

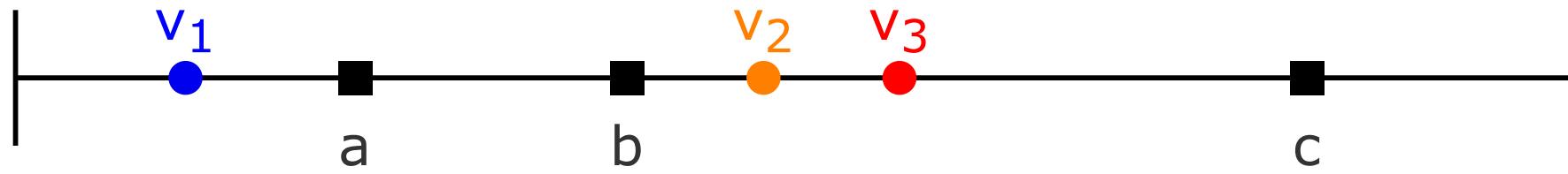
# Algorithms For Democratic Decision-Making

Jamie Tucker-Foltz • Yale University • Spring 2026

Lecture 6: **Distance-Based Preferences**

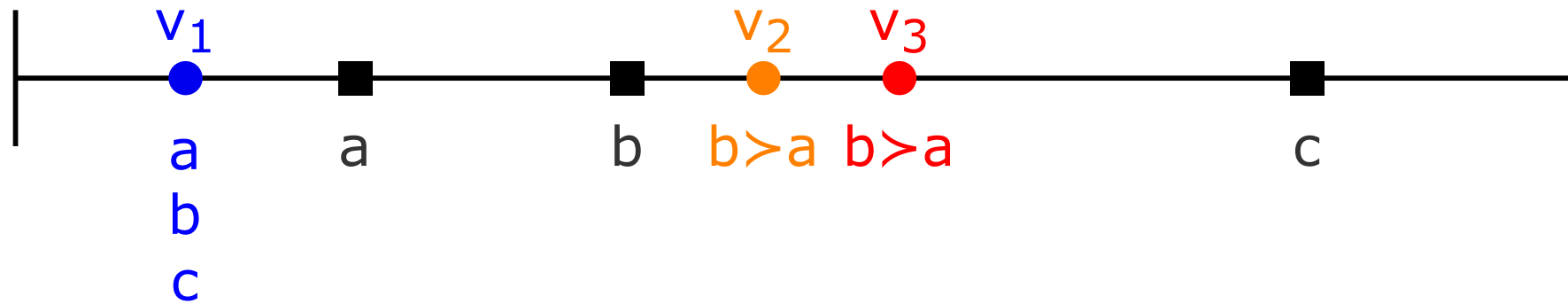
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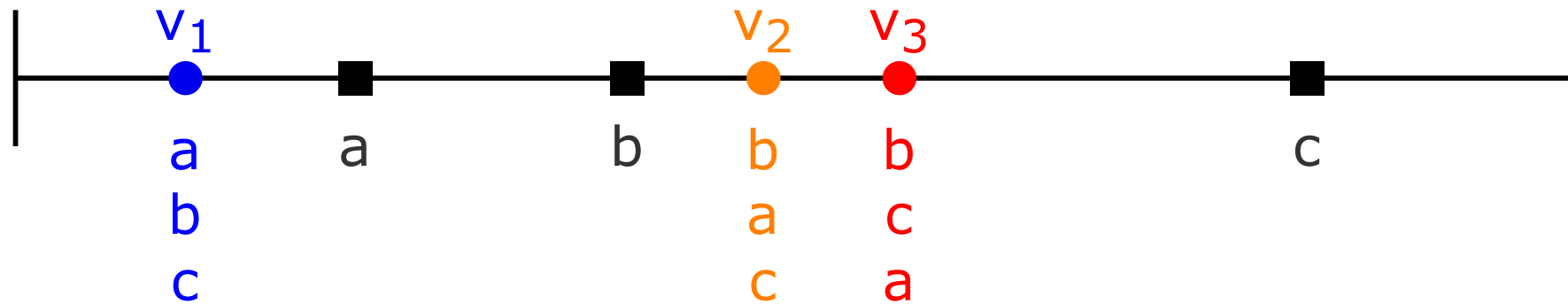


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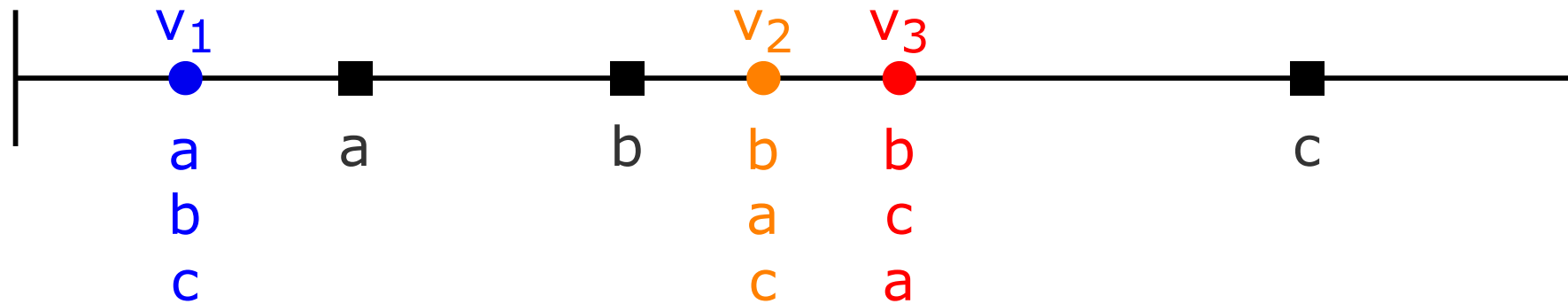


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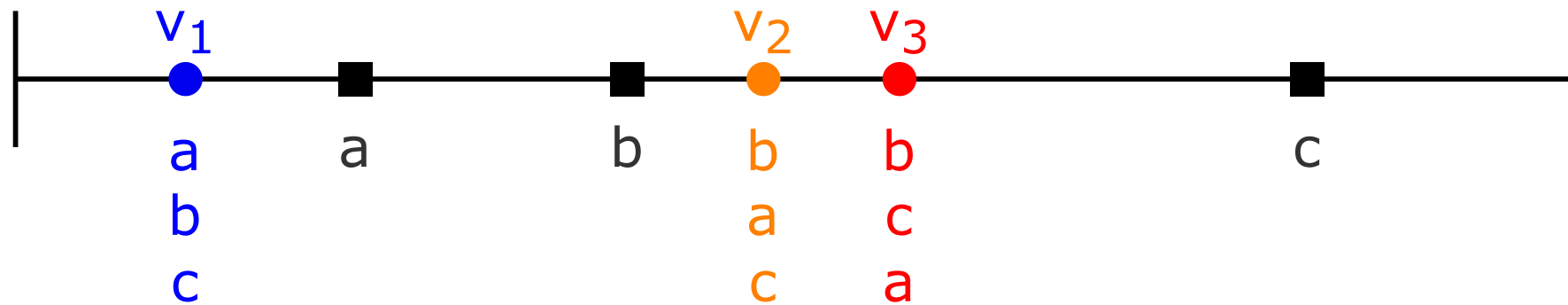


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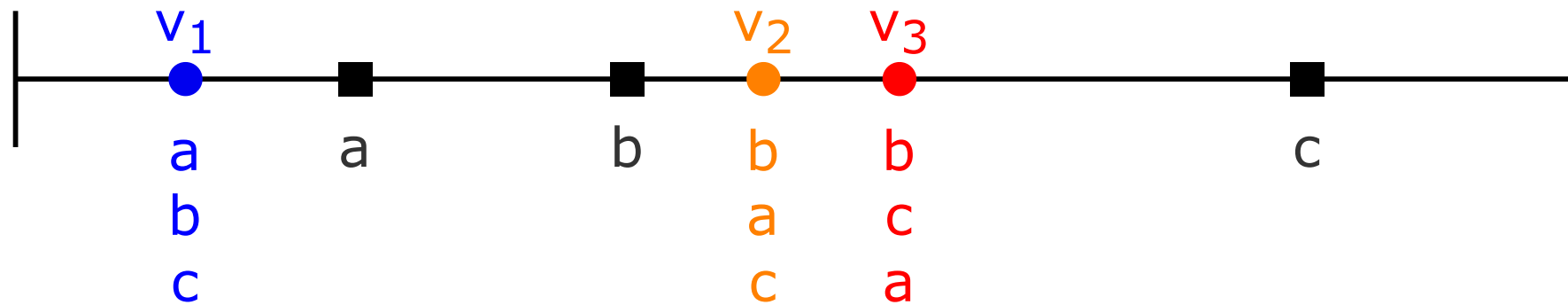
[pollev.com/jtuckerfoltz255](https://pollev.com/jtuckerfoltz255) or

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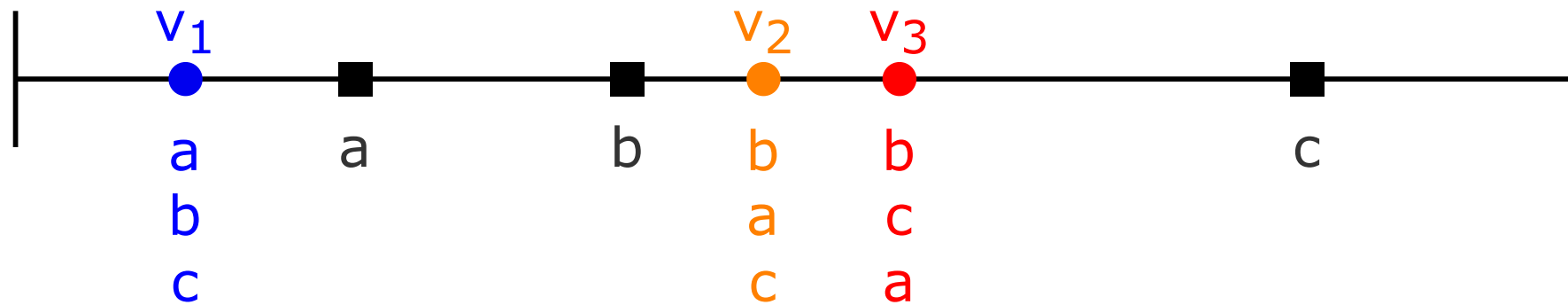
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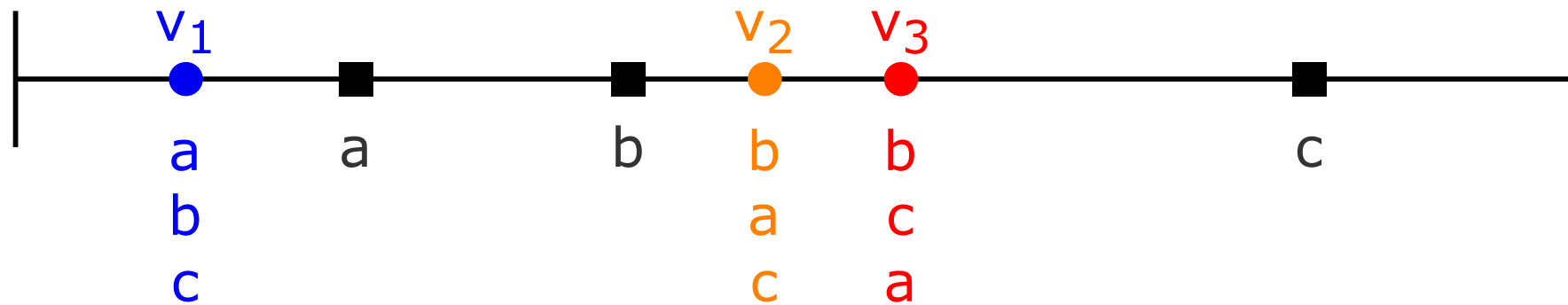
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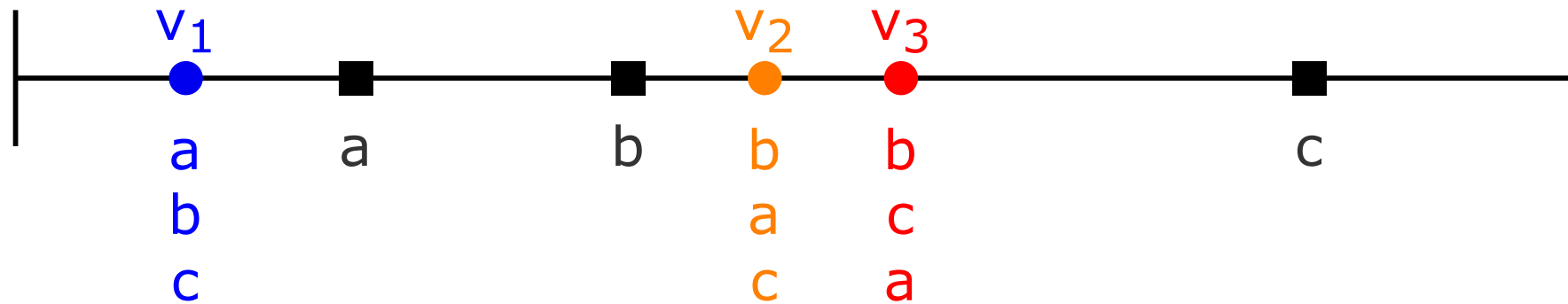
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## **Median Voter Theorem (Black, 1948)**

