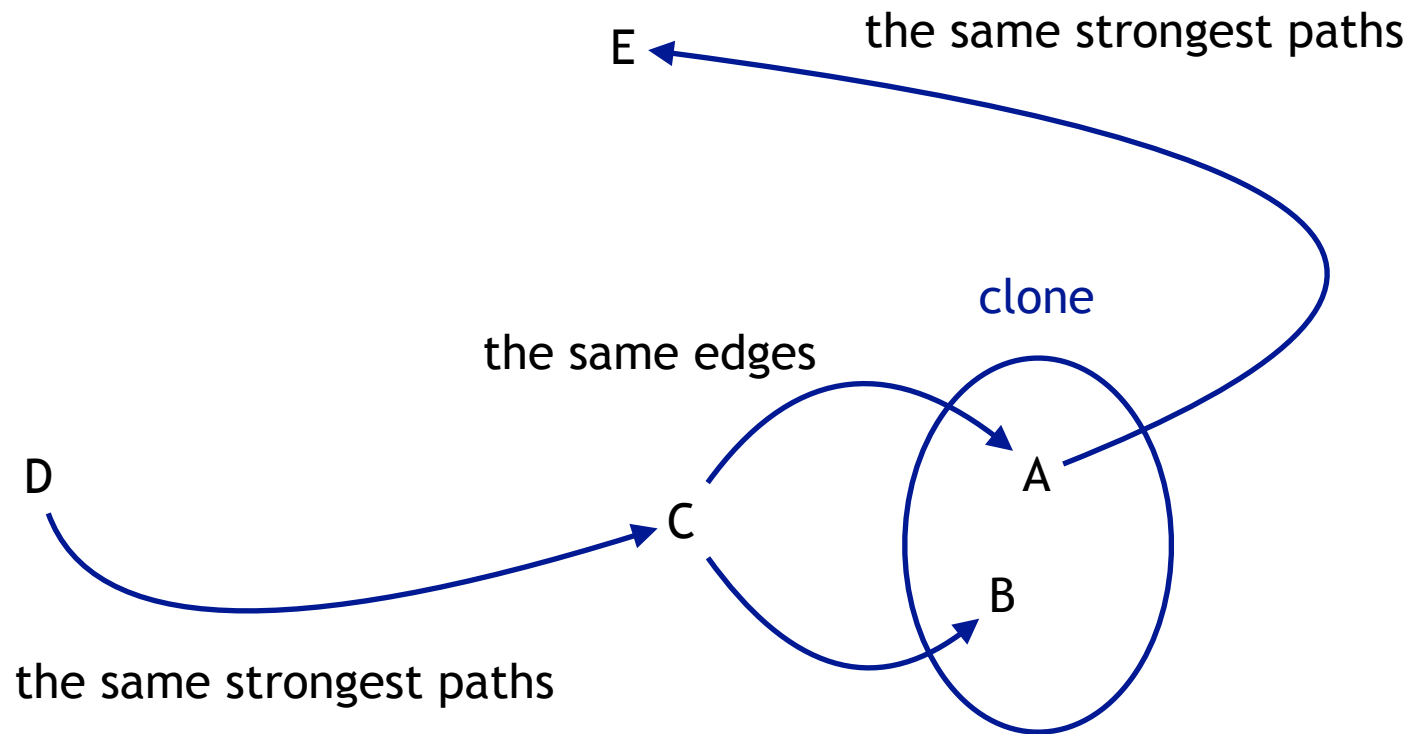
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Consider STV in this example:

- Candidate A will be eliminated first.

5					6						4				2	
v1	v2	v3	v4	v5	v6	v7	v8	v9	v10	v11	v12	v13	v14	v15	v16	v17
A	A	A	A	A	C	C	C	C	C	C	B	B	B	B	B	B
C	C	C	C	C	B	B	B	B	B	B	A	A	A	A	C	C
B	B	B	B	B	A	A	A	A	A	A	C	C	C	C	A	A

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					C	C	C	C	C	C	B	B	B	B	B	B
C	C	C	C	C	B	B	B	B	B	B					C	C
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Consider STV in this example:

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5					6						4				2	
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C	C	C	C	C	C	C	C	C	C	C	B	B	B	B	B	B
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C	C	C	C	C	C	C	C	C	C	C	B	B	B	B	B	B
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Consider STV in this example:

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v1	v2	v3	v4	v5	v6	v7	v8	v9	v10	v11	v12	v13	v14	v15	v16	v17
A	A	A	A	A	C	C	C	C	C	C	B	B	B	B	C	C
C	C	C	C	C	B	B	B	B	B	B	A	A	A	A	B	B
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C	C	C	C	C							A	A	A	A		
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A	A	A	A	A	C	C	C	C	C	C	A	A	A	A	C	C
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Monotonicity: if a voter pushes a winning candidate up in her ranking, then this candidate should still be winning.

5					6						4				2	
v1	v2	v3	v4	v5	v6	v7	v8	v9	v10	v11	v12	v13	v14	v15	v16	v17
A	A	A	A	A	C	C	C	C	C	C	A	A	A	A	C	C
C	C	C	C	C	A	A	A	A	A	A	C	C	C	C	A	A

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Monotonicity: if a voter pushes a winning candidate up in her ranking, then this candidate should still be winning.

STV is non-monotonic!

5					6						4				2	
v1	v2	v3	v4	v5	v6	v7	v8	v9	v10	v11	v12	v13	v14	v15	v16	v17
A	A	A	A	A	C	C	C	C	C	C	A	A	A	A	C	C
C	C	C	C	C	A	A	A	A	A	A	C	C	C	C	A	A

So which rule is the best?

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Theorem: Schulze method is monotonic.

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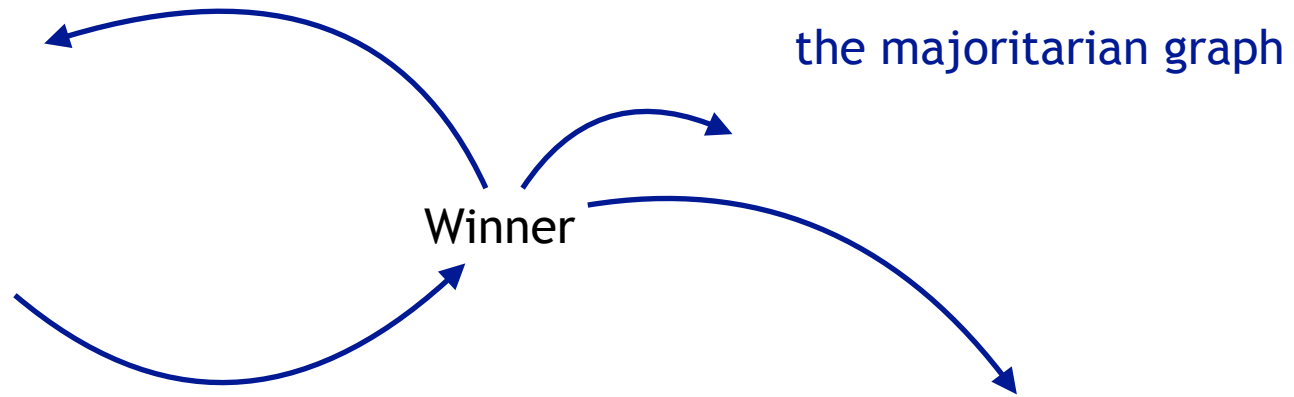
In our example it selects the ranking $C \succ B \succ A$.

