

# Algorithms For Democratic Decision-Making

Jamie Tucker-Foltz • Yale University • Spring 2026

Lecture 23: **Condorcet Winners**

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[Condorcet, 1785]



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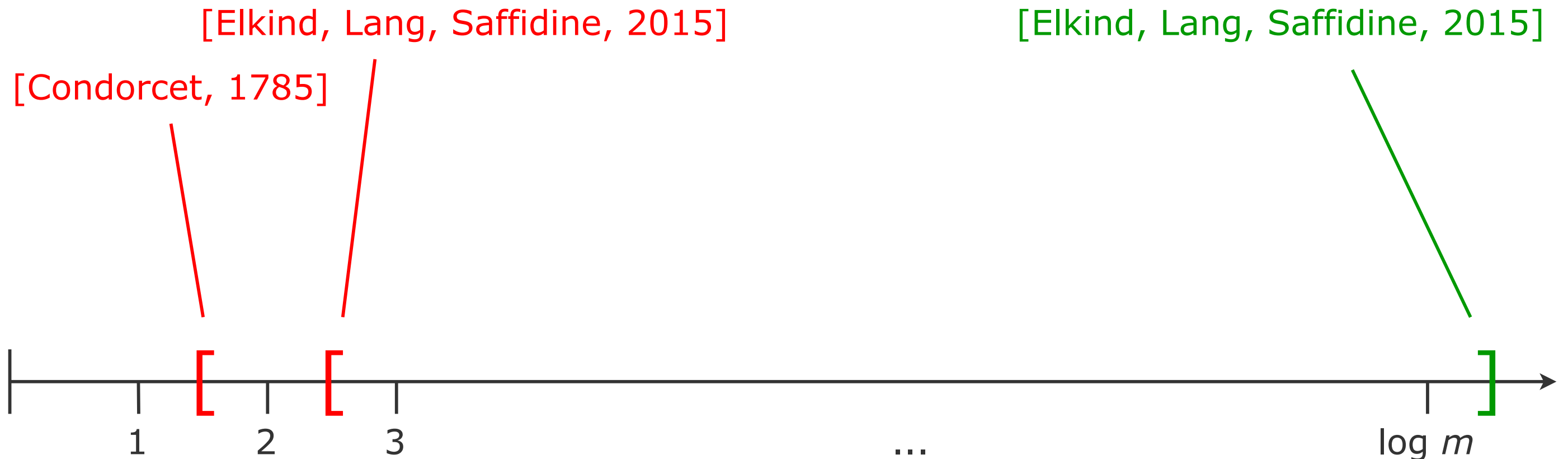