*Assuming 1 and 2, the candidate most preferred by the median voter is a Condorcet winner.*

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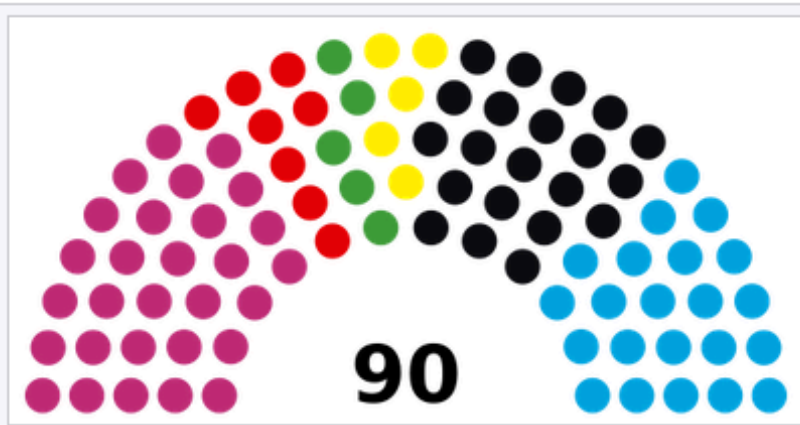
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## Median Voter Theorem (Black, 1948)

*Assuming 1 and 2, the candidate most preferred by the median voter is a Condorcet winner.*

- Voters left of  $v_2$  prefer  $b$  to  $c$  since  $v_2$  does.
- Voters right of  $v_2$  prefer  $b$  to  $a$  since  $v_2$  does.

# The Median Voter Theorem in practice



Composition of the Landtag of Thuringia after the 2019 state election







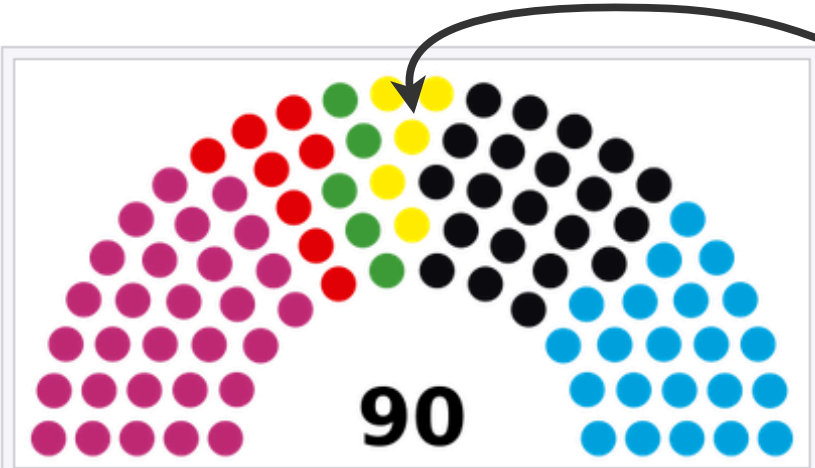
-  The Left (Die Linke): 29 seats
-  Social Democratic Party (SPD): 8 seats
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Image credit:  
[Wikipedia](#)

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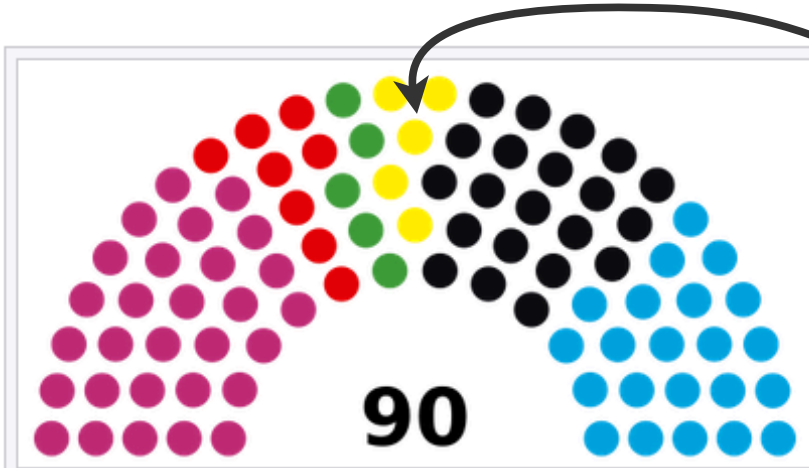
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

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Image credit: [Wikipedia](https://en.wikipedia.org/wiki/Thuringia)



## Germany AfD: Thuringia PM quits amid fury over far right

6 February 2020

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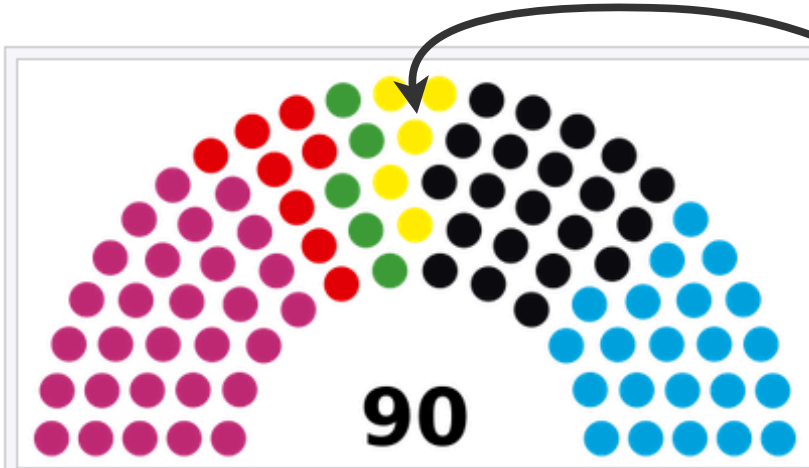
There was shock as the new state premier, Thomas Kemmerich (left), shook hands with local AfD leader Björn Höcke

**A German state premier elected with the help of the far-right AfD says he is resigning to pave the way for fresh elections.**







The election of liberal leader Thomas Kemmerich in the eastern state of Thuringia prompted national outrage.

"Resignation is unavoidable," he said. For years Germany's main parties have shunned Alternative for Germany (AfD).

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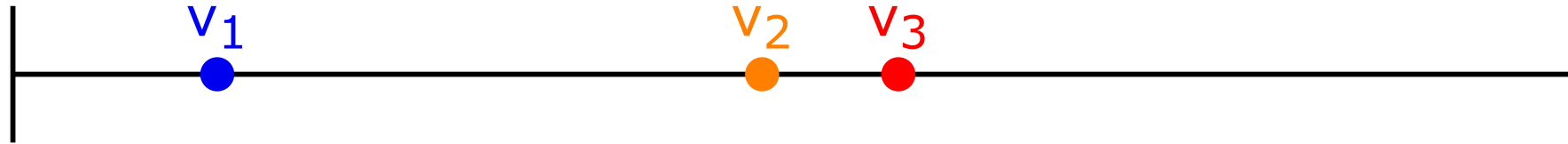
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"... the Liberal Free Democrats (FDP) had just 5% of the vote, barely scraping into the local parliament...  
But on Wednesday, in the secret vote to pick the leader of the government, Mr Kemmerich of the FDP beat Die Linke's leader Bodo Ramelow by 45 votes to 44 - thanks to votes from the AfD." - BBC News

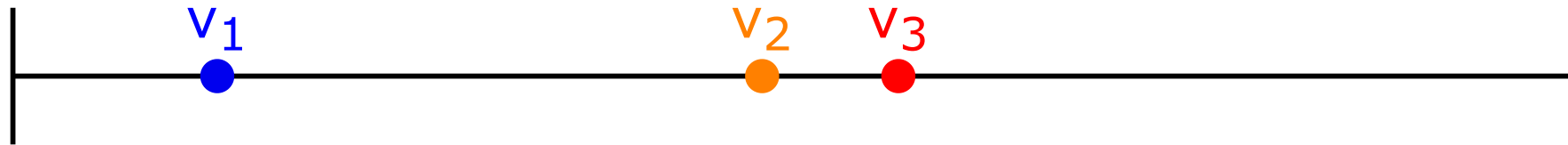
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Now assume the set of candidates is the entire real line, and a voter's disutility from a point is their distance.



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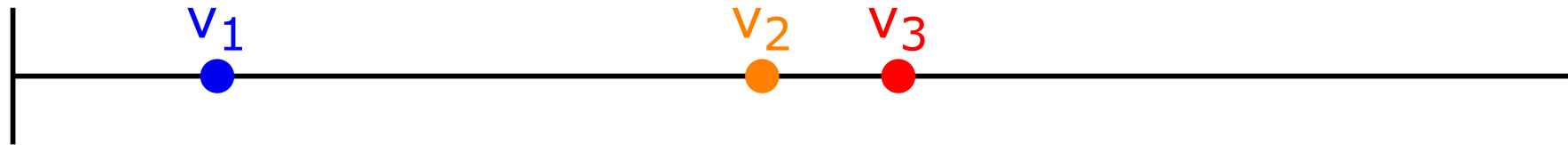
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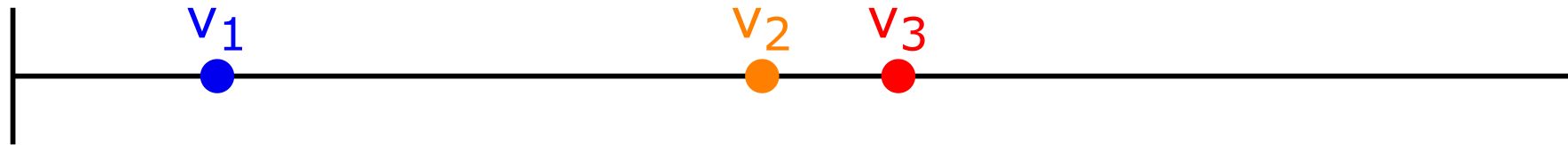


