TOPIC 01 // LESSON 02

Discrete Math

LESSON 2

Insincere voting: aka "strategic voting"

Switching votes so that they are not "wasted"

All voting methods are "manipulatable" and can be affected by insincere voting.

Note: "plurality method" is the one that is most easily manipulated.

Ex. Ralph Nadar 2000, 2004

Insincere voting hurts small parties and independents

[5% to qualify for federal funds]

BORDA COUNT METHOD

Each place is assigned points

Last place = 1 pt, 2nd place to last = 2pt,...,

1st place = "N" points where N is the number of candidates

	14	10	8	4	1
1	Α	C	D	В	С
2	В	В	C	D	D
3	С	D	В	С	В
4	D	Α	Α	Α	Α

Winner is the best average ranking [best compromise candidate]

EX 1.6 PRINCIPAL A, B, C, AND D

		6	2	3
	1	Α	В	С
	2	В	С	D
	3	С	D	В
1x	4	D	Α	Α

The Winner is....

Principal B

[with 32 points]

Q: What about Principal A?

29 points, but $^{6}/_{11}$.

A is the Majority candidate and Condorcet C

Q: Violates two criteria of fairness

1. Majority Criterion 2. Condorcet Criterion

	6	2	3
1	Α	В	С
2	В	С	D
3	С	D	В
4	D	Α	Α

Borda Count Method is considered

One of the best!

It is used in:

Heismann Trophy, NBA Rookie of the Year, NFL MVP, Music Industry Awards, hiring principals, university presidents, and corporate executives

PLURALITY W/ ELIMINATION AKA INSTANT RUNOFF VOTING [IRV]

Q: How does one get a majority with 3 or more candidate?

A: eliminate the lowest and have a runoff

A₂: use preference ballots so that IRV is possible

IRV process:

- 1. Count 1st place
 - 1. Majority wins or eliminate lowest

2. Cross out eliminated names and move up. Recount

3. Repeat

IRV

Lets try it

	14	10	8	4	1
1	Α	С	D	В	C
2	В	В	C	D	D
3	С	D	В	С	В
4	D	Α	Α	Α	Α

The winner is..