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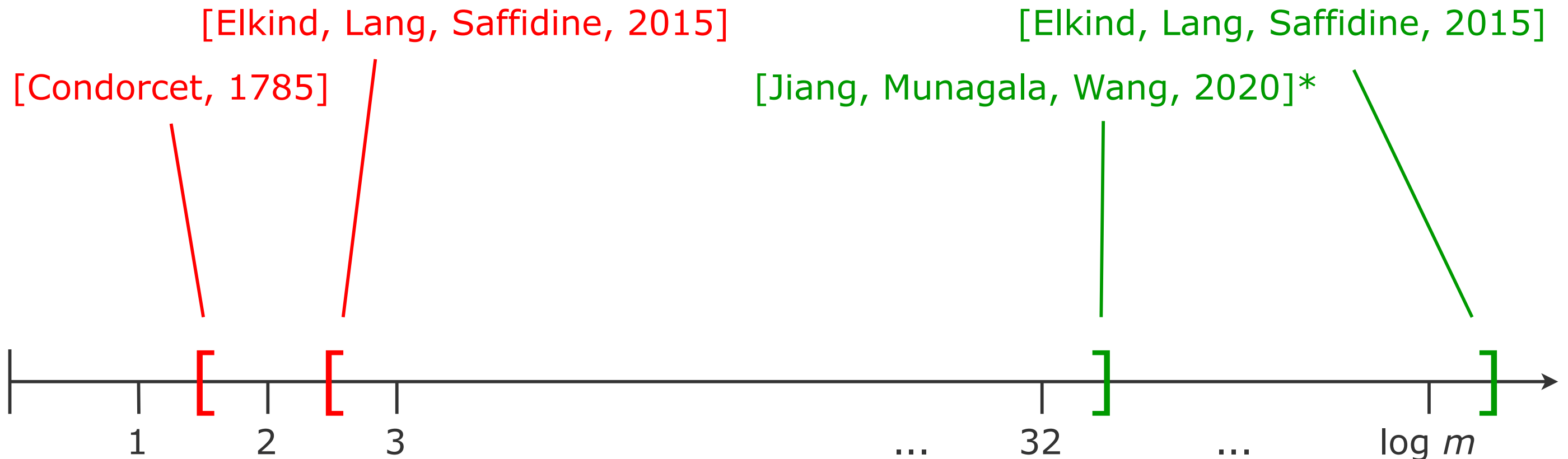
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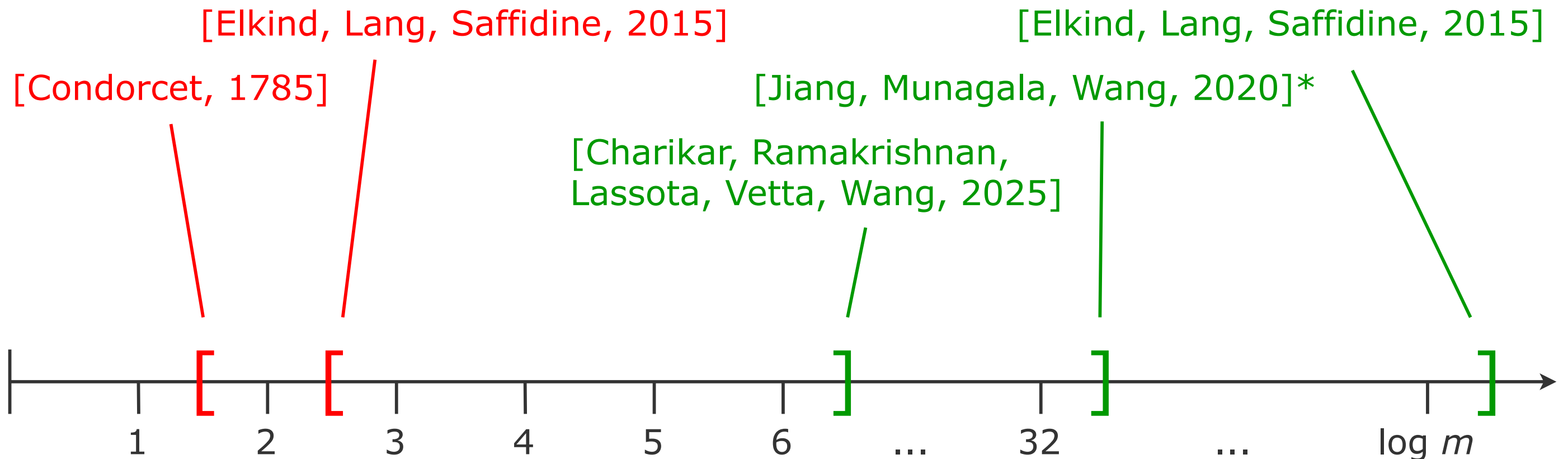
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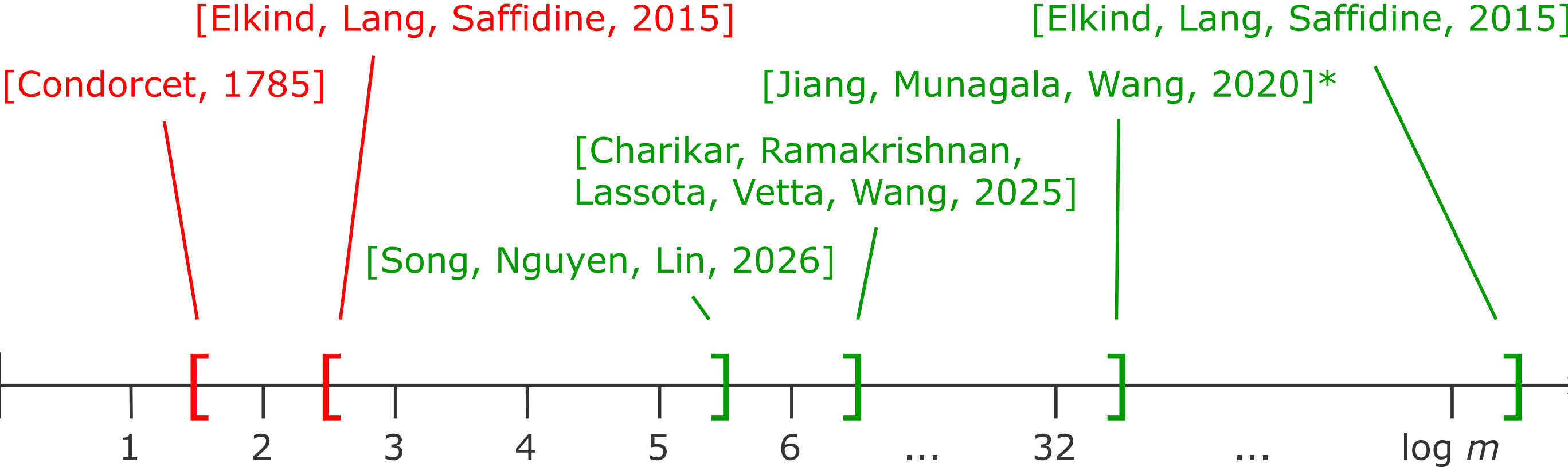
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# The best-known lower bound: 2