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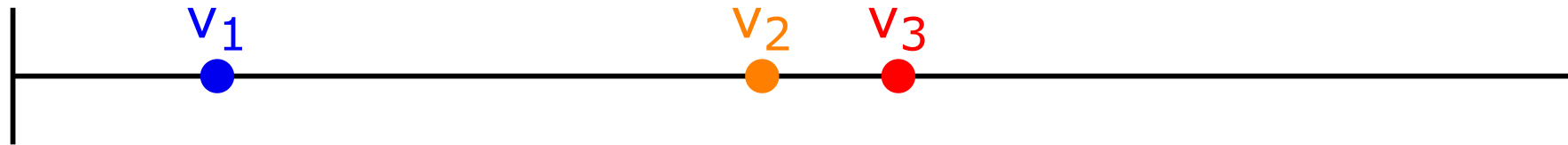
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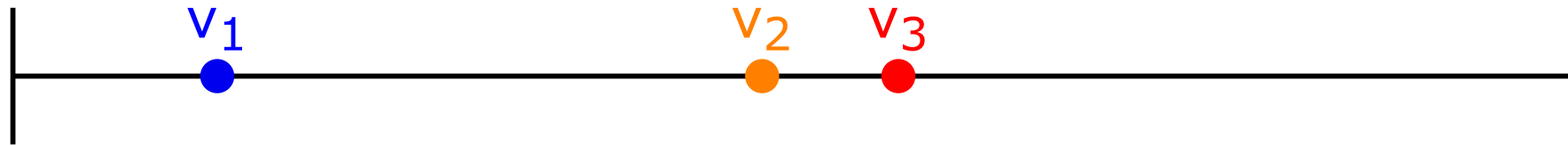
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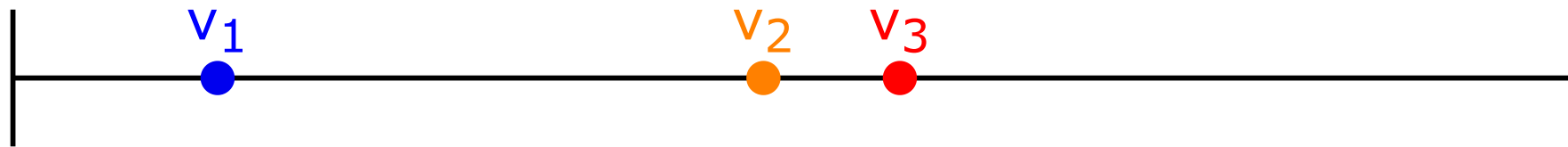
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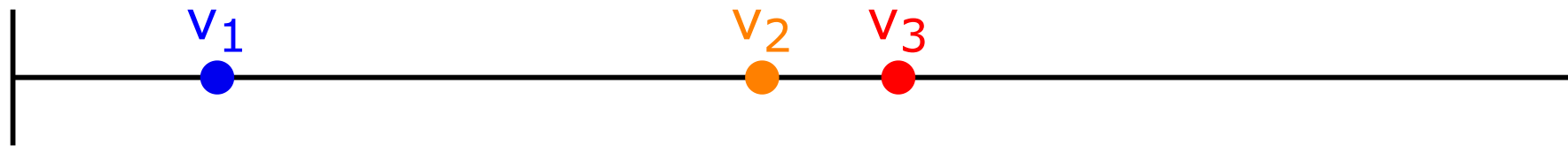
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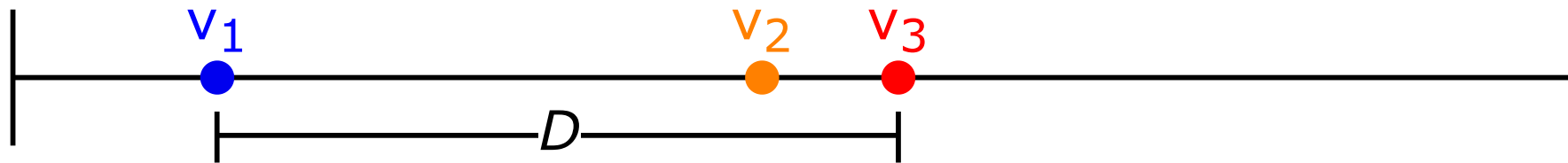
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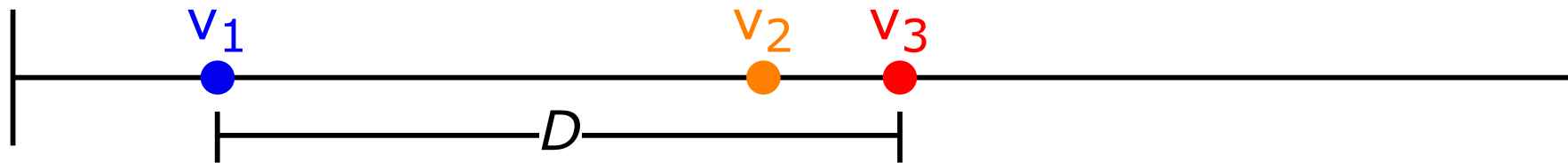
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$$\begin{aligned}\text{OPT}(v) &= D/2 \\ \text{ALG}(v) &\leq D\end{aligned}$$



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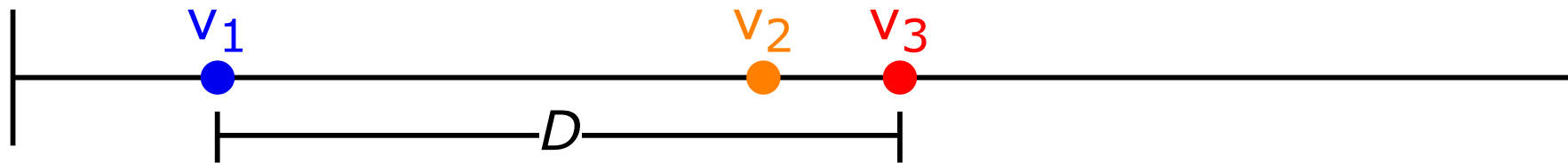
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In fact, any of Moulin's phantom mechanisms gets approximation ratio 2. Can we do better?

# Optimal approximation algorithms for the min-max distance objective

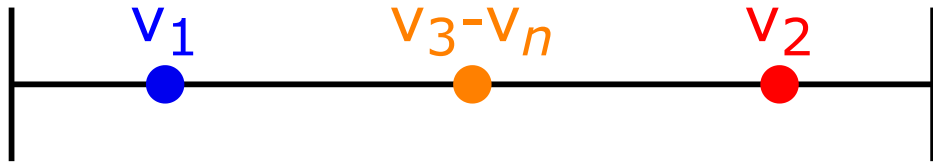
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# Optimal approximation algorithms for the min-max distance objective

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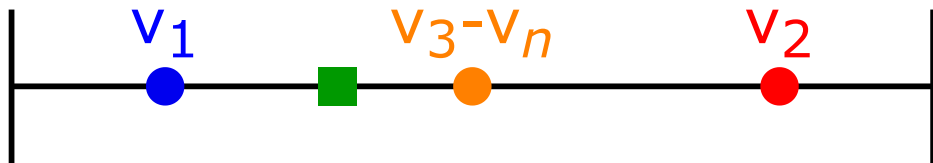
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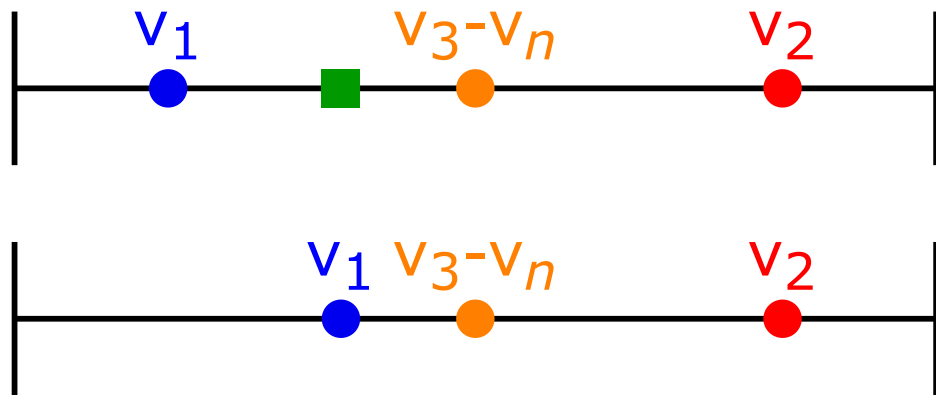
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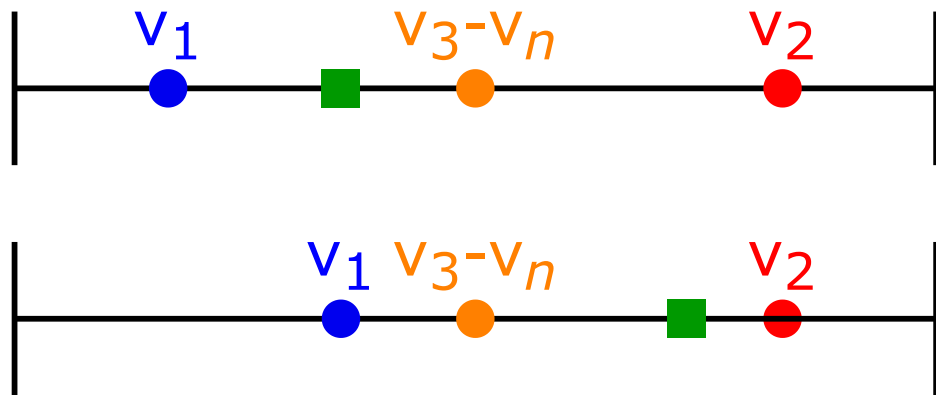
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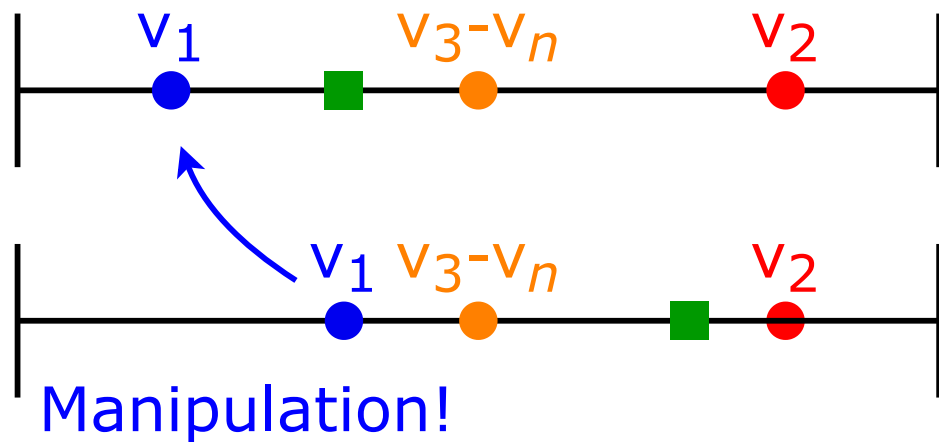
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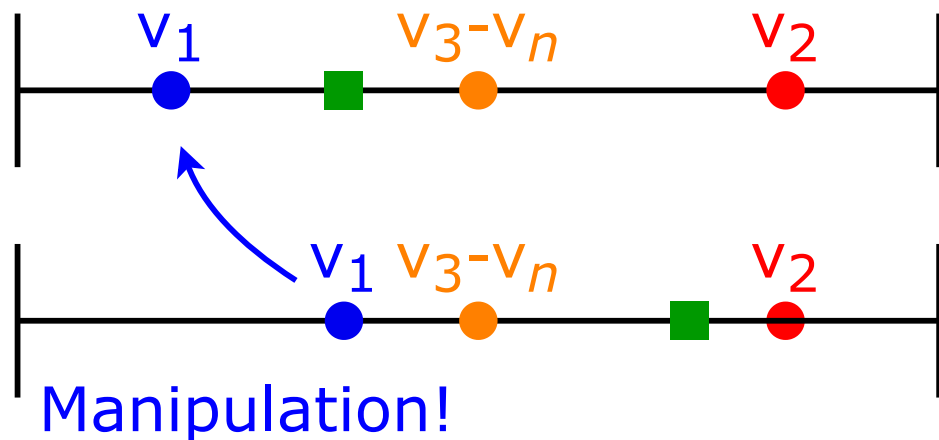
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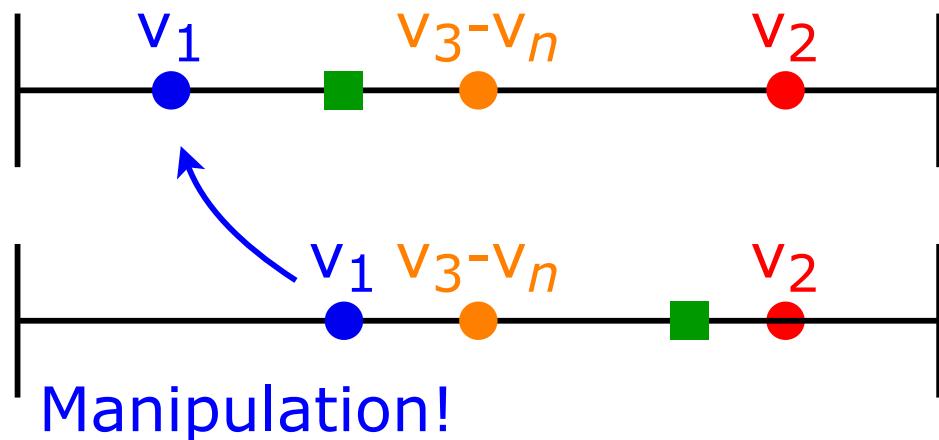
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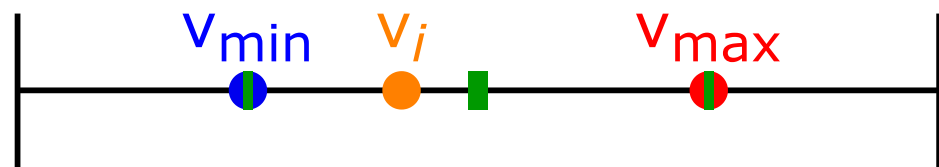
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*Proof.* Expected approximation ratio =  $(1/4)(2) + (1/2)(1) + (1/4)(2) = 1.5$ .