5					6						4				2	
v1	v2	v3	v4	v5	v6	v7	v8	v9	v10	v11	v12	v13	v14	v15	v16	v17
A	A	A	A	A	C	C	C	C	C	C	B	B	B	B	B	B
C	C	C	C	C	B	B	B	B	B	B	A	A	A	A	C	C
B	B	B	B	B	A	A	A	A	A	A	C	C	C	C	A	A

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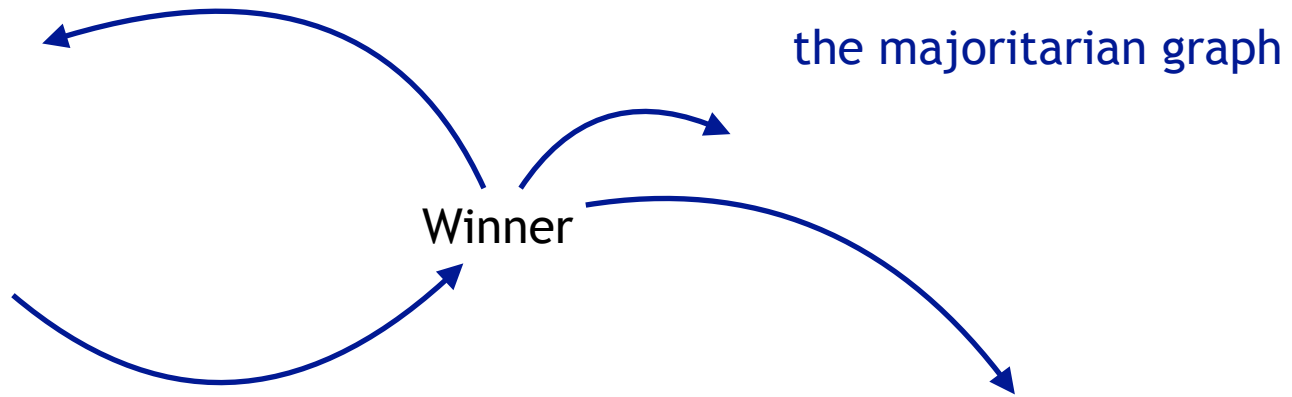
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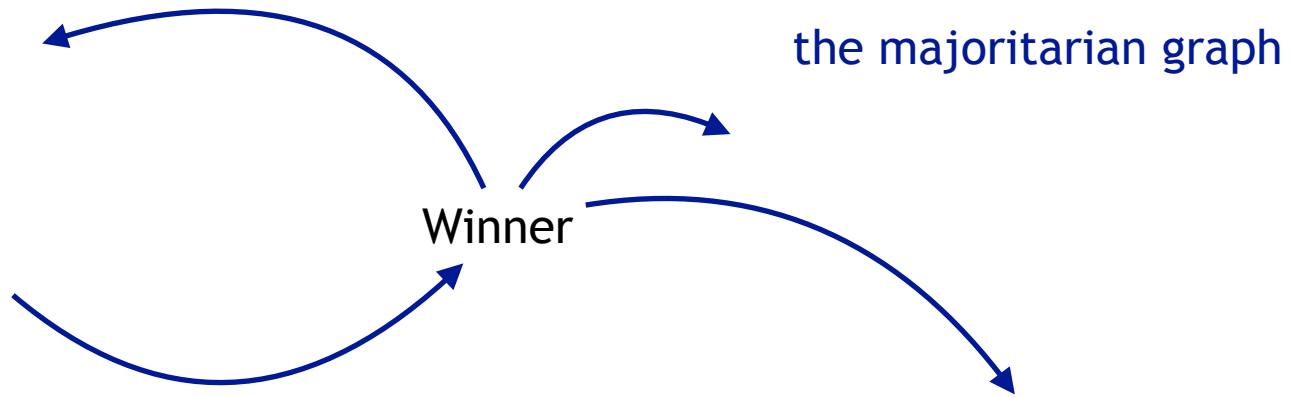


The swap only changes the edges going in and out of the winner.

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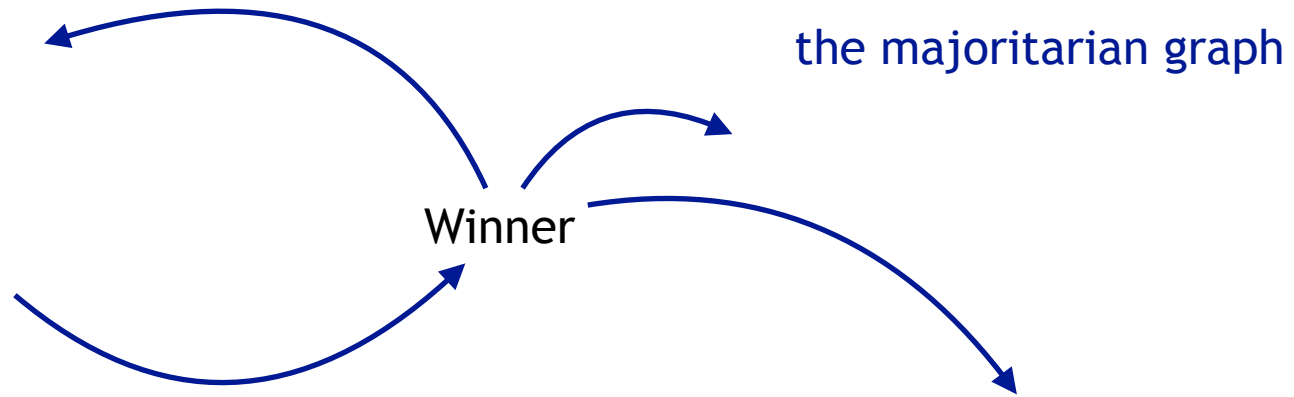
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Each path from the winner that does not repeat vertices can only improve.

A path to the winner can only loose.

So which rule is the best?

No-show paradox

A voting rule \mathcal{R} satisfies **participation** if each voter always weakly prefers voting to not voting, i.e., for each preference profile P it holds that $\mathcal{R}(P) \succsim_i \mathcal{R}(P_{-i})$, where P_{-i} is the profile P with vote v_i removed.

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v1	v2	v3	v4	v5
A	B	C	B	B
B	C	B	A	C
C	A	A	C	A

Assume that **A** is a winner

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v1	v2	v3	v4	v5	v6
A	B	C	B	B	B
B	C	B	A	C	A
C	A	A	C	A	C

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B	C	B	A	C
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v1	v2	v3	v4	v5	v6
A	B	C	B	B	B
B	C	B	A	C	A
C	A	A	C	A	C

Then here **A** or **B** must win.

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Theorem: no Condorcet rule satisfies participation.

So which rule is the best?