1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
a	b	c	d	e	<del>f</del>	<del>g</del>	<del>h</del>	<del>i</del>	<del>j</del>	k	l	m	n	o
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<del>f</del>	<del>g</del>	<del>h</del>	<del>i</del>	<del>j</del>	k	l	m	n	o	a	b	c	d	e
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l	m	n	<del>c</del>	<del>k</del>	b	c	d	e	a	<del>g</del>	<del>h</del>	<del>i</del>	<del>j</del>	<del>f</del>
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**Open Question:** What is the minimal  $c$  we can get for monotone preferences?  
(You can't do  $c = 1$ .)

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## **Corollary**

*There is always a Condorcet winning set of size 32.*

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# Condorcet winning lotteries

## Example

1	1	1
a	b	c
b	c	a
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Respond at:

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

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text jtuckerfoltz255 to 37607

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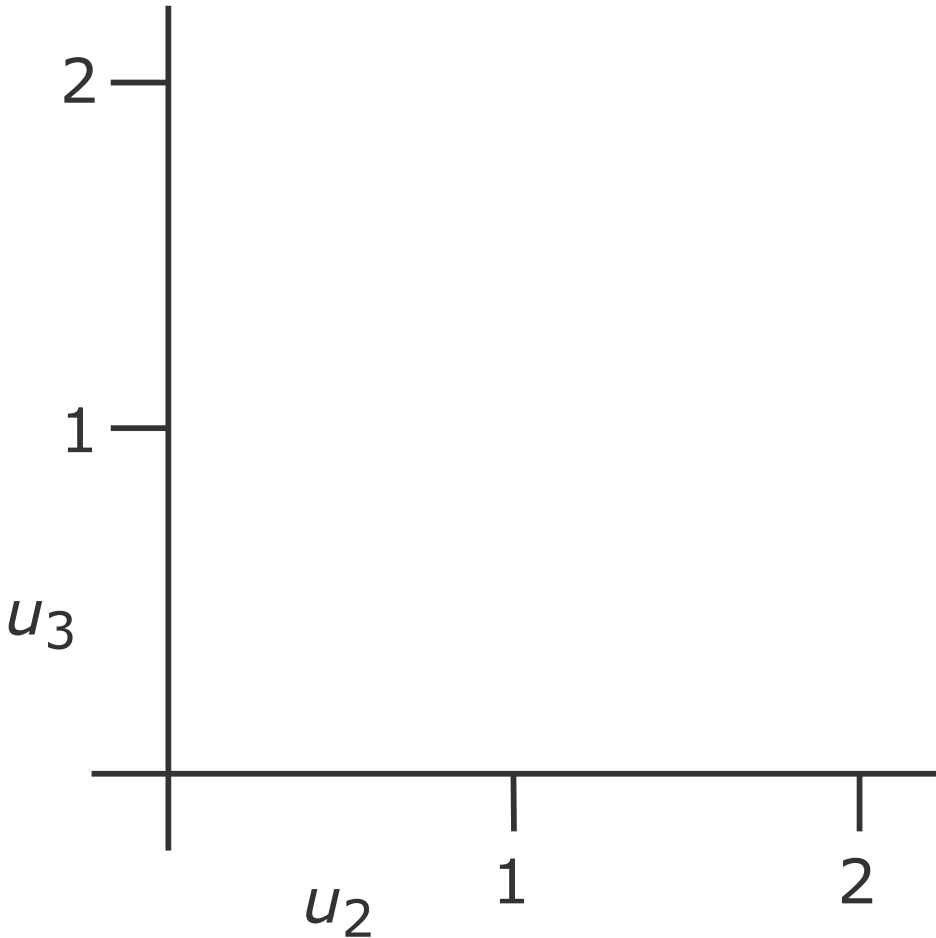
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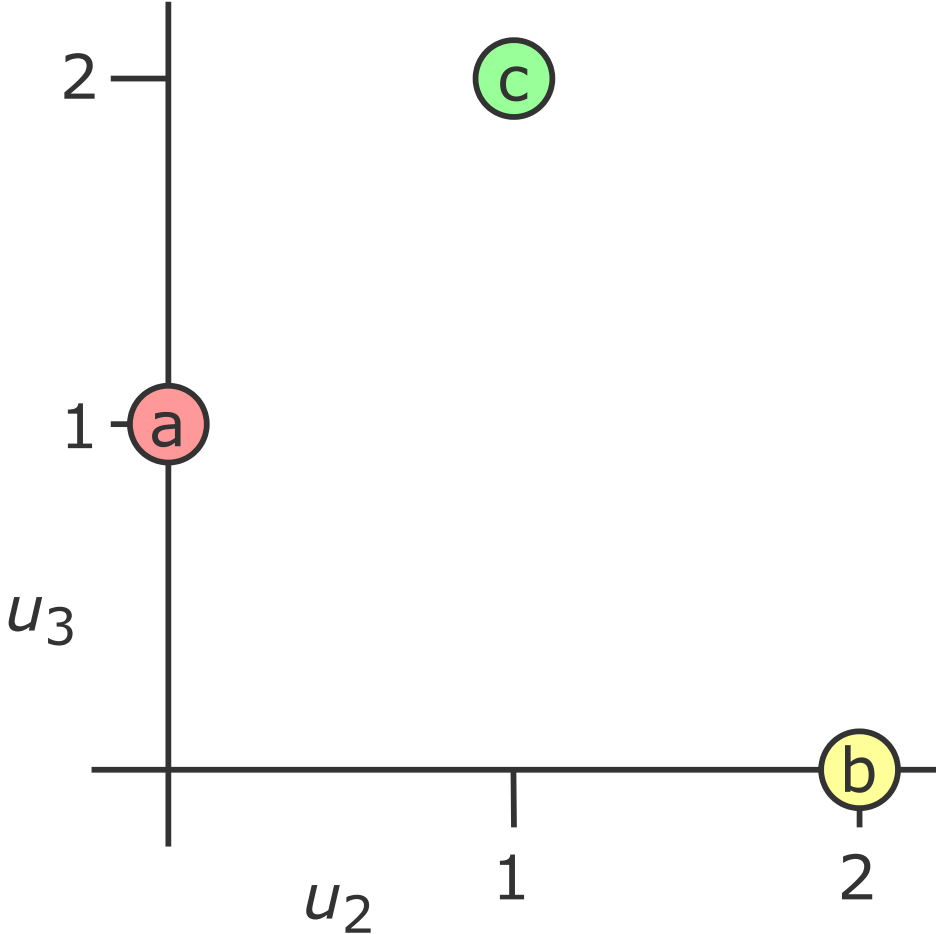
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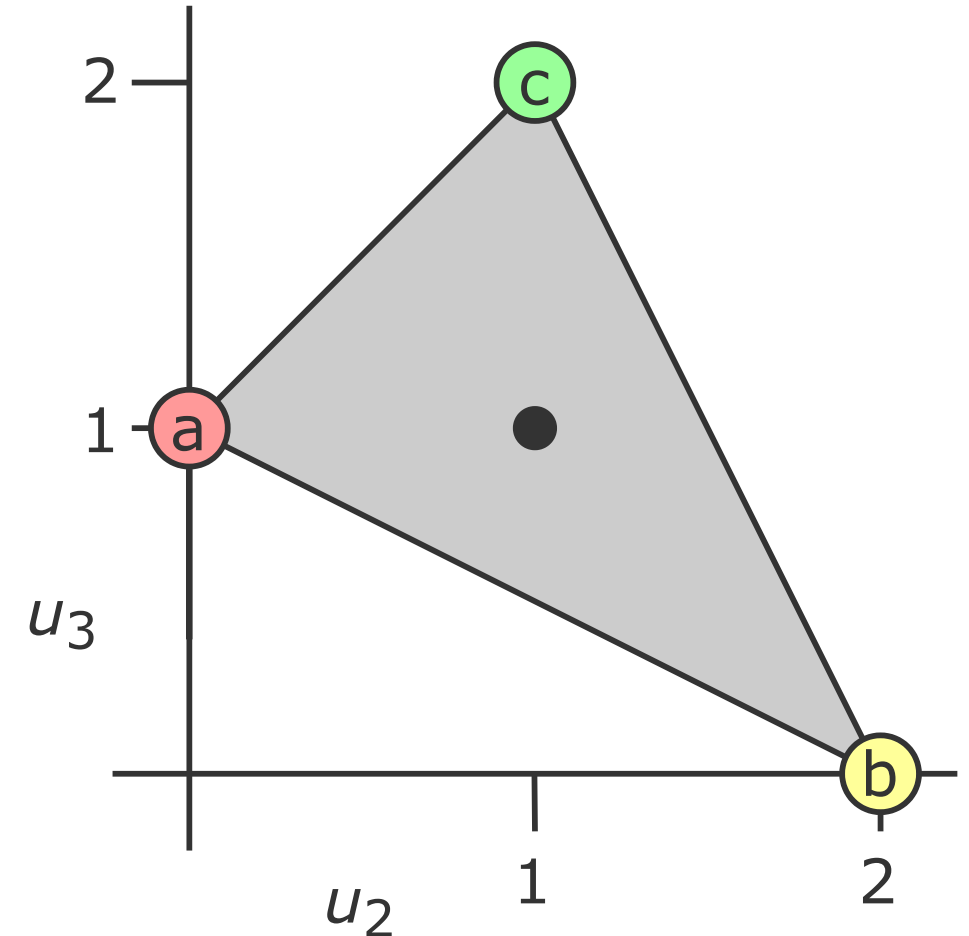
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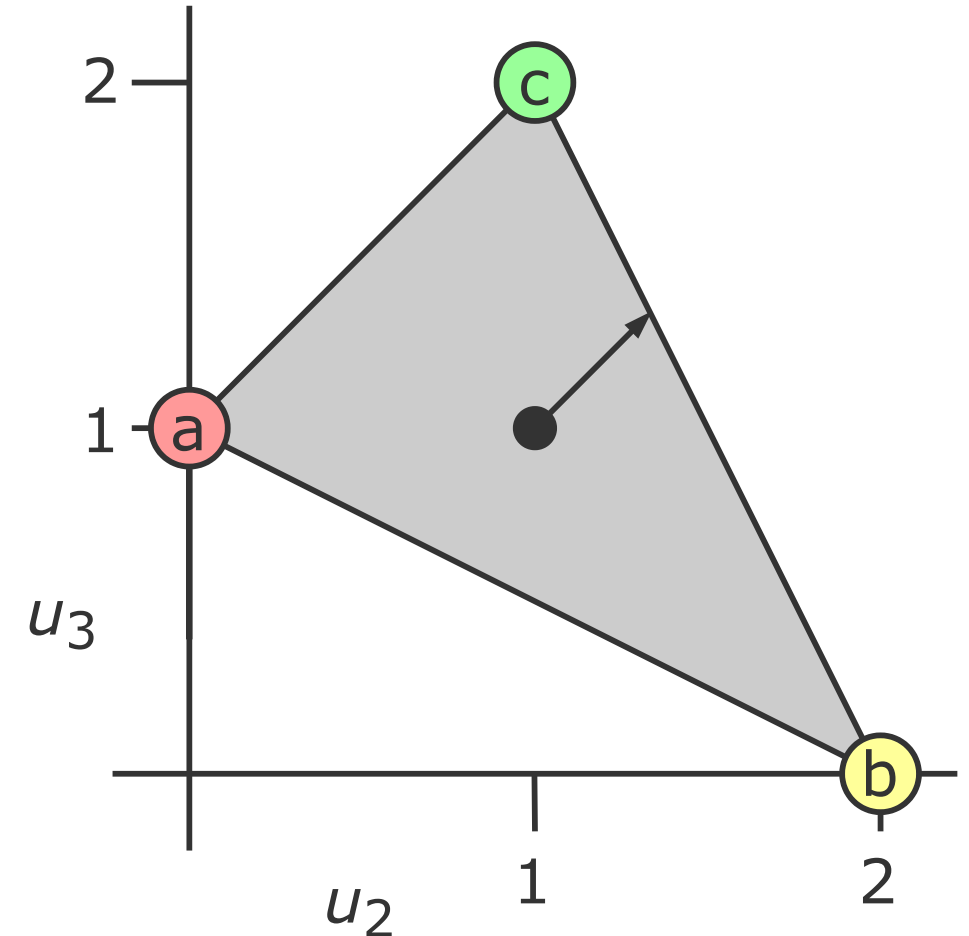
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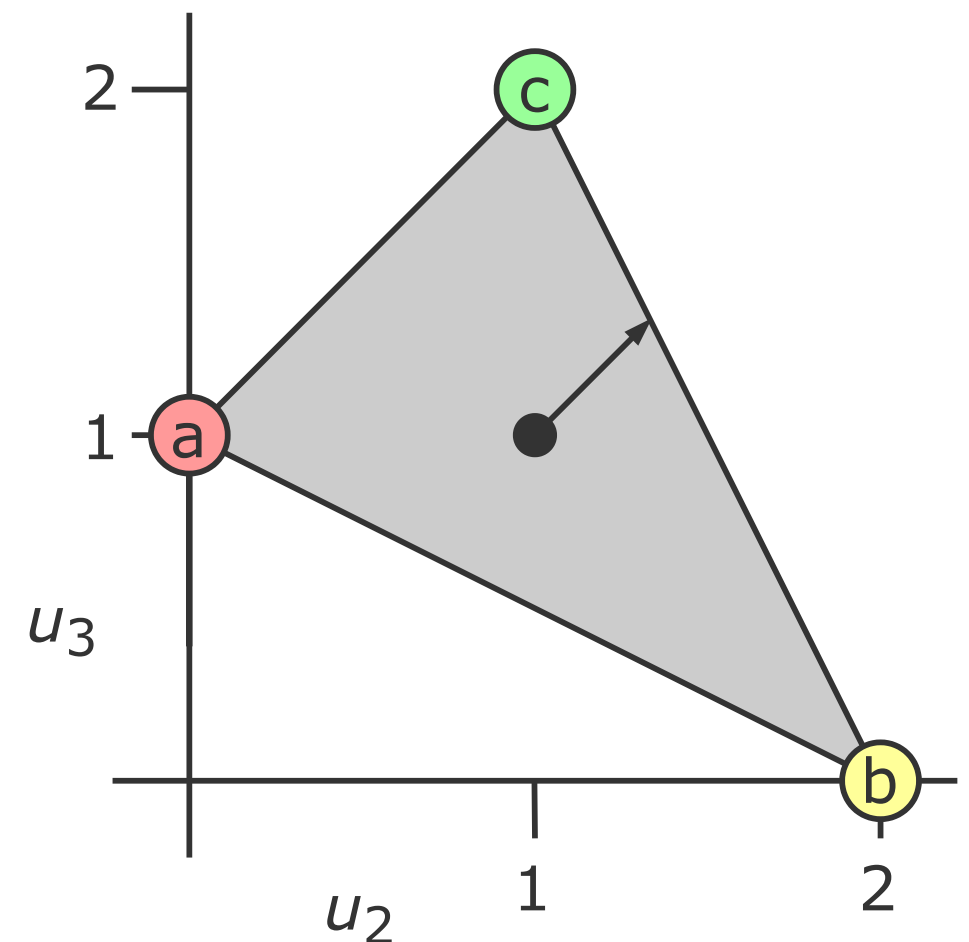
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## Theorem (Zeckhauser, 1969)