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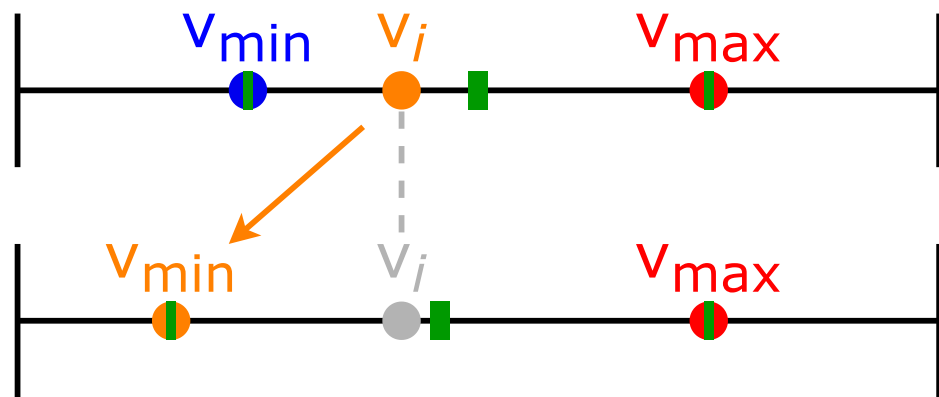
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$$f(v) := \begin{cases} \min_i v_i & \text{with probability } 1/4 \\ (\min_i v_i + \max_i v_i)/2 & \text{with probability } 1/2 \\ \max_i v_i & \text{with probability } 1/4 \end{cases}$$

## Theorem (Procaccia, Tennenholtz, 2013)

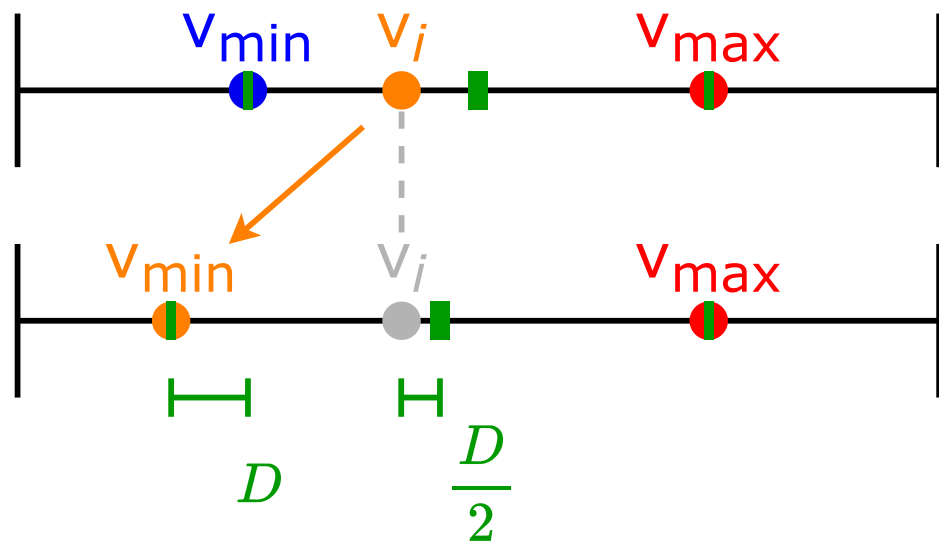
$f(x)$  above is a randomized SP rule achieving expected approximation ratio 1.5.

*Proof.* Expected approximation ratio =  $(1/4)(2) + (1/2)(1) + (1/4)(2) = 1.5$ .

# Optimal approximation algorithms for the min-max distance objective

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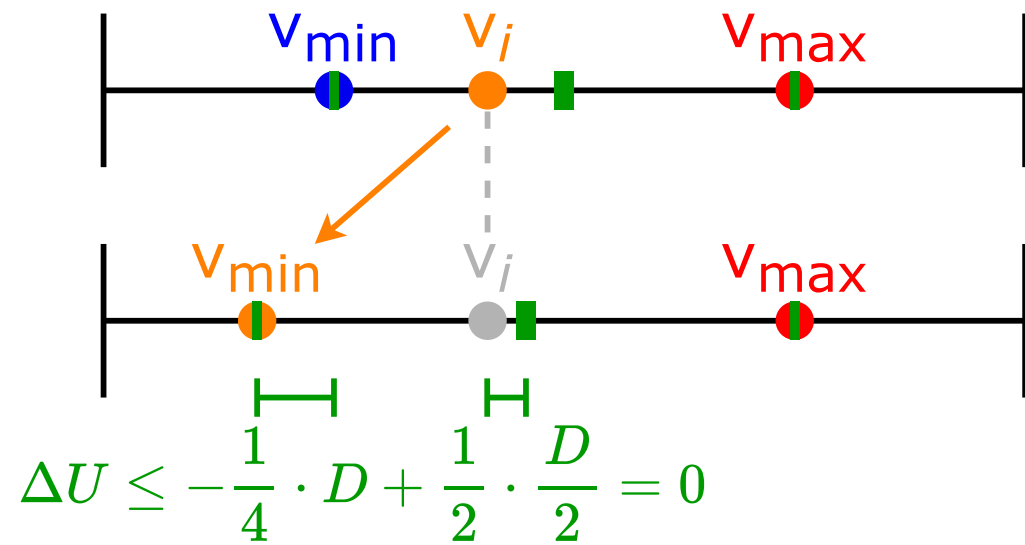
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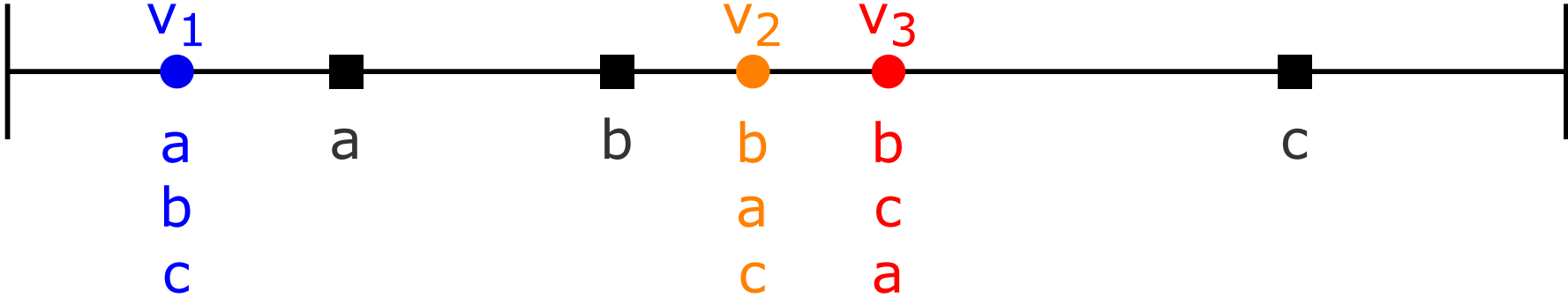
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For the rest of the lecture, let's forget about incentives.

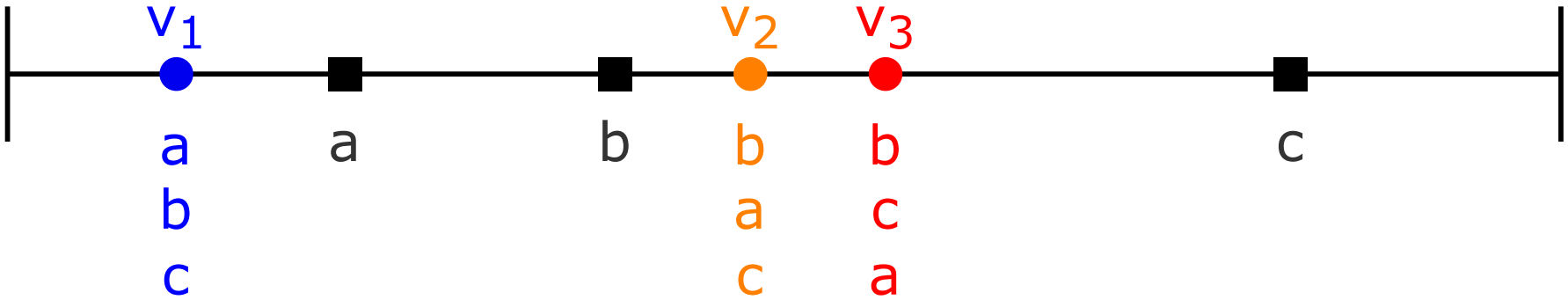
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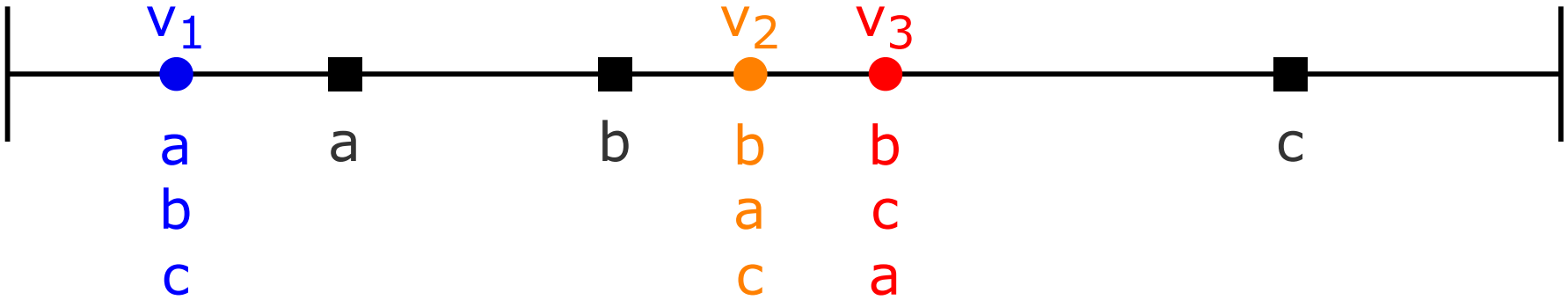
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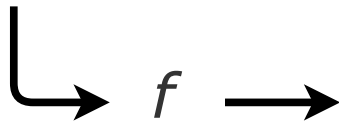
	1	1	1
a	a	b	b
b	b	a	c
c	c	c	a

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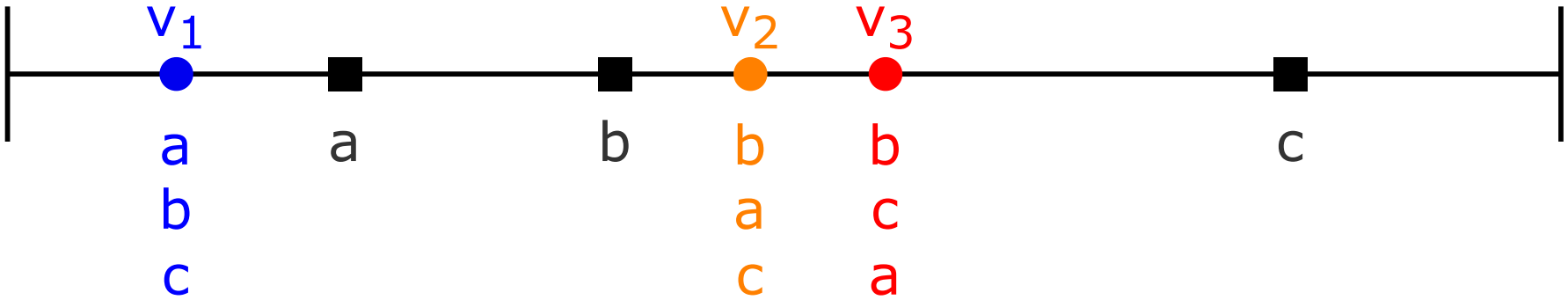