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2	3	3	2
A	B	C	D
B	D	A	C
D	C	B	A
C	A	D	B

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case 1: A or B wins

2	3	3	2
A	B	C	D
B	D	A	C
D	C	B	A
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case 1: A or B wins

+

2
A
B
C
D

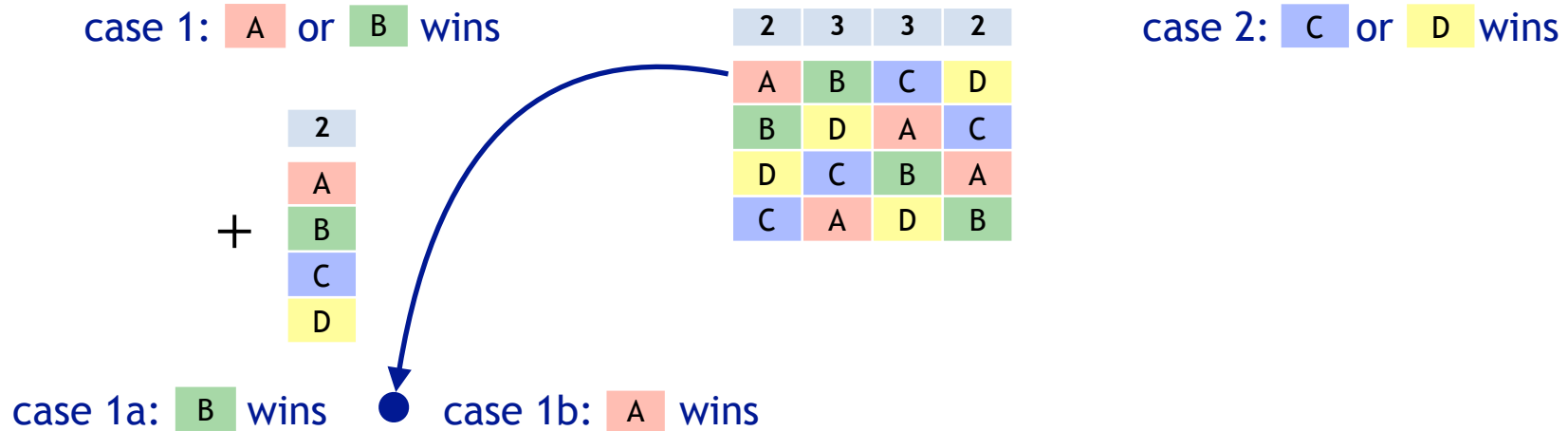


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B	D	A	C
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So which rule is the best?

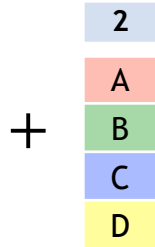
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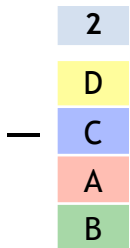


2	3	3	2
A	B	C	D
B	D	A	C
D	C	B	A
C	A	D	B

case 2: C or D wins

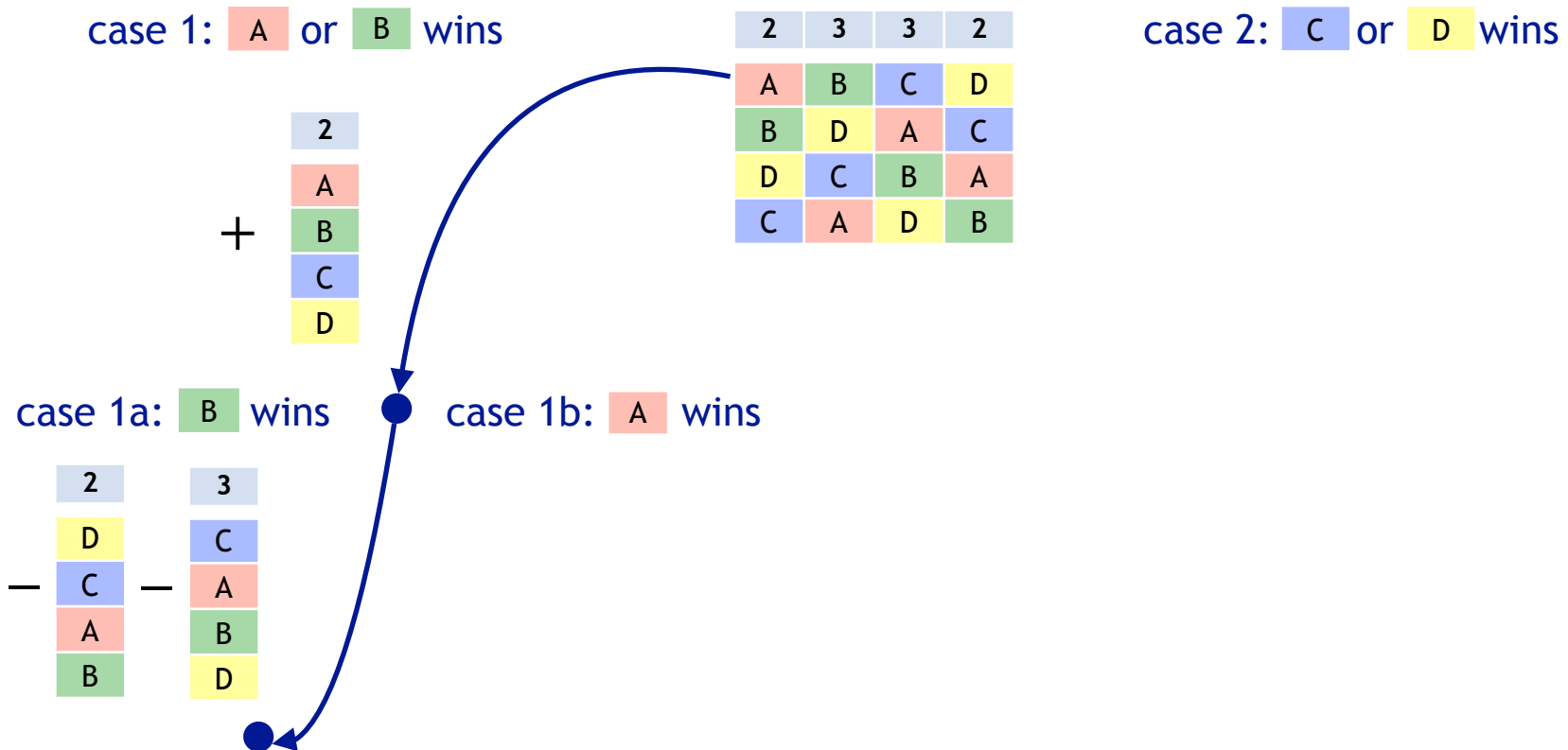
case 1a: B wins

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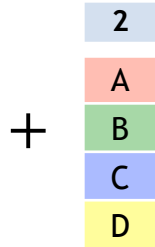
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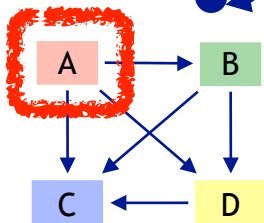
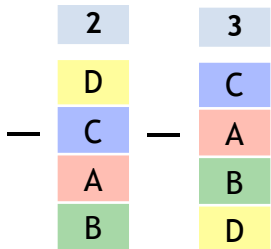