*This can happen even with single-peaked preferences!*

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# Ex ante stability

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## Example

Consider this profile and suppose we run Maximal lotteries:

	20	35	45
a	a	b	c
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Not ex ante stable!

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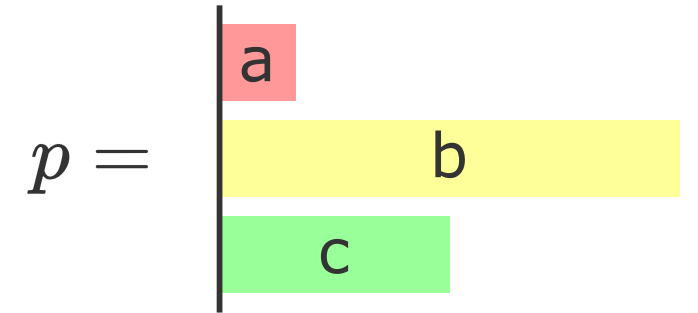
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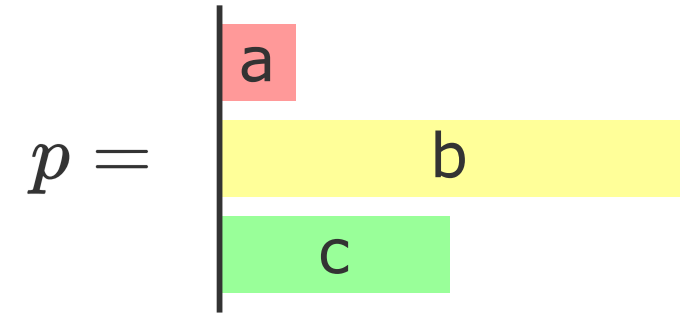
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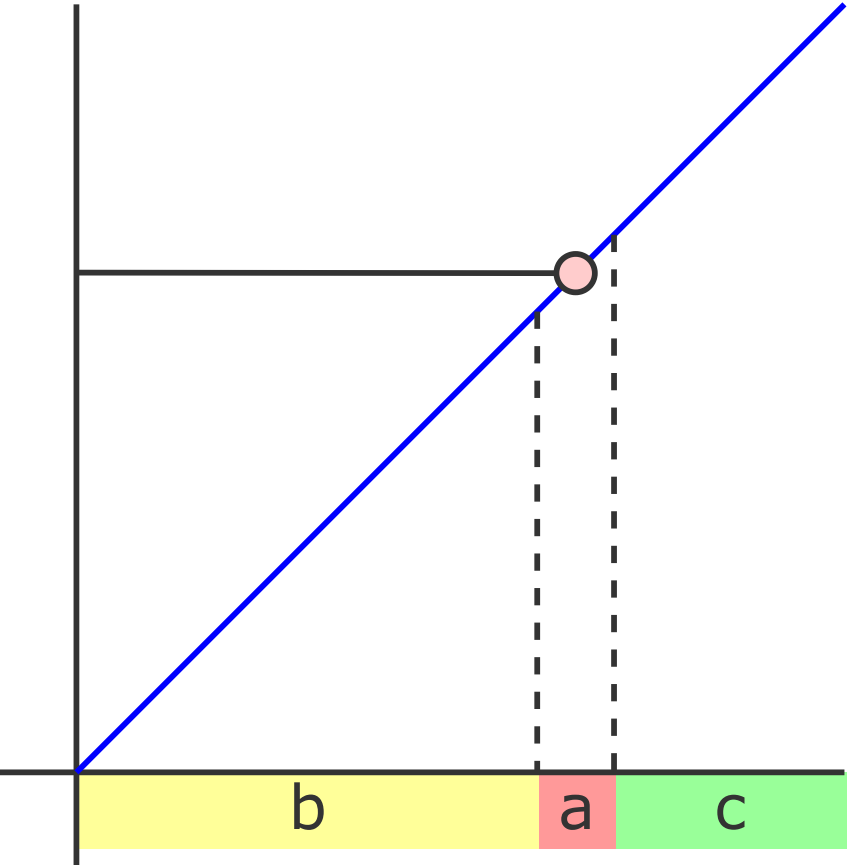
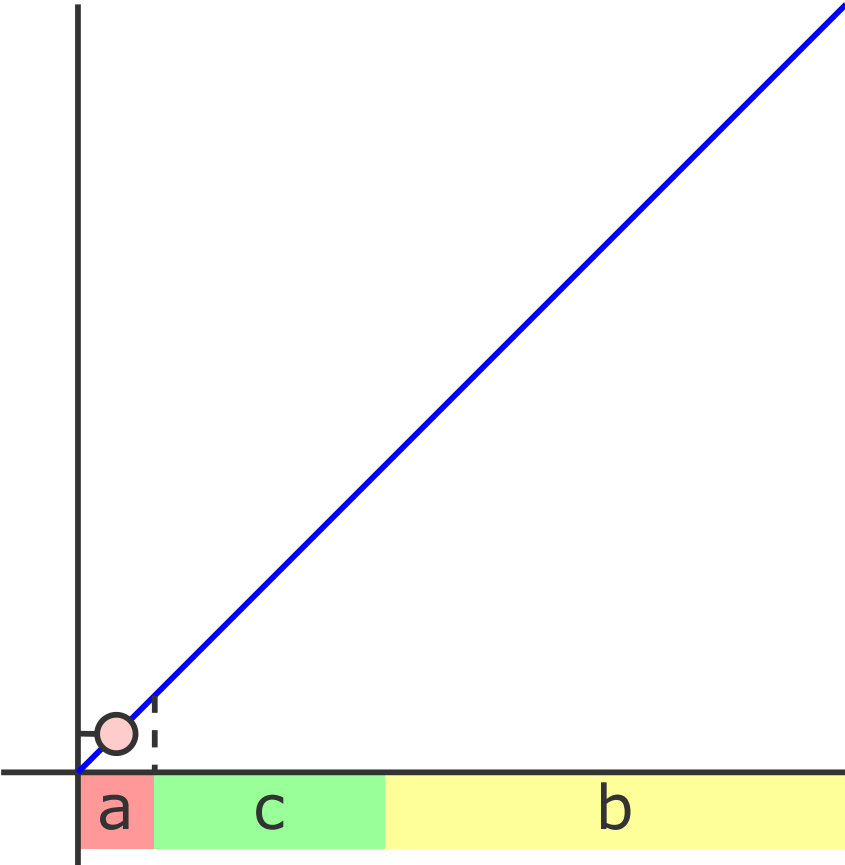
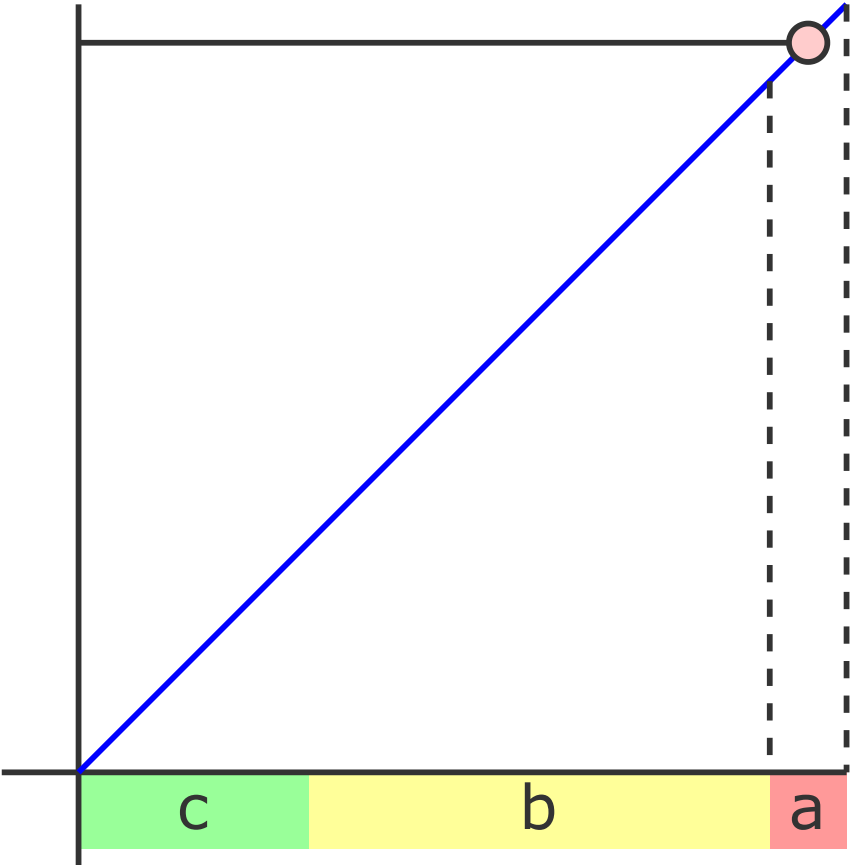
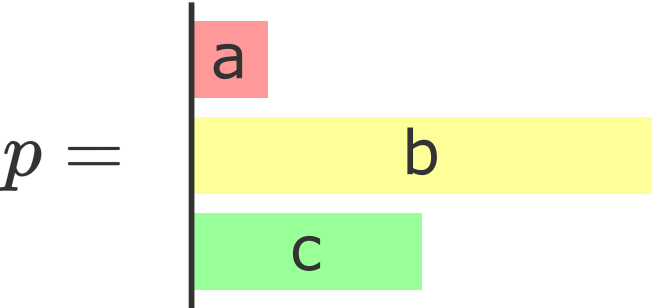