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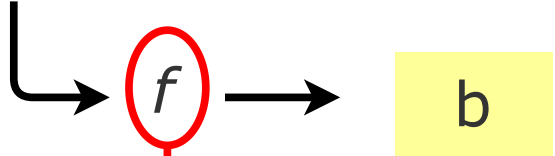


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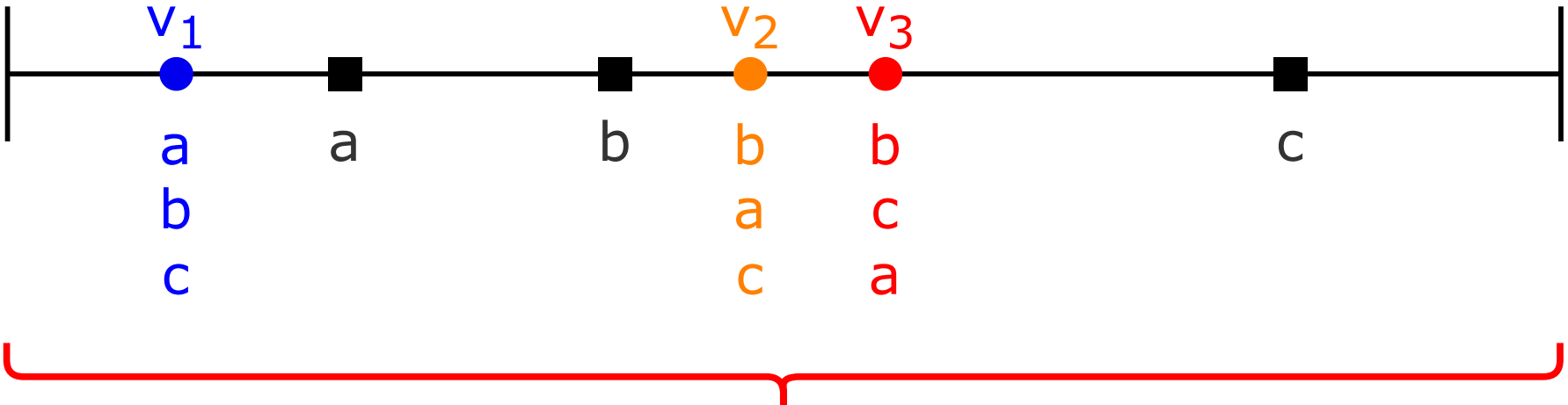
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Does not get to see the positions of voters or candidates!

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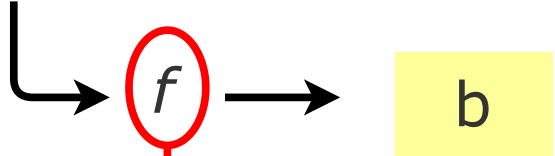
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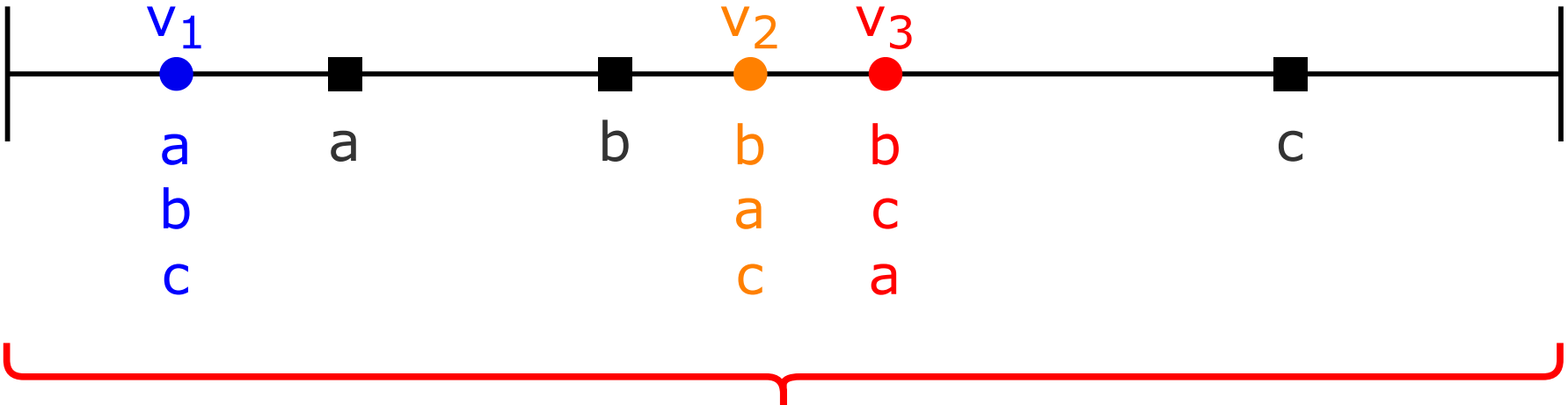
	1	1	1
a	red	yellow	yellow
b	yellow	red	green
c	green	green	red



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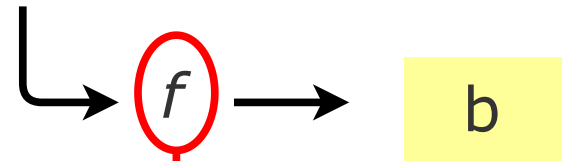
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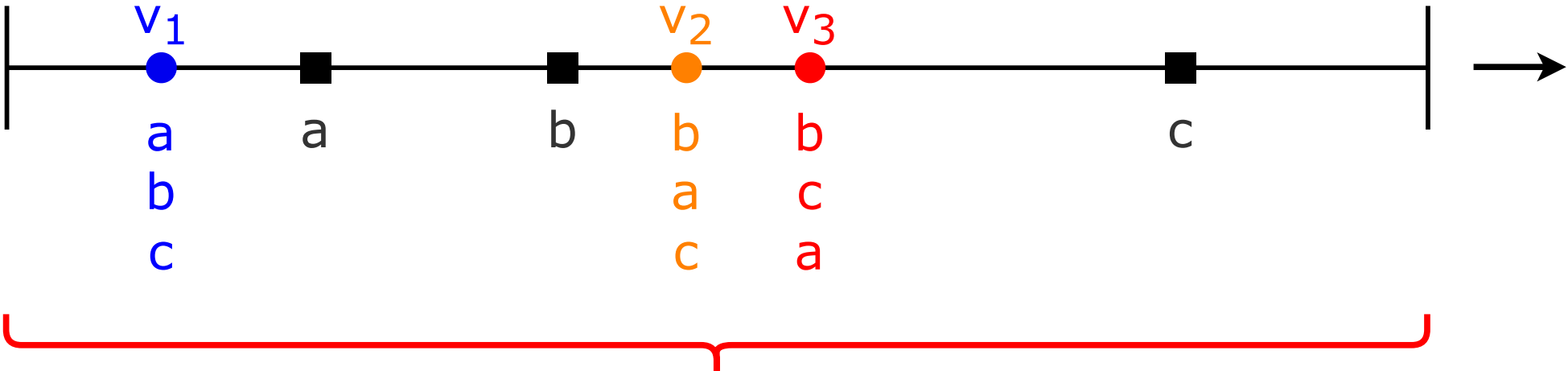
	1	1	1
a			
b			
c			



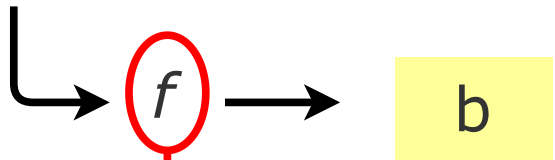
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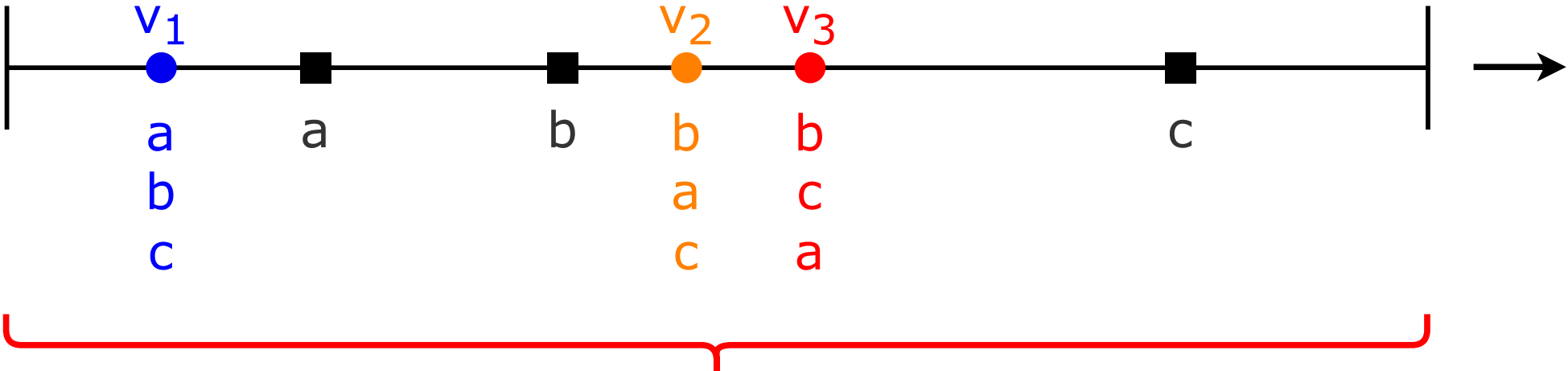
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The *distortion* of a (deterministic) voting rule  $f$  is

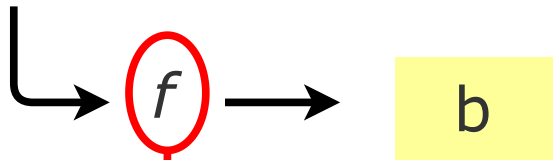
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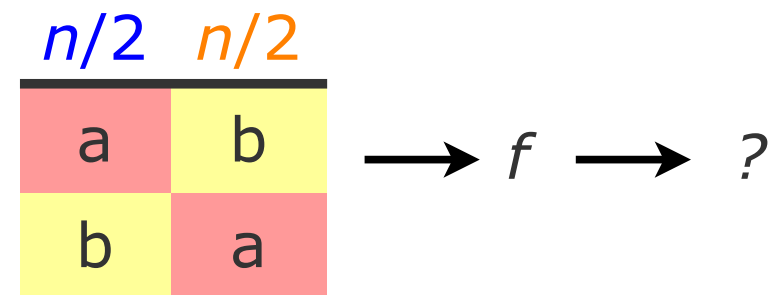
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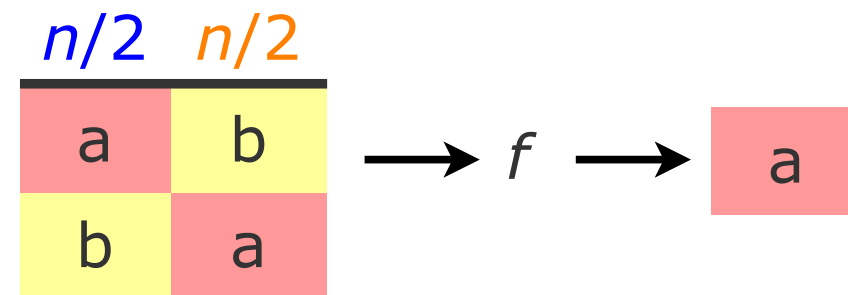
The *distortion* of a **randomized** voting rule  $f$  is

$$\max_{p \in \Sigma([m])^n} \max_{d \text{ consistent with } p} \frac{\mathbb{E} \left[ \sum_{i=1}^n d(i, f(p)) \right]}{\min_{c \in [m]} \sum_{i=1}^n d(i, c)}.$$