2	3	3	2
A	B	C	D
B	D	A	C
D	C	B	A
C	A	D	B

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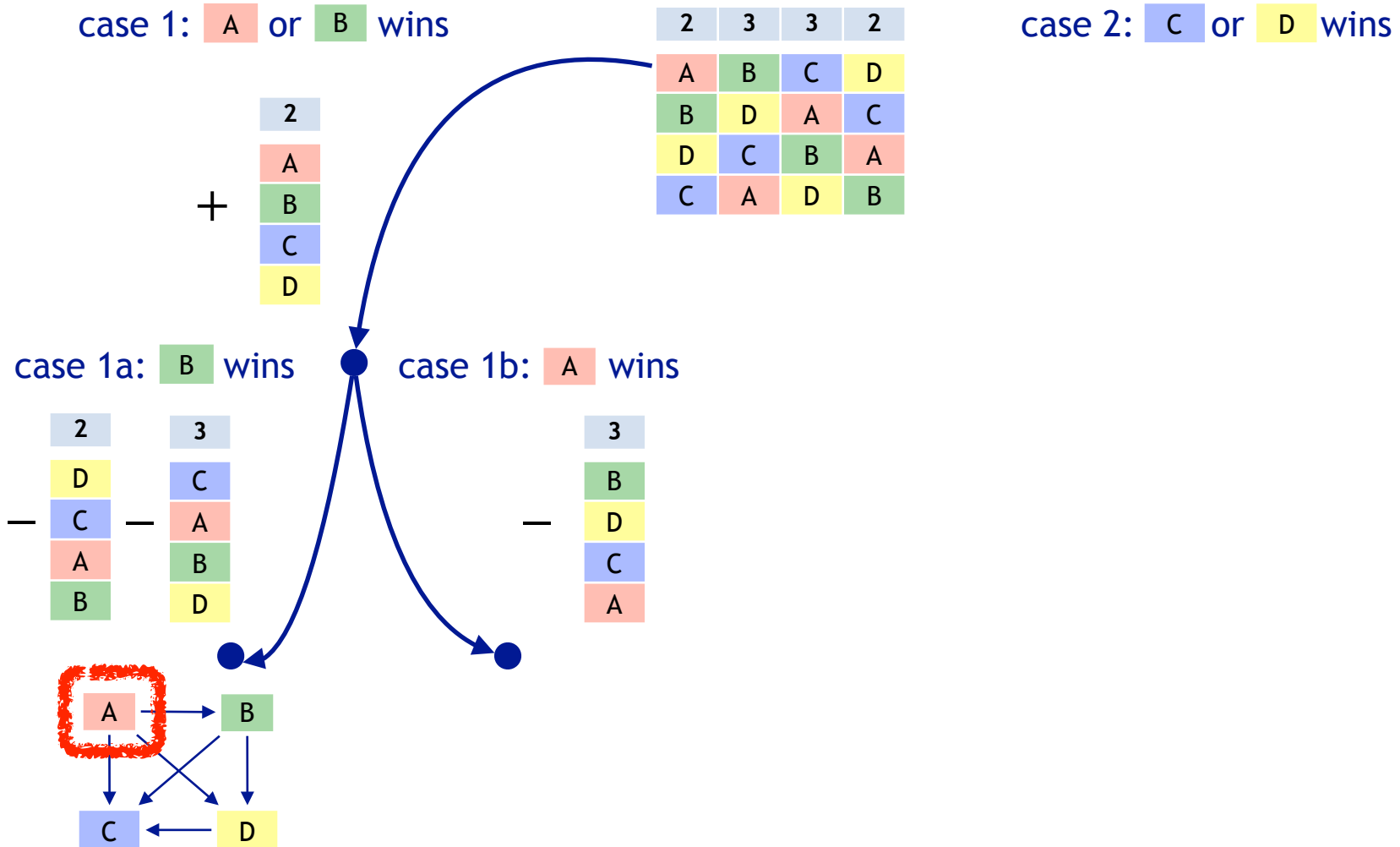
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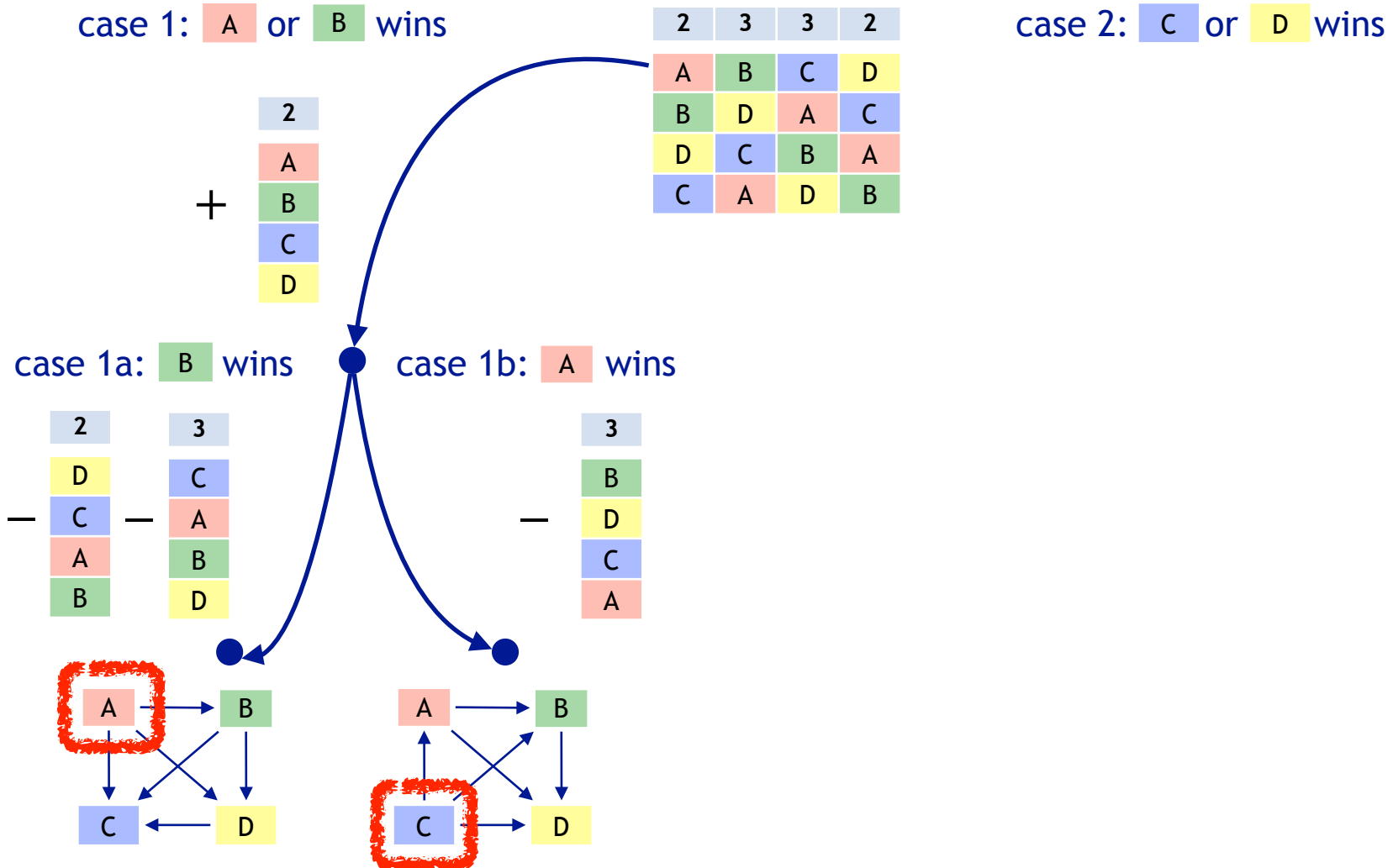
