

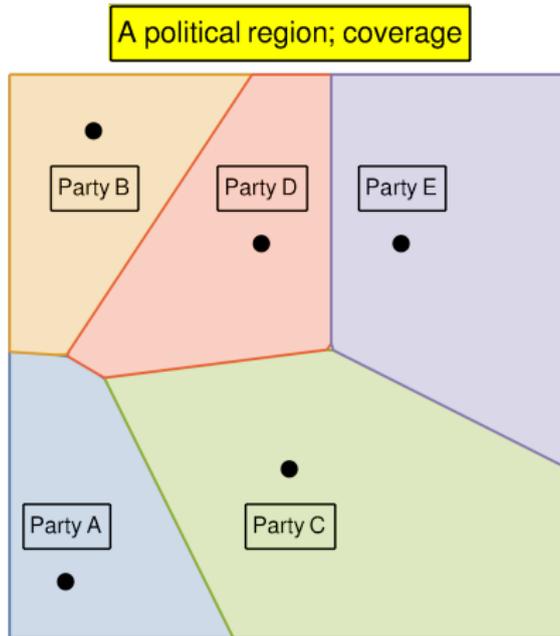
## What is...Arrow's theorem?

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Or: Why voting is always flawed (and is still a good idea)

## Parties and Voronoi diagrams

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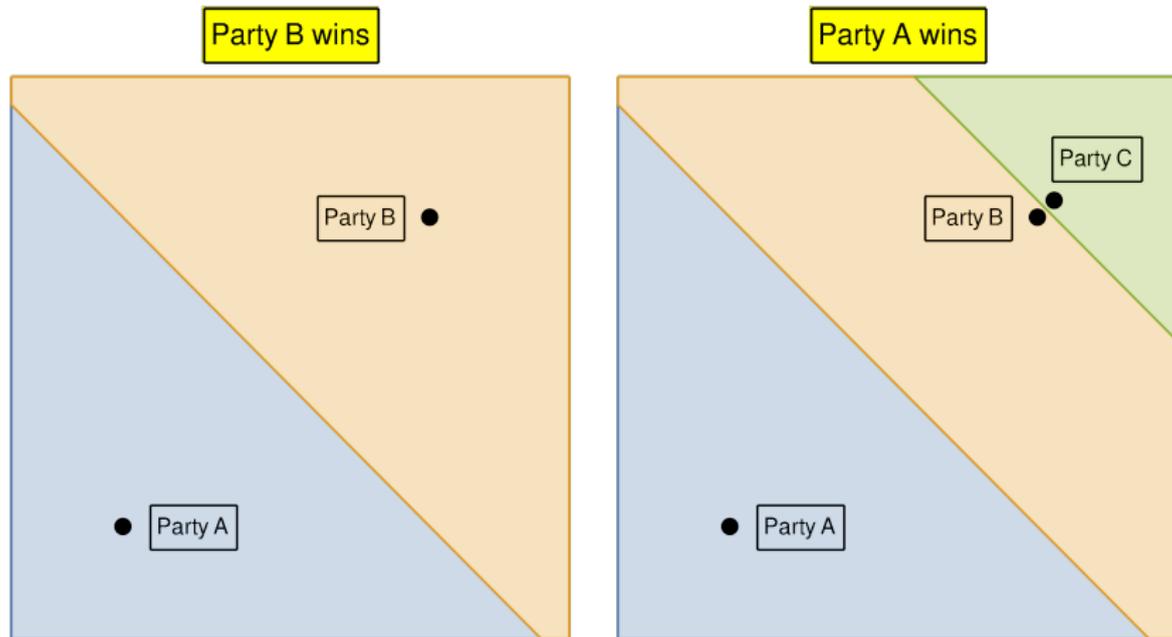


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Point  $(0.1, 0.6)$  means 10% Agreement with statement X, 60% Agreement with statement Y, the dots represent the parties, the regions their voter coverage

## This is not transitive...?

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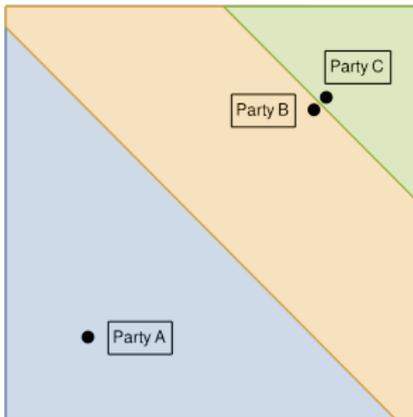