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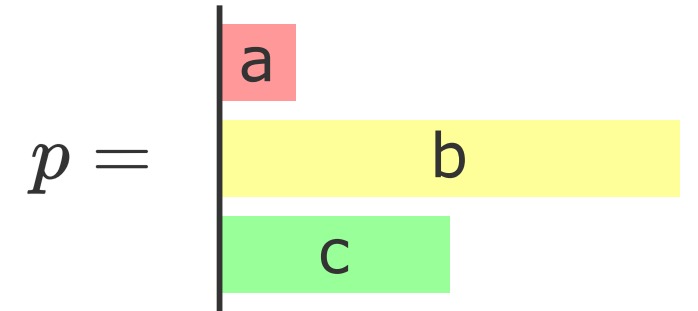


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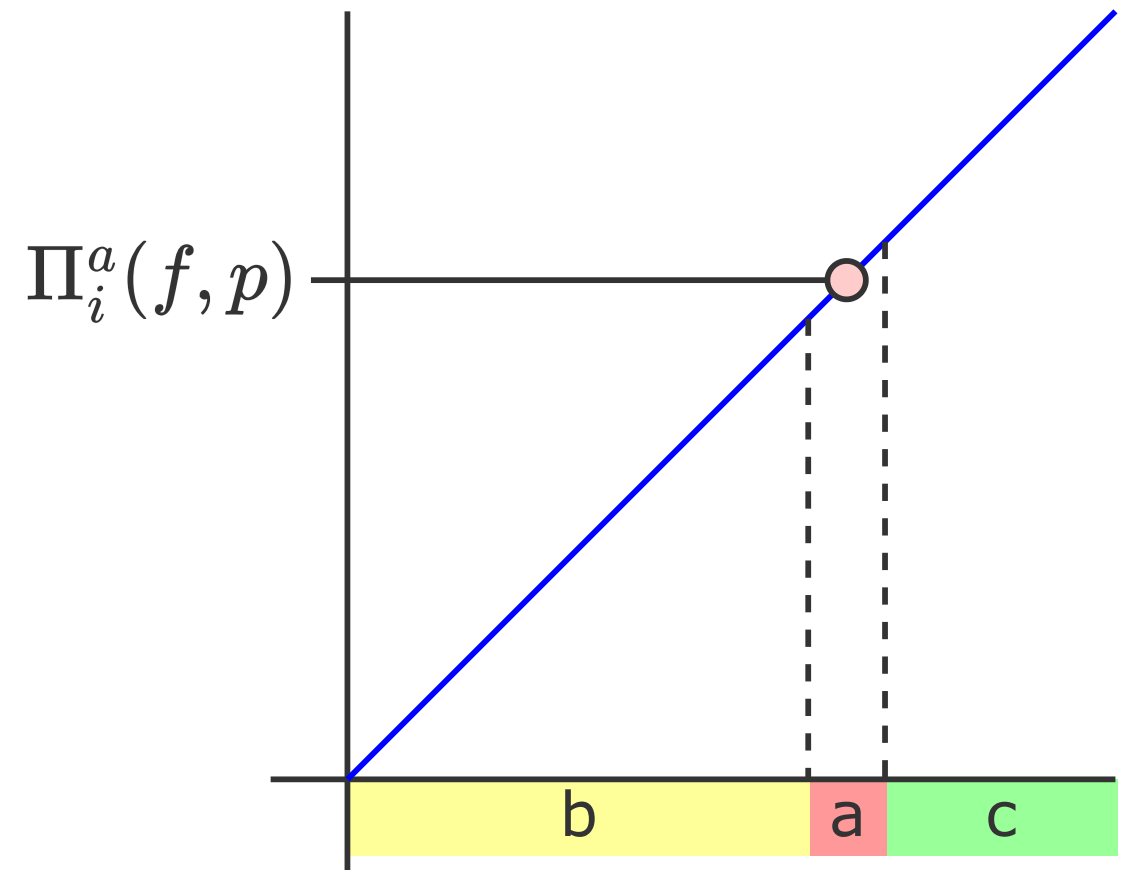
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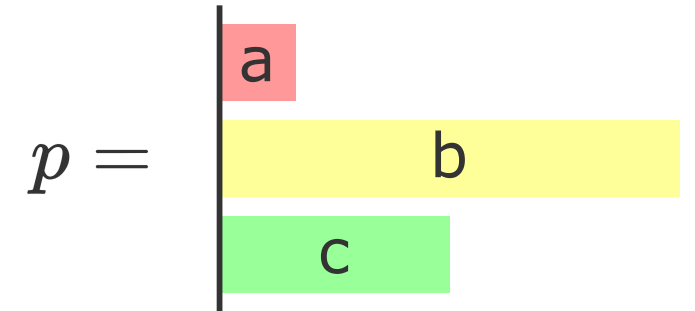