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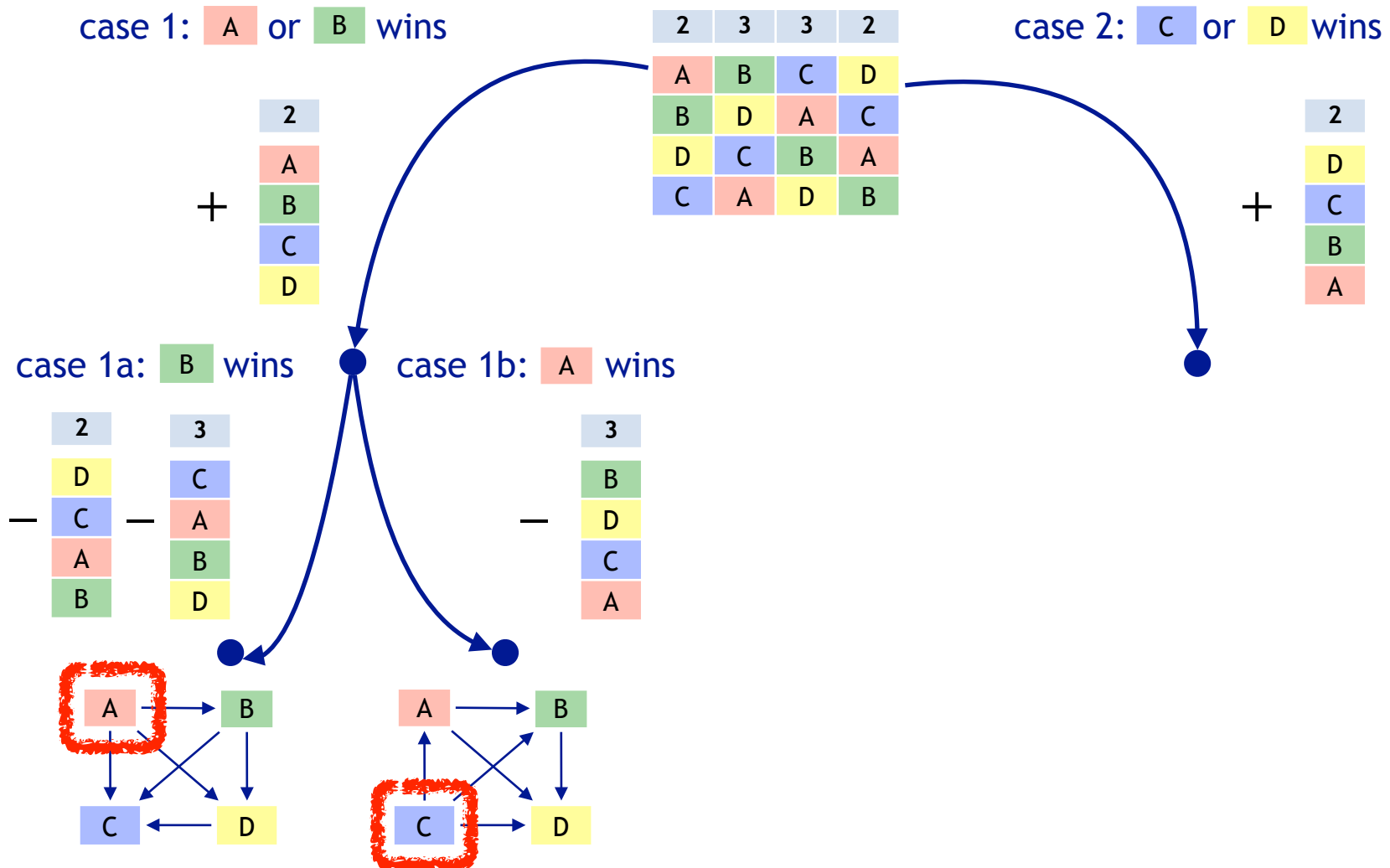
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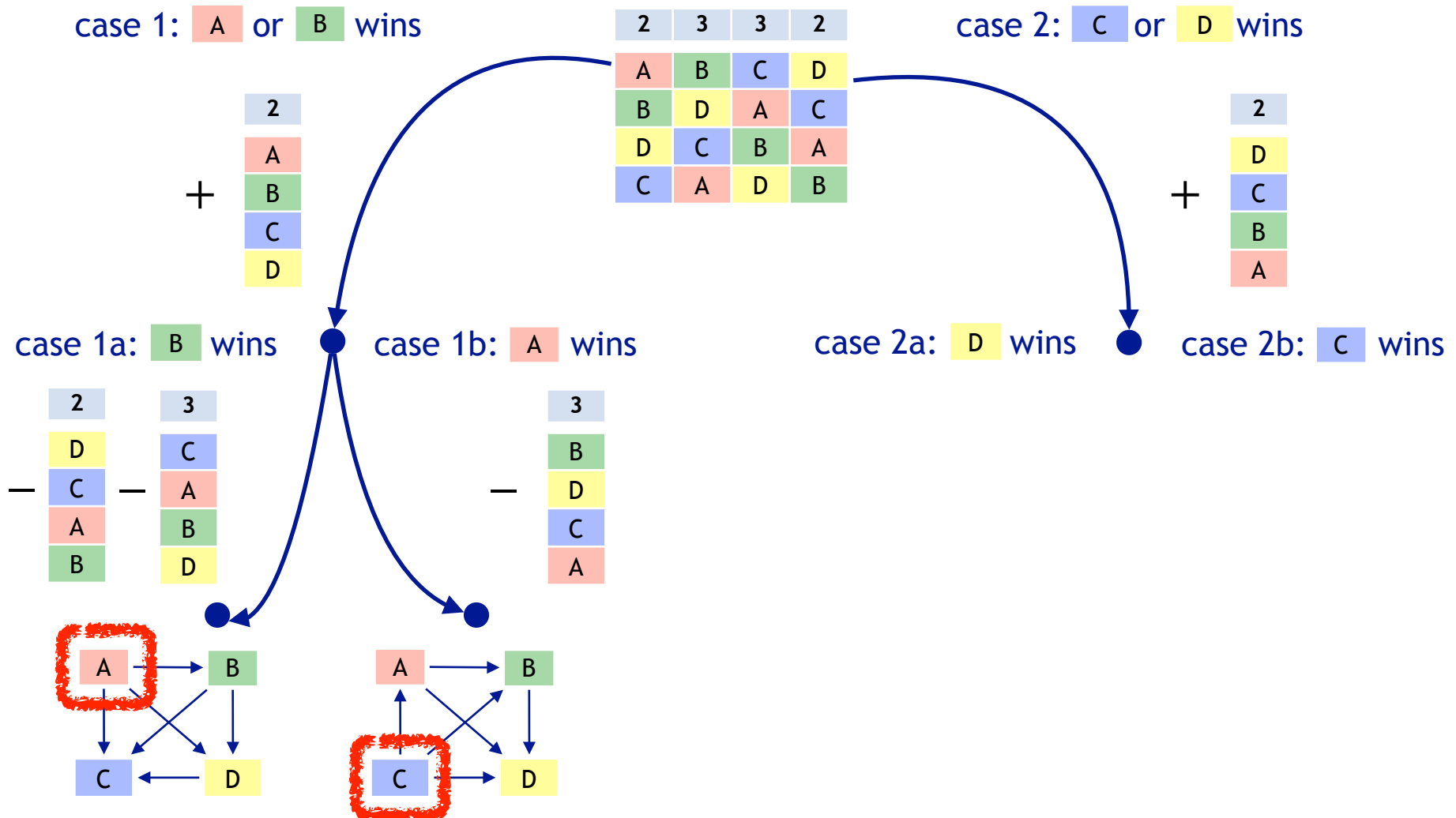
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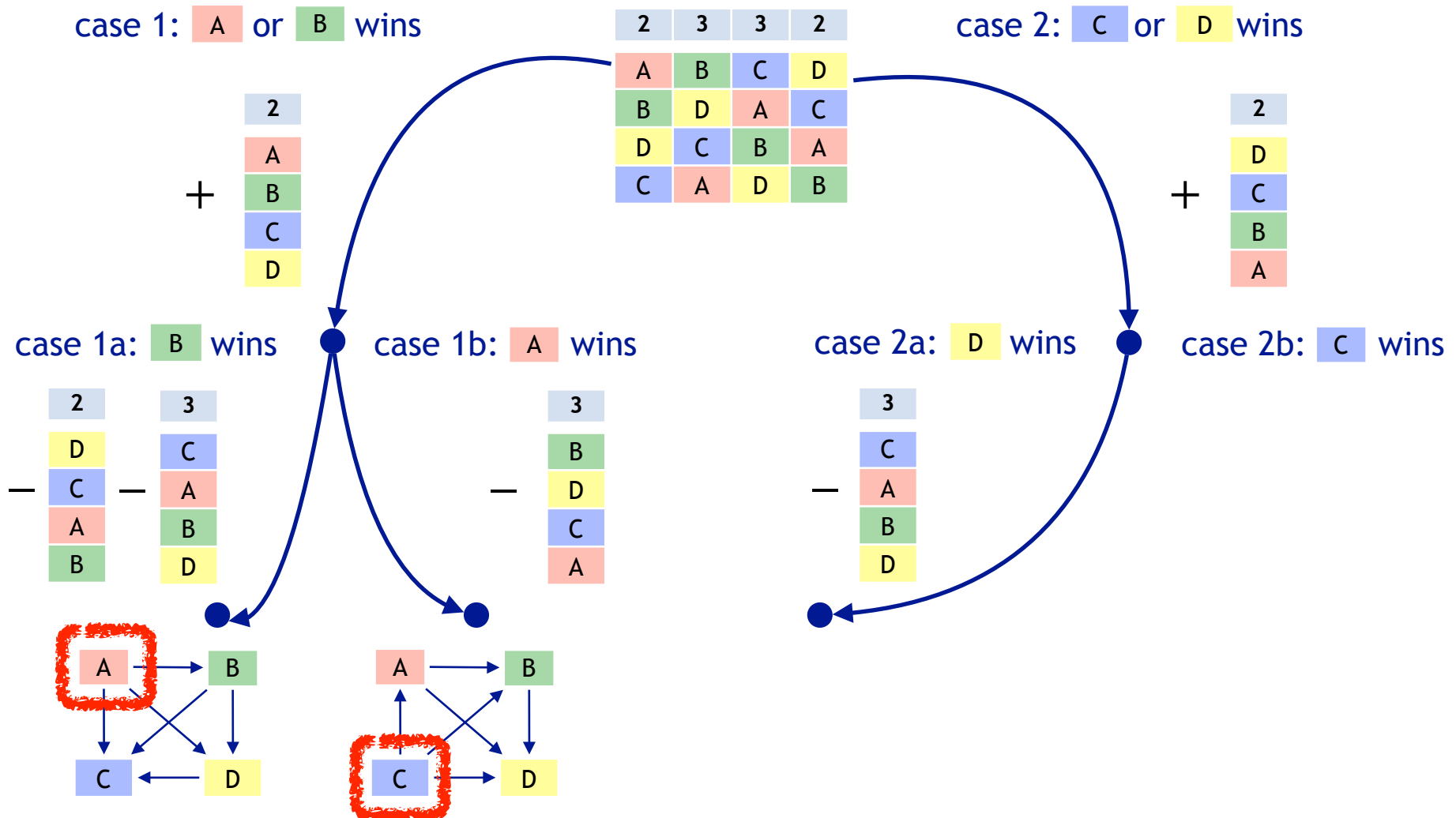