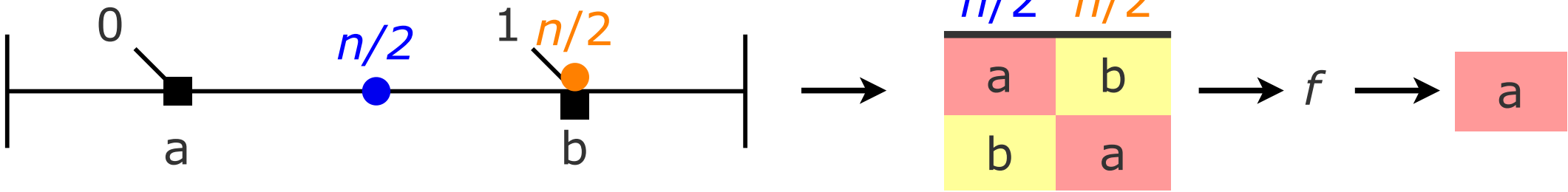
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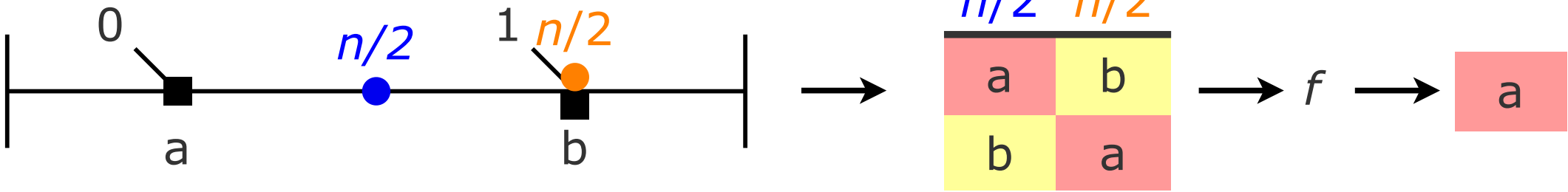
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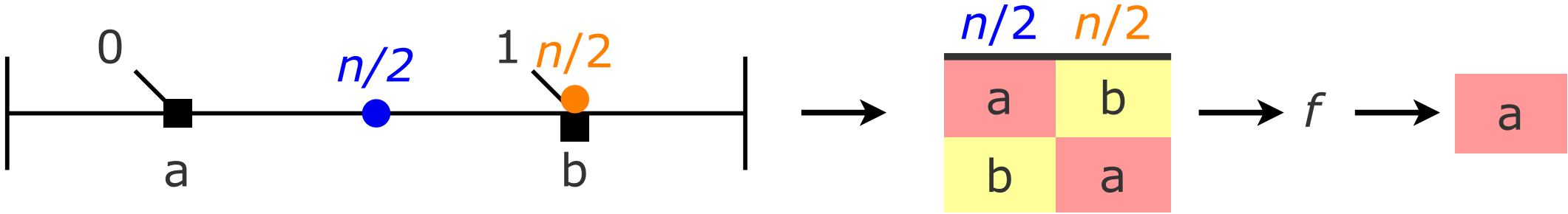


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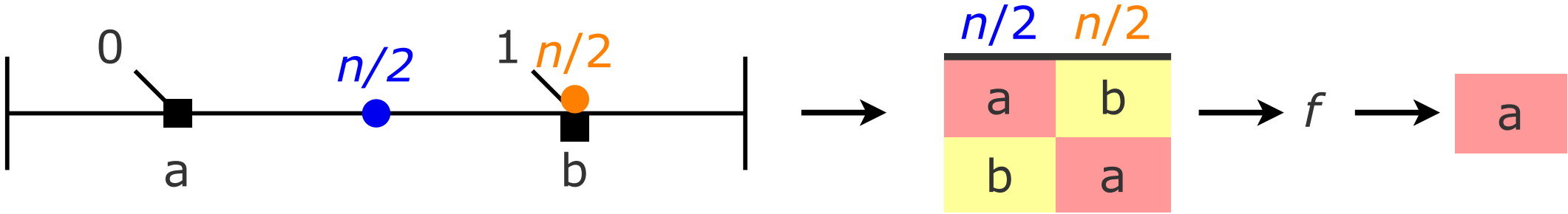
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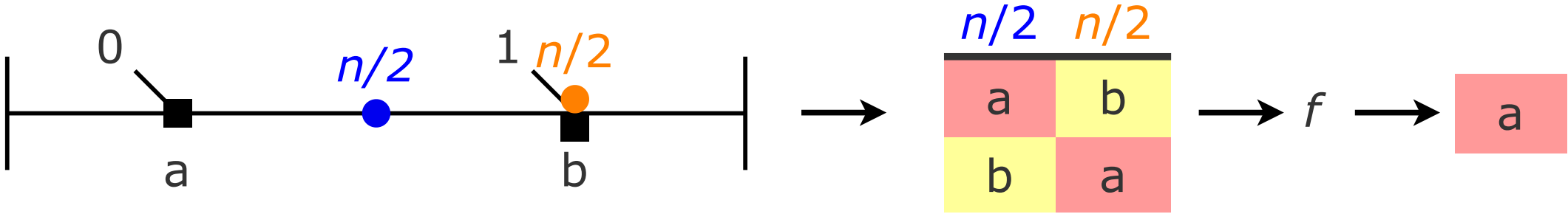
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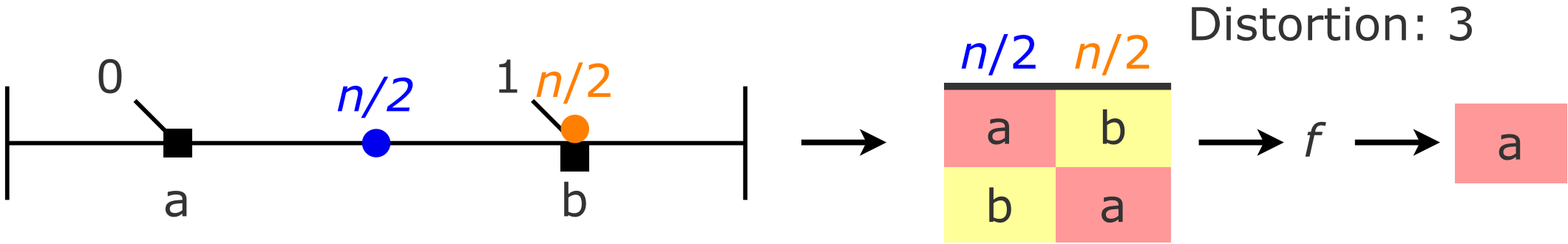
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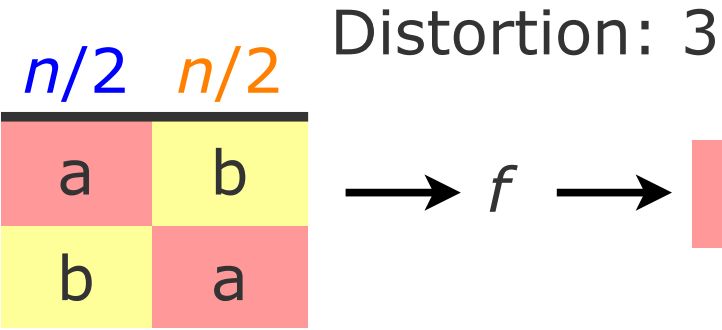
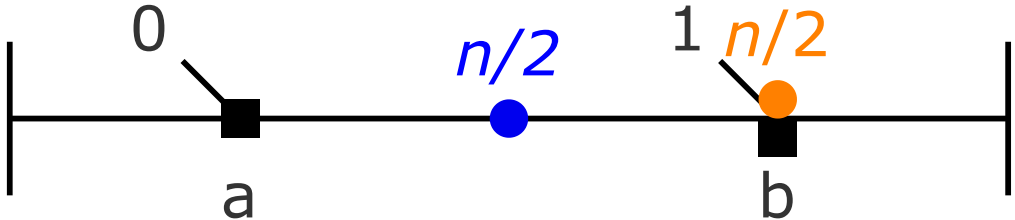
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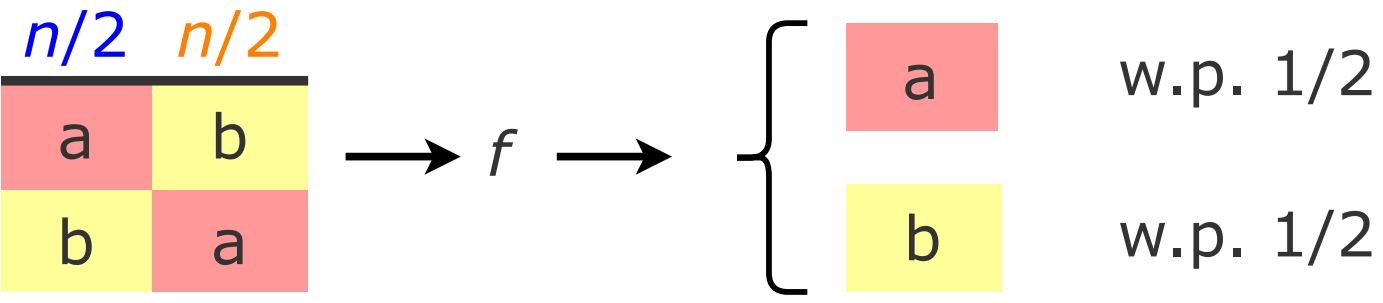
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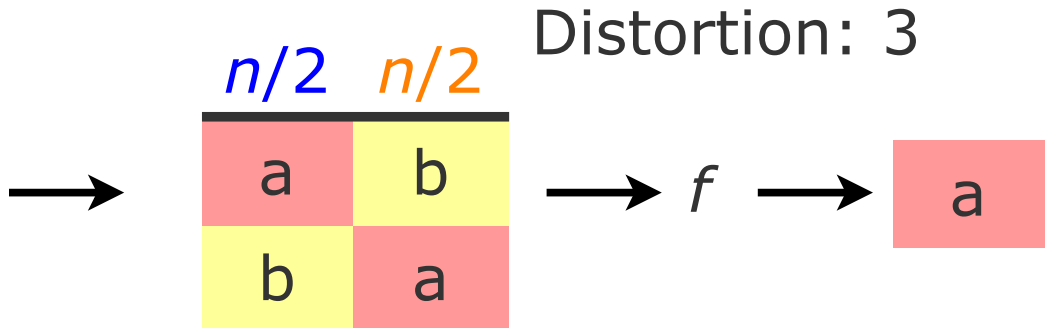
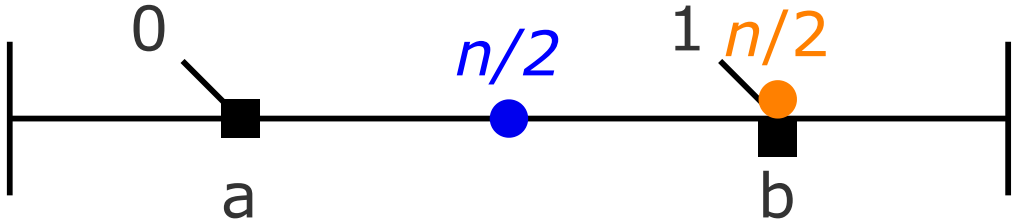


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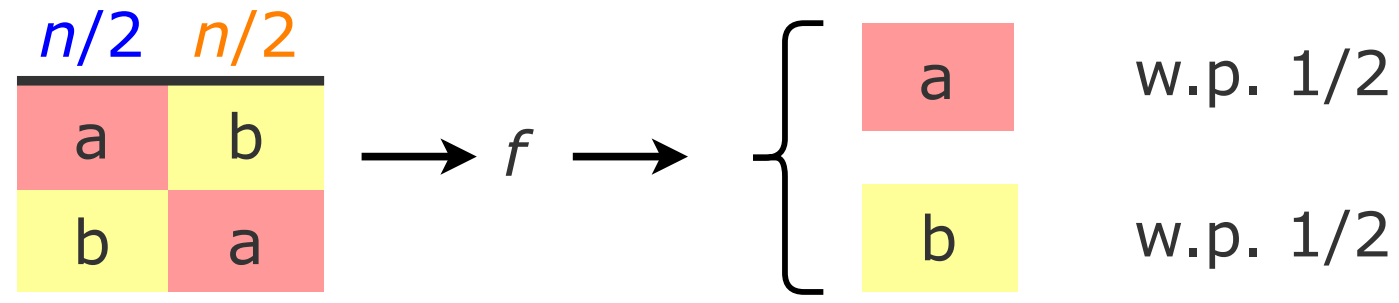