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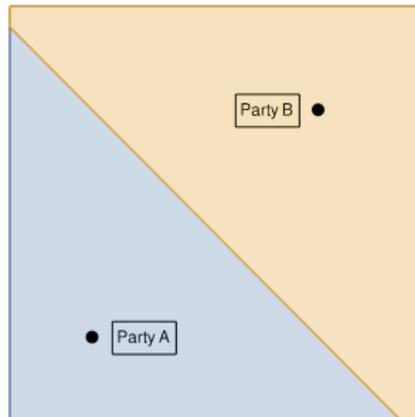
Even in the right picture the majority prefers  $B > A$

# Condorcet's paradox in action

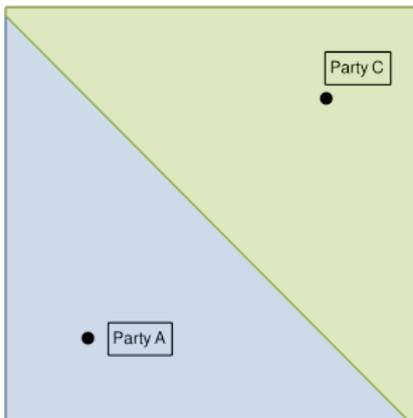
All together; A wins



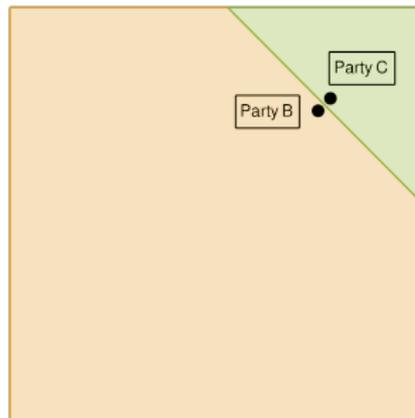
A and B; B wins



A and C; C wins



B and C; B wins



## Enter, the theorem! (A short version of it.)

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Say we have at least 3 choices and voters. Then there is no rank-order electoral system except 'Dictatorship' that satisfies the "fairness" criteria:

- (a) If every voter prefers alternative A over alternative B, then the group prefers A over B

Sounds innocent, is mostly innocent

- (b) If every voter's preference between A and B remains unchanged, then the group's preference between A and B will also remain unchanged

Sounds innocent, but it is not

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Democracy and voting are still very important and good!

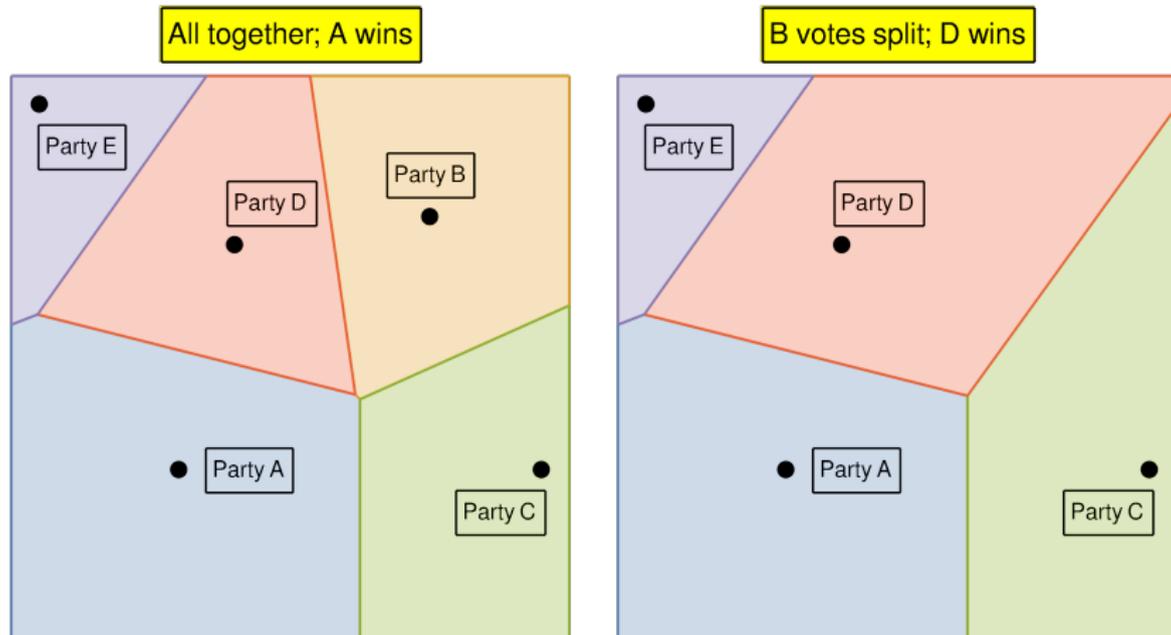
Most systems are not going to work badly all of the time

All I proved is that all can work badly at times

(Arrow)

# Gibbard–Satterthwaite theorem, a.k.a. tactical voting exists

All 'Non-dictatorships' are manipulable



So voting is part of game-theory...

**Thank you for your attention!**

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I hope that was of some help.