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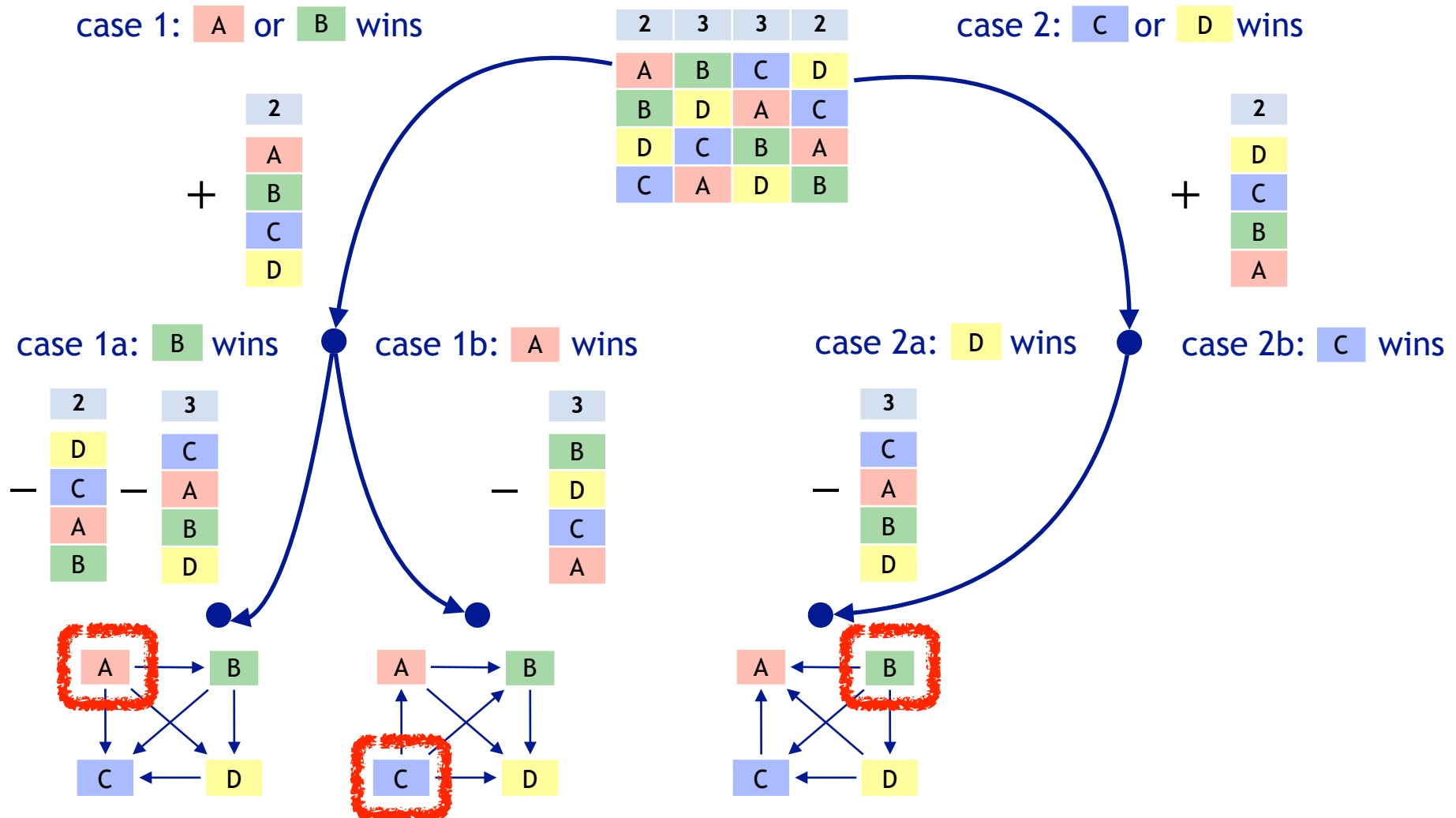
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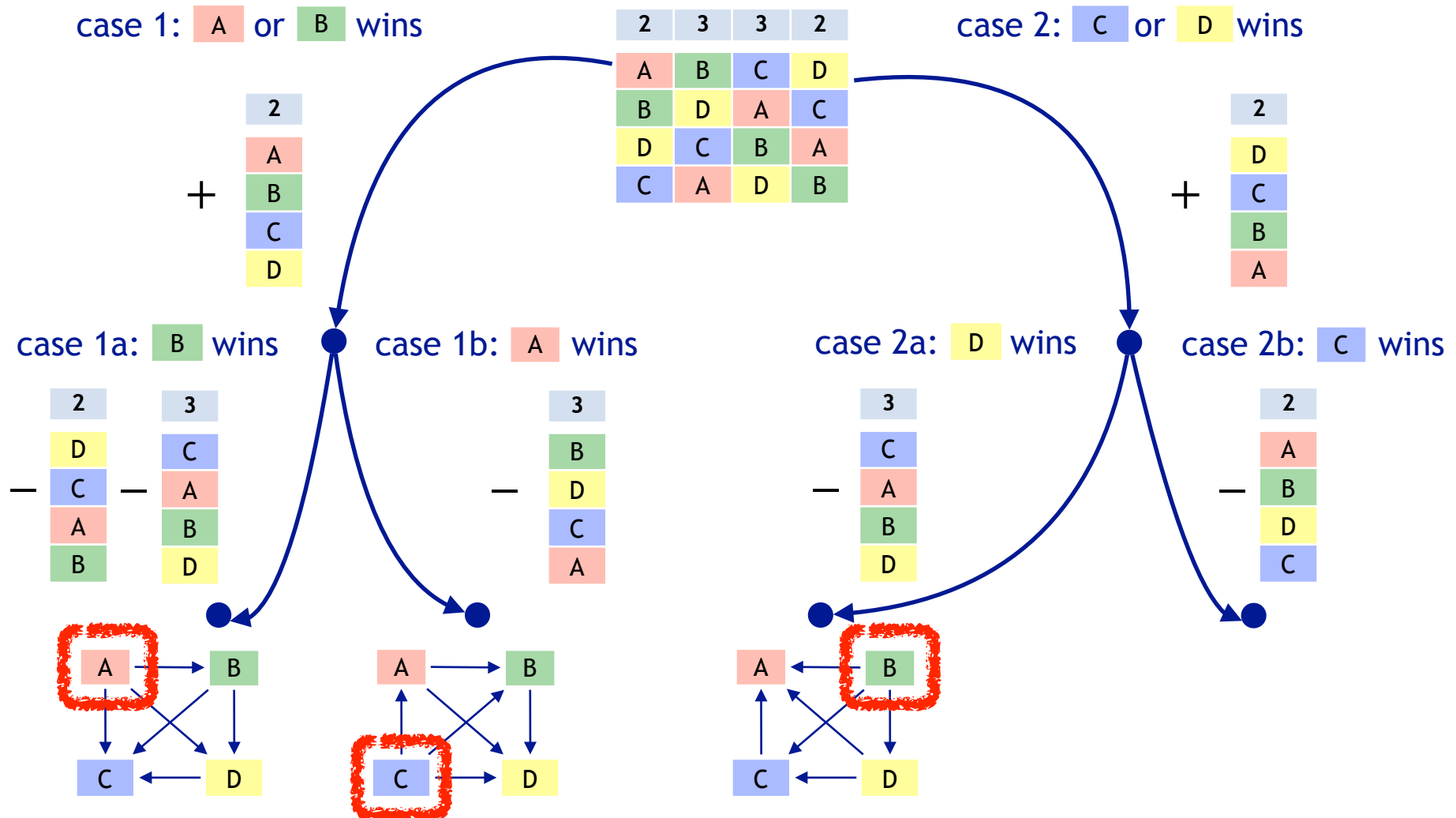
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