

# CSE 303: Concepts and Tools for Software Development

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Spring 2007

Lecture 20— Societal Implications: Voting (Preferences and Security)

# Discussion

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A mix of discussion and some “fascinating things” about voting.

Two pretty different issues:

1. What should the rules for an election be?
  - beside political and philosophical issues, there are mathematical and economic ones (and CS contributes a lot to discrete math)
  - locally relevant (e.g., new Washington primary system)
2. What technology should we use to run elections well?
  - In particular, should we use computers to tally votes.
  - locally relevant (e.g., 2004 Washington governor election)

The first is “more theory”,  
the second is “mostly systems with some theory”.

# Elections in general

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- Individual preferences  $\rightarrow$  community choice
  - the arrow is the “social-choice function”
- There are many questions even before we decide how preferences are stated and the function is chosen:
  - Districts vs. proportional representation
  - Length of term, number of offices
  - Time between runoffs
  - Nomination process
  - ...
- To stick to a simple setting, let’s assume  $n$  choices, exactly one of which “wins”.

## Some “bad” situations

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Simple social-choice functions seem to do badly:

- plurality, majority, two-party nominations
  - issues: “wasted votes”, clones, ...
- voter’s paradoxes

Instant run-off voting (political issue: no deliberation)

- Still has shortcomings

Arrow’s Theorem (a Nobel prize in Economics): An impossibility result! (Cannot have a social-choice function that ranks  $\geq 3$  choices among  $\geq 2$  voters and *allows any input*, is *deterministic*, *allows any outcome*, *disallows dictators*, is *monotonic* (preferences only help), and *is consistent for all subsets*)

## It's worse

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And we've been assuming:

- each voter's vote is equally valuable (utilitarians would disagree)
- voter's preferences are "equally spaced"

Does it help to give each person 100 votes?

Should it be easy or hard to vote?

Bottom line: There is discrete math here; computational economics is a hot area.

Also: Political elections may never change, but there is on-line voting (often by computers) everywhere!

# Ballot Properties

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After deciding a voting method, there are still questions like “can votes be sold”, “should ballots be secret”, etc.

- Repudiation (secrecy)
- Auditability
- Accuracy
- Transparency (know they are accurate)
- Robust to small errors
- Robust to security attack

The paper-ballot method (properly executed) meets these goals, largely because we trust paper and physically observed locked boxes.

# Electronic Voting

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Why is going paperless dangerous?

Why is handing people a receipt showing who they voted for not a solution?

How are the security issues different than when writing desktop software?

How are the security issues different than when writing airplane code?

How are the security issues different than when writing banking code?