

A strategy for cod4lib voting, and some suggestions for improvement

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Multiple winner election

- Voting for c4I talks is like electing a parliament.
- 'Majoritarian': top-rated talks are chosen
- with no representation for small parties.
- Each voter is given unlimited votes, and can assign them 0-3 for each talk.

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Plurality-at-large

- Electing n winners.
- Each voter gets n votes to divide among candidates, 1 per candidate.
- Highest votes win.

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Cumulative voting example

Cumulative Ballot

You may offer up to 3 votes.

1	2	3	
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Joe Smith
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Henry Ford
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Jane Doe
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fred Rubble
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Mary Hill

RESULT:
2 votes for Ford
1 vote for Hill

(from Wikipedia)

c4l voting

- c4l voting allows 0-3 points for each talk
- no limit

c4i voting

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Hacking

- Assume that as a voter you can provide a ranking of all talks
- $A < B < C$
- As a voter, all you care about is seeing the talks you want to see.

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- Choose your top 22 talks
- Given them each 3 votes
- Every other talk gets nothing

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What now?

If everybody follows this strategy,
c4l voting is reduced to plurality-at-large,
because everybody will do this.

- Limit points users can assign (to number of candidates)
- and/or only allow users to give one vote (point) to each talk
- Or adopt a proportional representation system.

Szpiro, George. *Numbers Rule: The Vexing Mathematics of Democracy*. Princeton, 2010.

http://en.wikipedia.org/wiki/Voting_systems