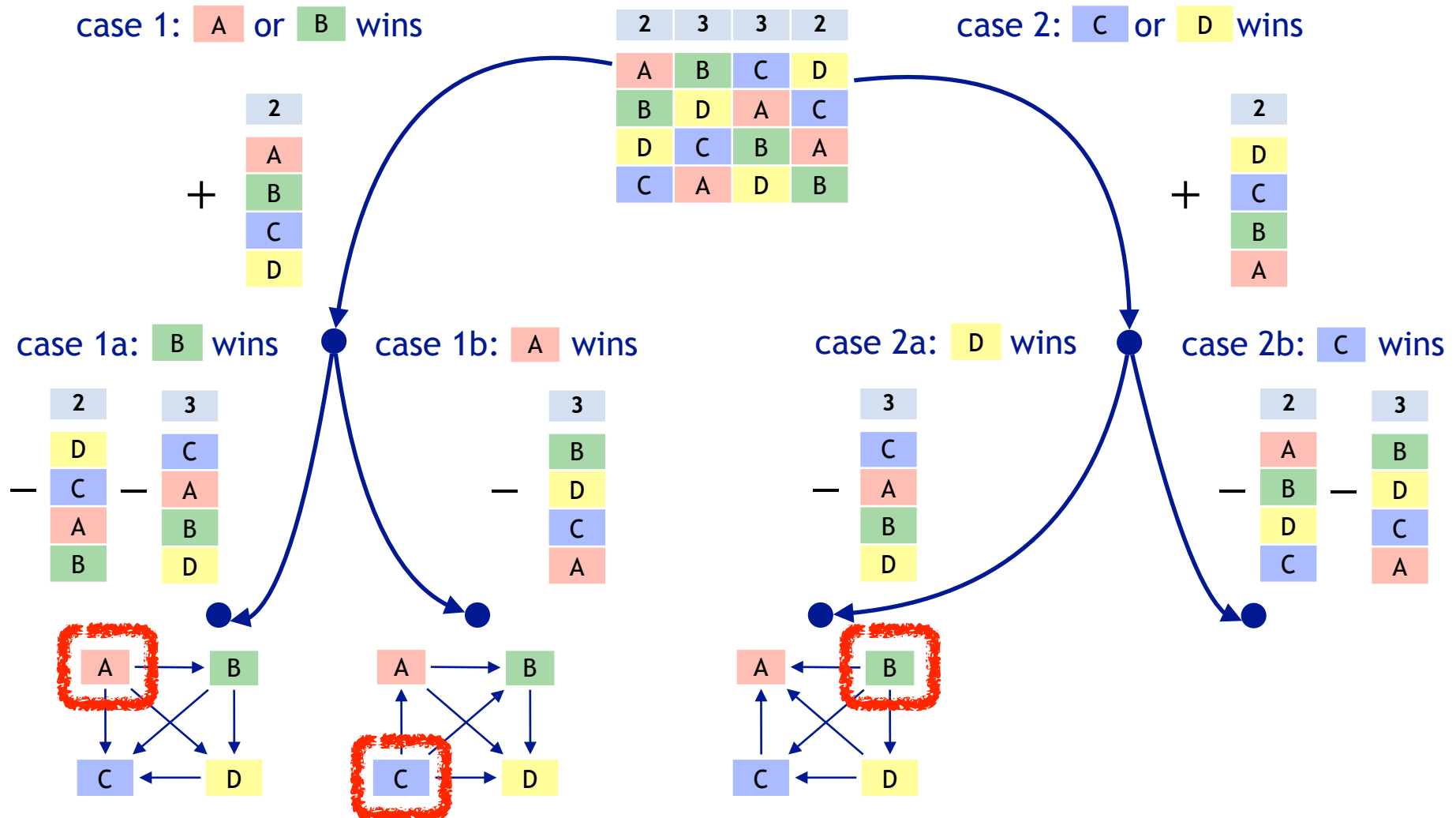
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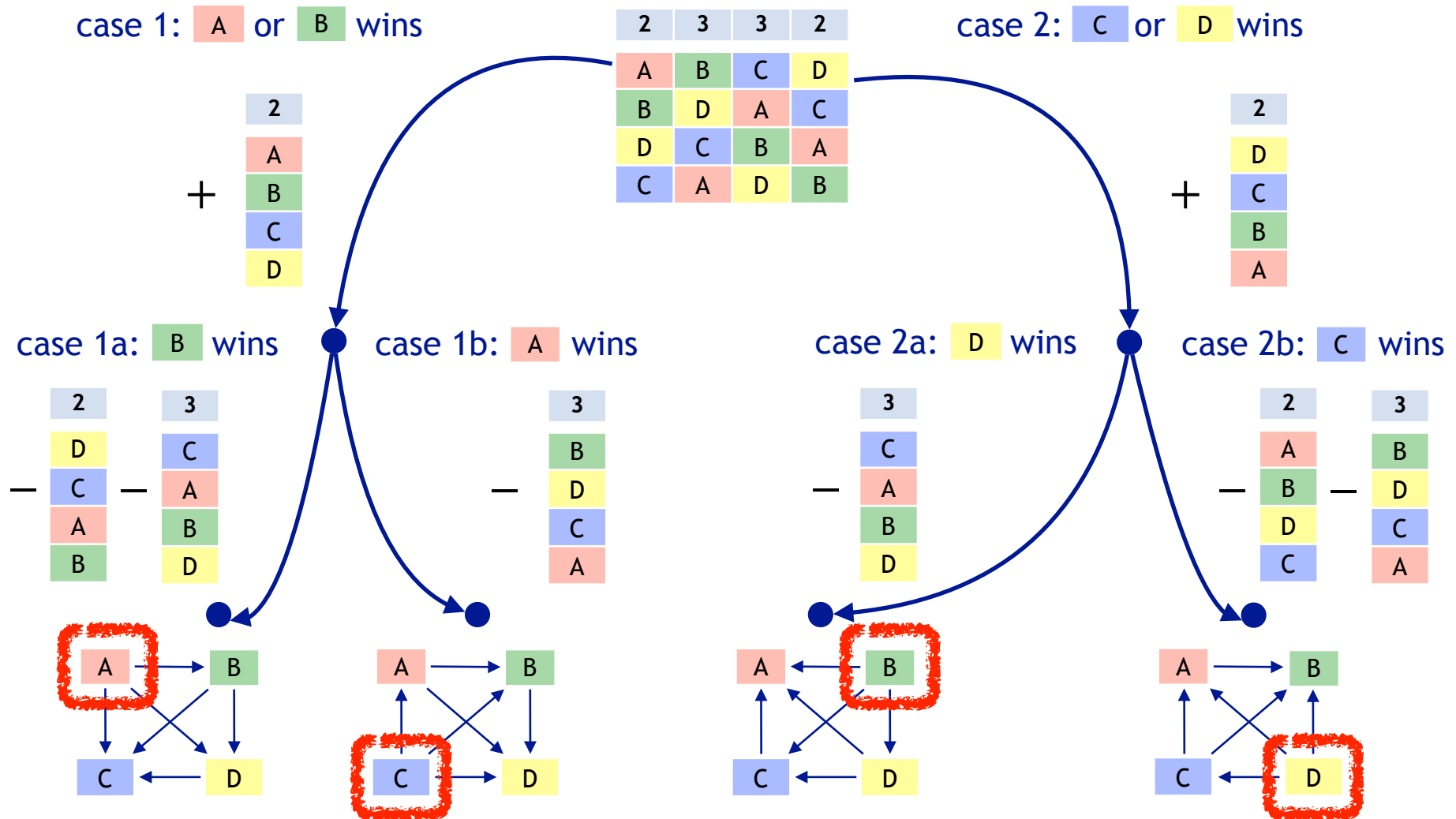
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v1	v2	v3	v4	v5
A	A	C	A	B
B	C	B	B	C
C	B	A	C	A