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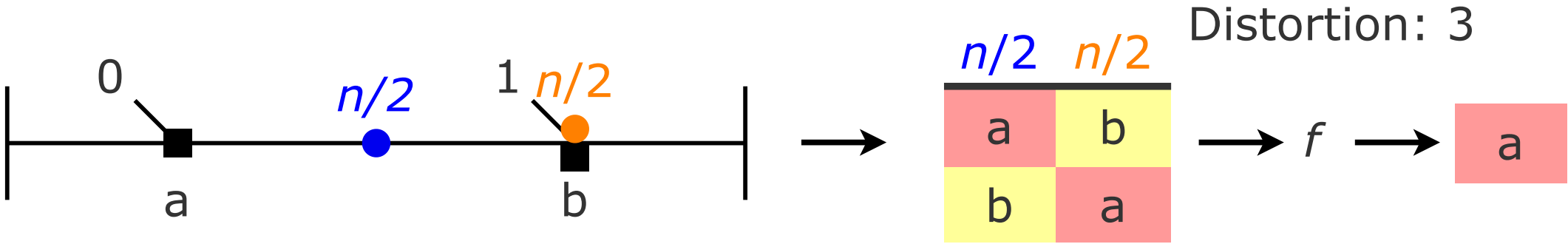
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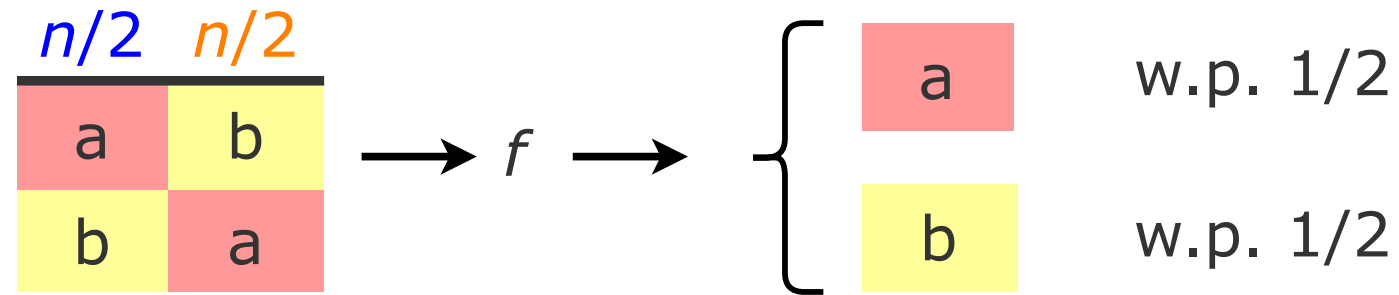
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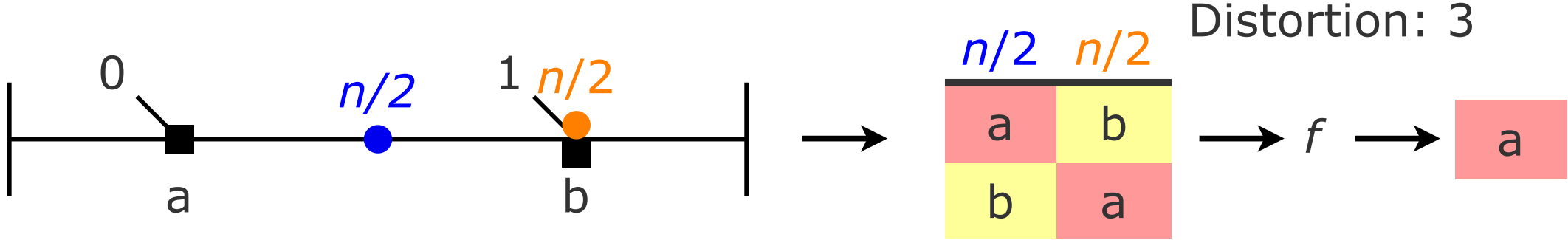
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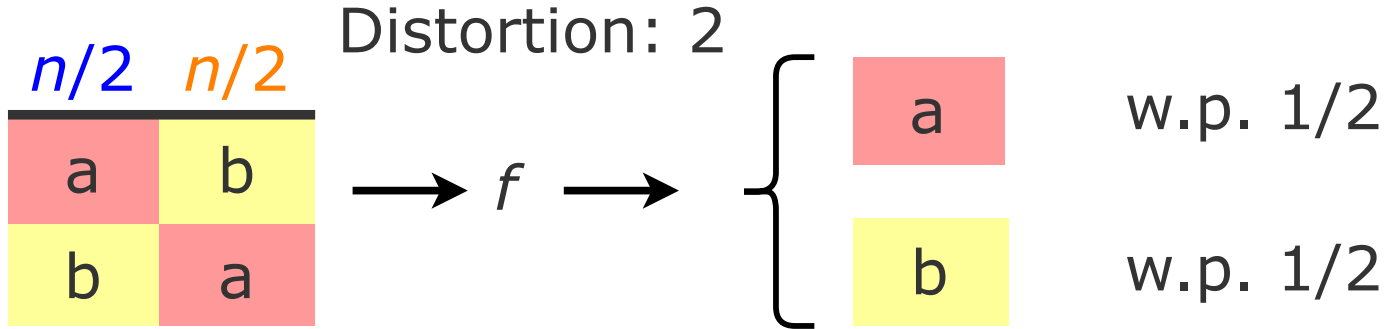
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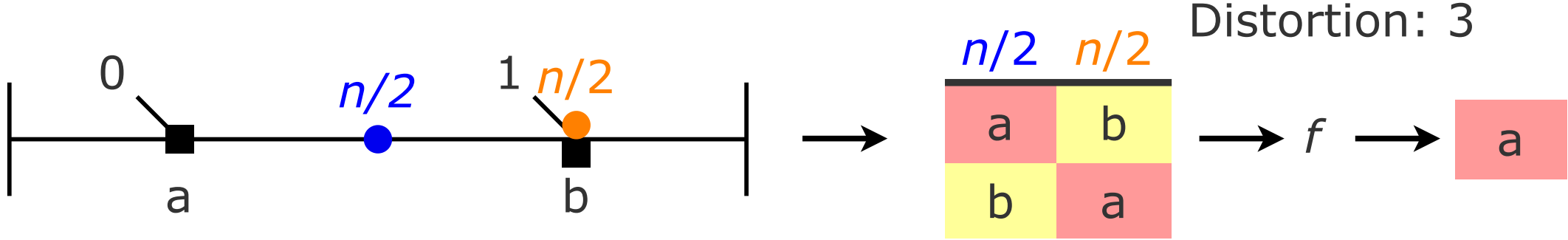
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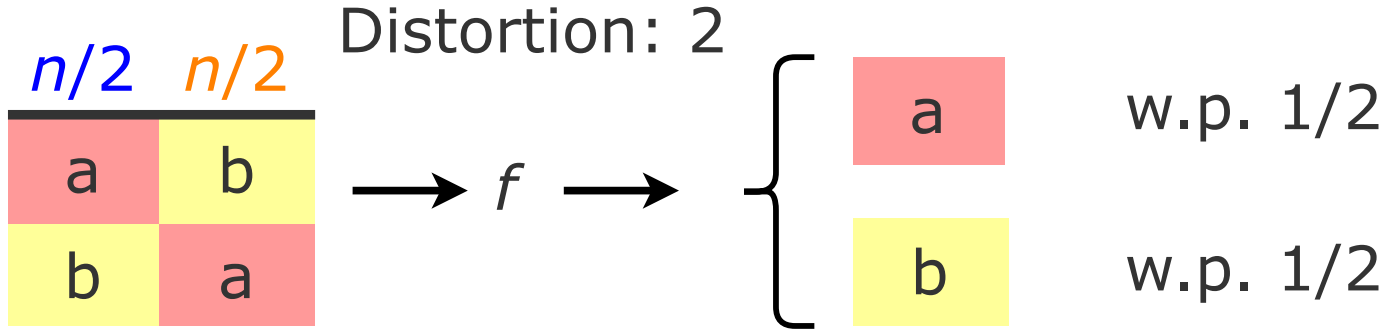
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**Theorem**  
 Any deterministic voting rule has metric distortion  $\geq 3$ , and any randomized rule has distortion  $\geq 2$ .



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*Proof.* This follows from the following two claims:

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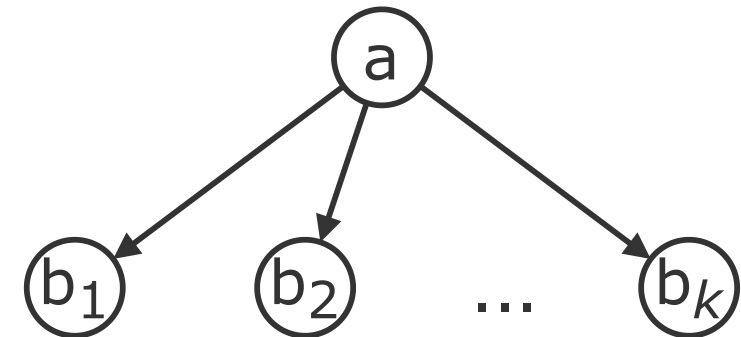
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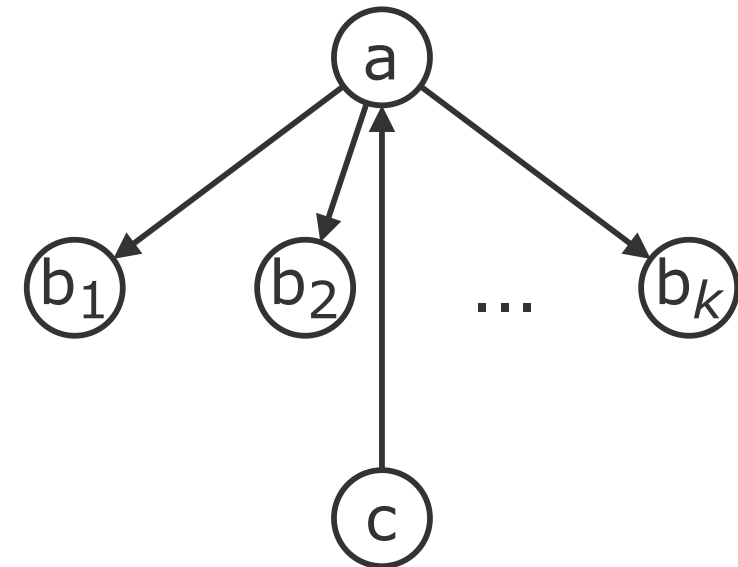
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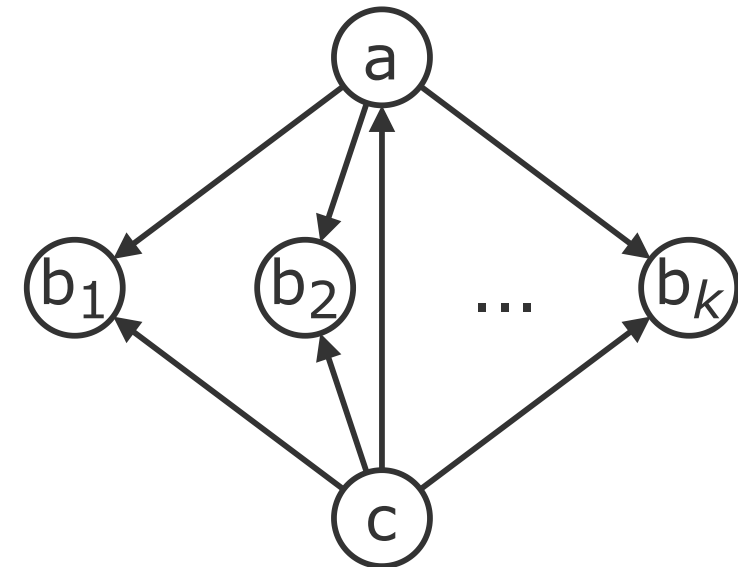
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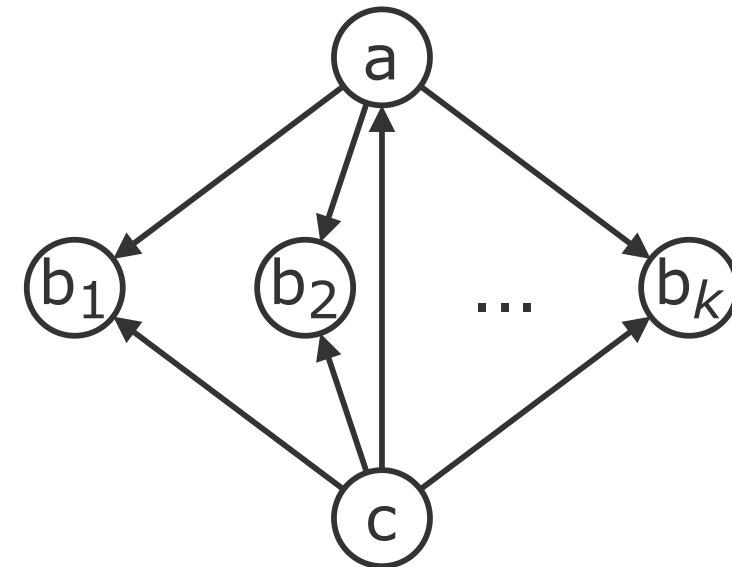
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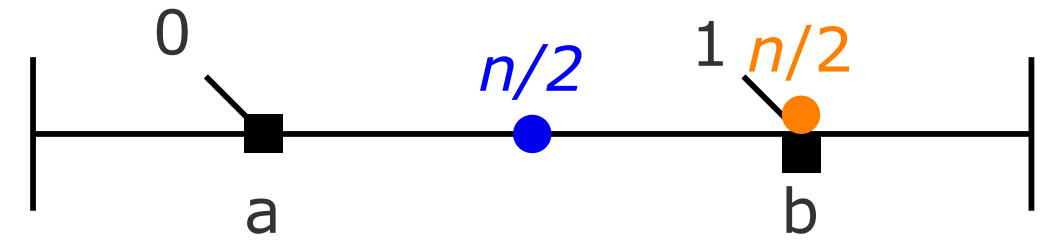
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Then  $c$  should have been the Copeland winner, not  $a$ !