v6	v7	v8	v9	V10
C	C	B	B	B
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Beautiful, but very complex proof.

Approval voting: a different approach

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A	✗		✗		✗		✗	✗		✗
B		✗		✗		✗		✗	✗	
C	✗			✗			✗	✗		
D			✗		✗				✗	
E	✗		✗	✗						✗

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A	✗		✗		✗		✗	✗		✗
B		✗		✗		✗		✗	✗	
C	✗			✗			✗	✗		
D			✗		✗				✗	
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B		✗		✗		✗		✗	✗		5
C	✗			✗			✗	✗			4
D			✗		✗				✗		3
E	✗		✗	✗						✗	4

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C	✗			✗			✗	✗			4
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E	✗		✗	✗						✗	4

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4. **Reduces negative campaigning** (which might positively affect participation).

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In practice **cloneproofness is a very important property**, and scoring rules are prone to cloning. Therefore:

1. **The Schulze method has very good properties**, and I would recommend it, if our goal is to find **consensus candidates**.
2. If we want to put **more weight to the higher positions** in rankings, then **Single Transferrable Vote is a good choice**.

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There is no single answer and each rule suffers from paradoxes.

In most cases you can choose one of these three options:

- Approval Voting
- The Schulze method
- Single Transferrable Vote

An interesting experiment

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No one approved Plurality!

Resources

An application you can use to organise voting: <https://whale5.noiraudes.net/>

A simpler application for playing with voting rules: <https://voting.ml/>

The Wikipedia article about [the Schulze method](#).

Further reading (for advanced):

Kenneth J. Arrow, Amartya K. Sen and Kotaro Suzumura. [Handbook of Social Choice and Welfare](#). 2002.