# Copeland's Rule (proof continued)

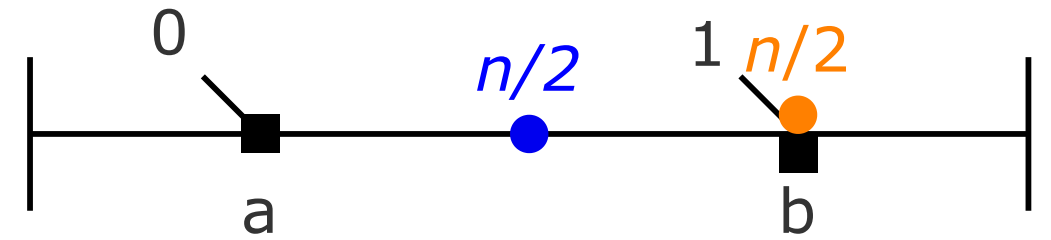
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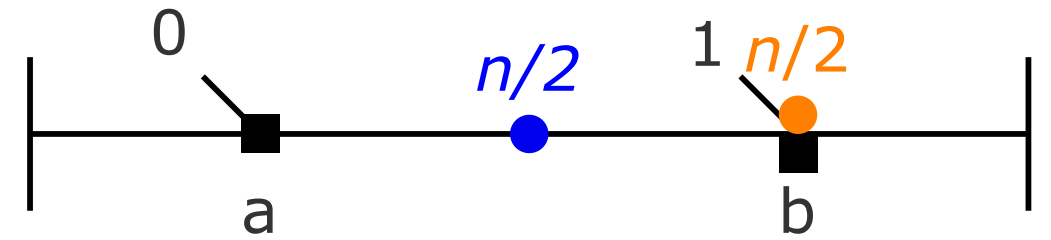
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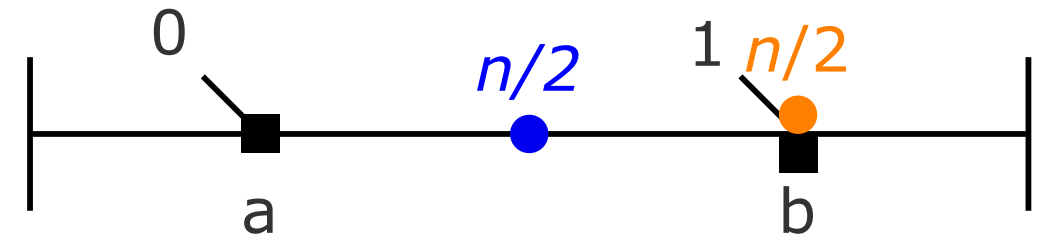
$$\begin{aligned}\sum_{i=1}^n d(i, a) &= \sum_{i:a \succ b} d(i, a) + \sum_{i:b \succ a} d(i, a) \\ &\leq \sum_{i:a \succ b} d(i, b) +\end{aligned}$$



# Copeland's Rule (proof continued)

WTS: If a majority prefers a to b, then the sum of distances to a is at most 3 times the sum of distances to b.

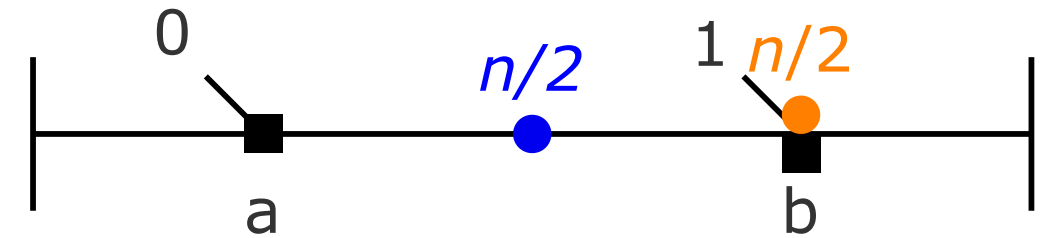
$$\begin{aligned}\sum_{i=1}^n d(i, a) &= \sum_{i:a \succ b} d(i, a) + \sum_{i:b \succ a} d(i, a) \\ &\leq \sum_{i:a \succ b} d(i, b) + \sum_{i:b \succ a} (d(i, b) + d(b, a))\end{aligned}$$



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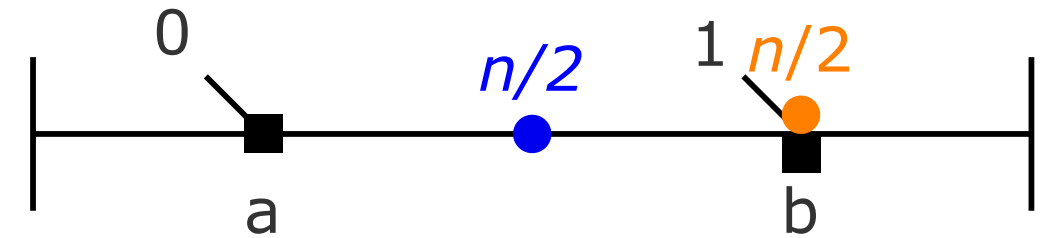
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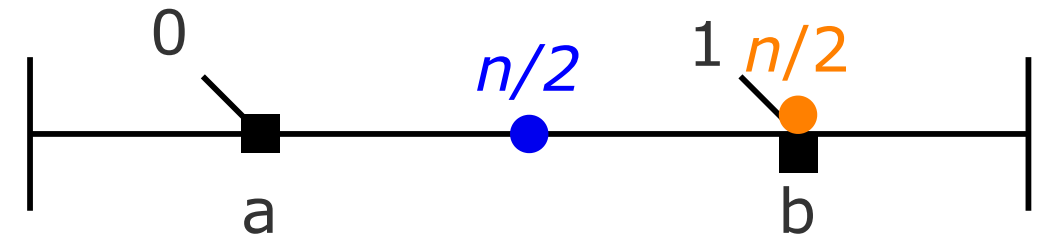
$$\begin{aligned}\sum_{i=1}^n d(i, a) &= \sum_{i:a \succ b} d(i, a) + \sum_{i:b \succ a} d(i, a) \\ &\leq \sum_{i:a \succ b} d(i, b) + \sum_{i:b \succ a} (d(i, b) + d(b, a)) \\ &= \sum_{i=1}^n d(i, b) + \sum_{i:b \succ a} d(b, a) \\ &\leq \sum_{i=1}^n d(i, b) + \frac{1}{2} \cdot n \cdot d(b, a)\end{aligned}$$



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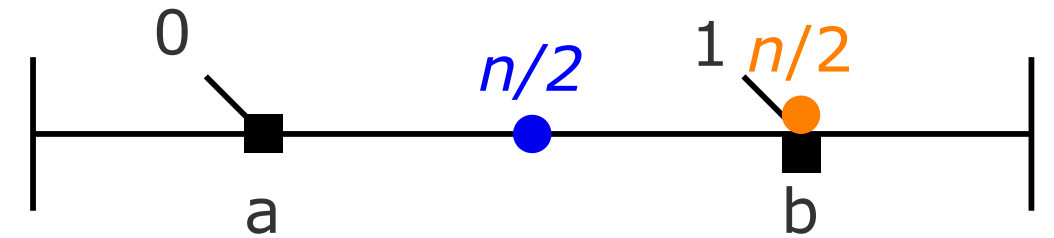
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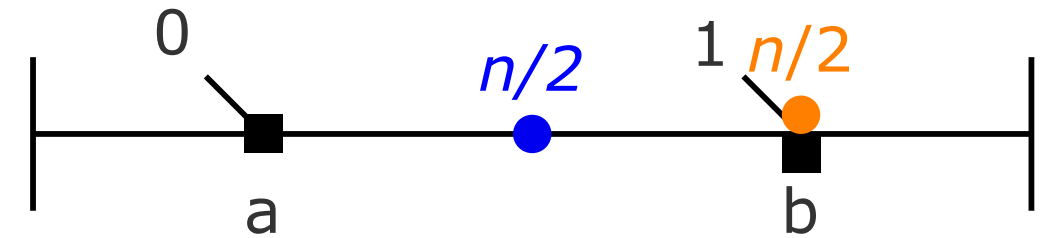
Rearranging:

$$\frac{1}{2} \sum_{i=1}^n d(i, a) \leq \frac{3}{2} \sum_{i=1}^n d(i, b) \quad \blacksquare$$

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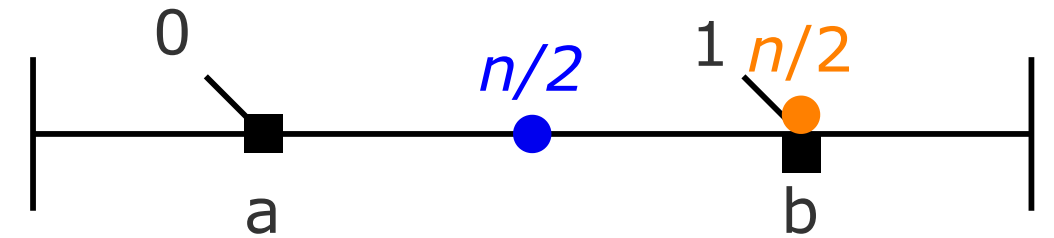
## Theorem

*Copeland's Rule has metric distortion at most 9.*

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**Theorem (Anshelevich, Bhardwaj, Elkind, Postl, Skowron, 2018)**

*Copeland's Rule has metric distortion exactly 5.*

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This also has distortion 3, but can be brought down to distortion 2.753 by mixing with other rules.