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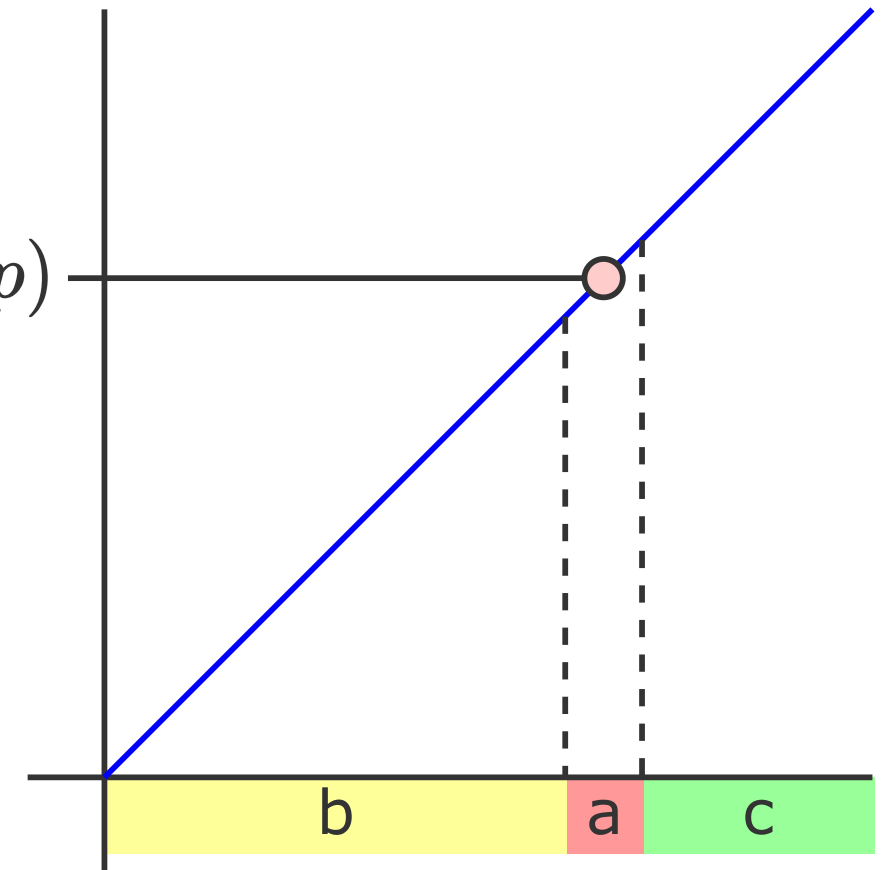
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## Proposition

An equilibrium lottery exists for  $f(x) = x$  (namely, ML).

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Equivalently,  $p$  must be a best-response to the following two-step optimization problem:

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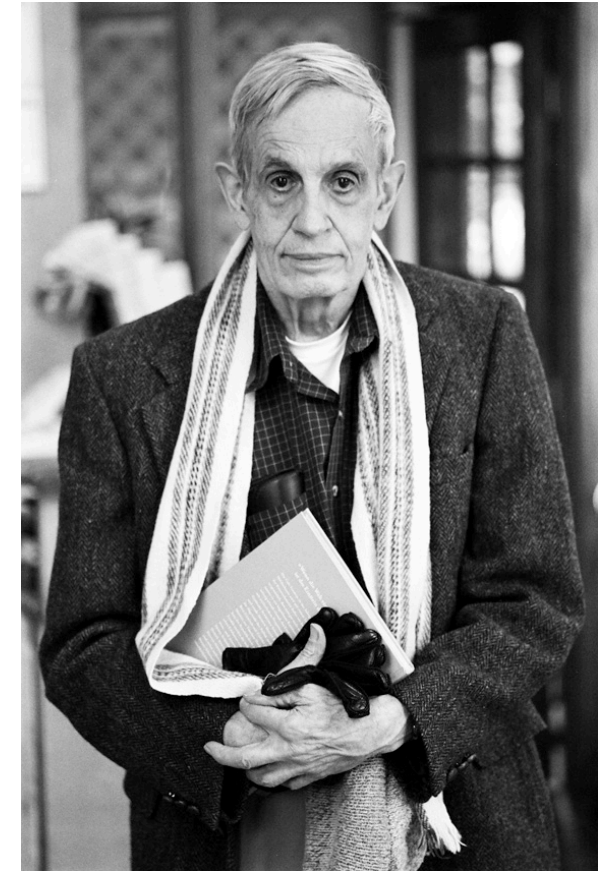
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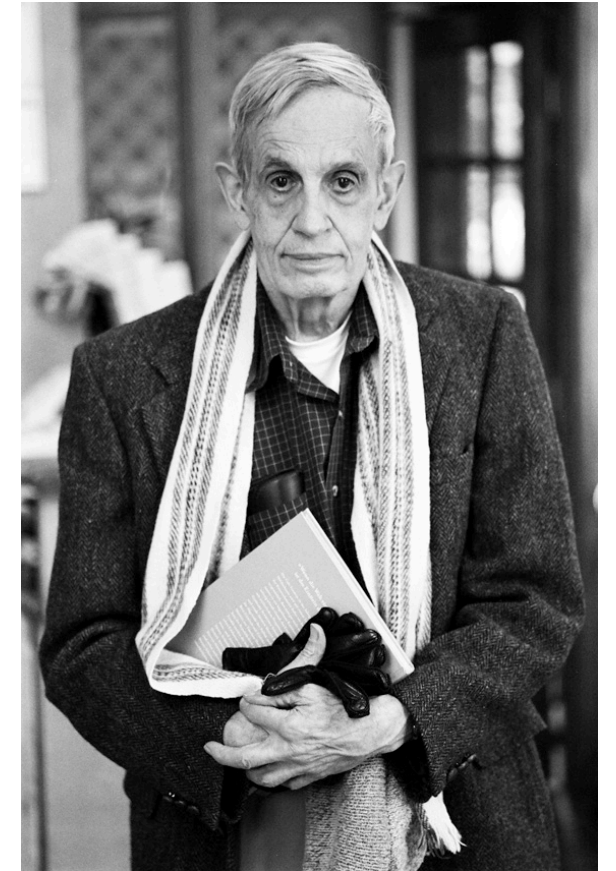
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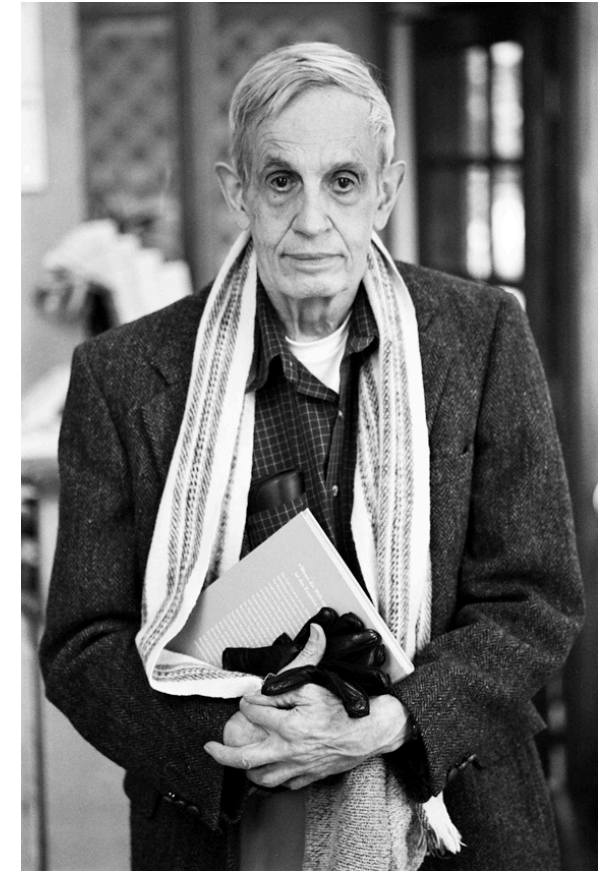
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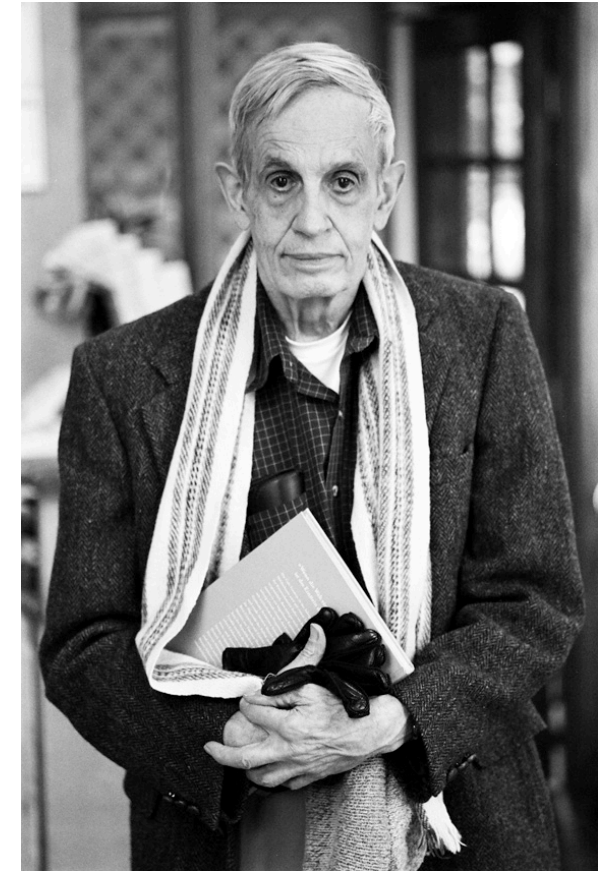


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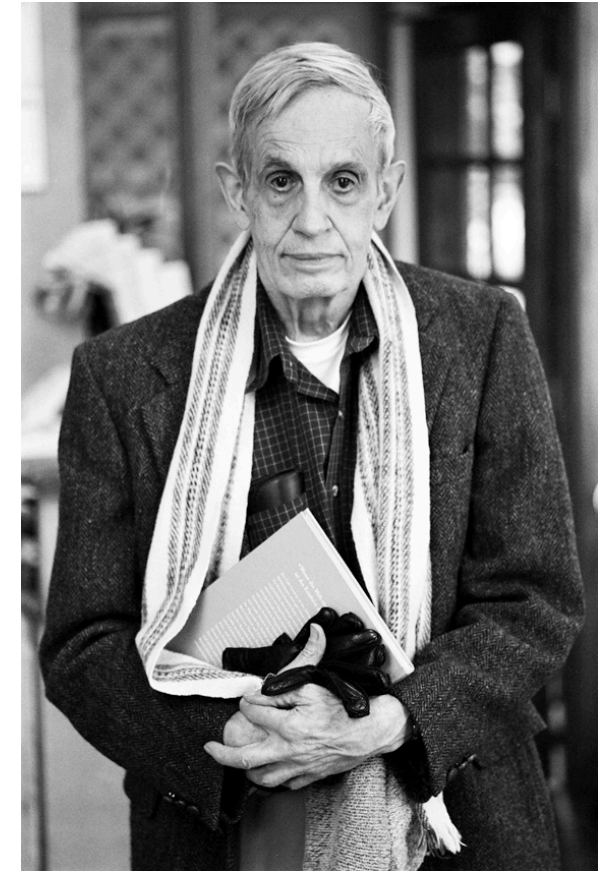


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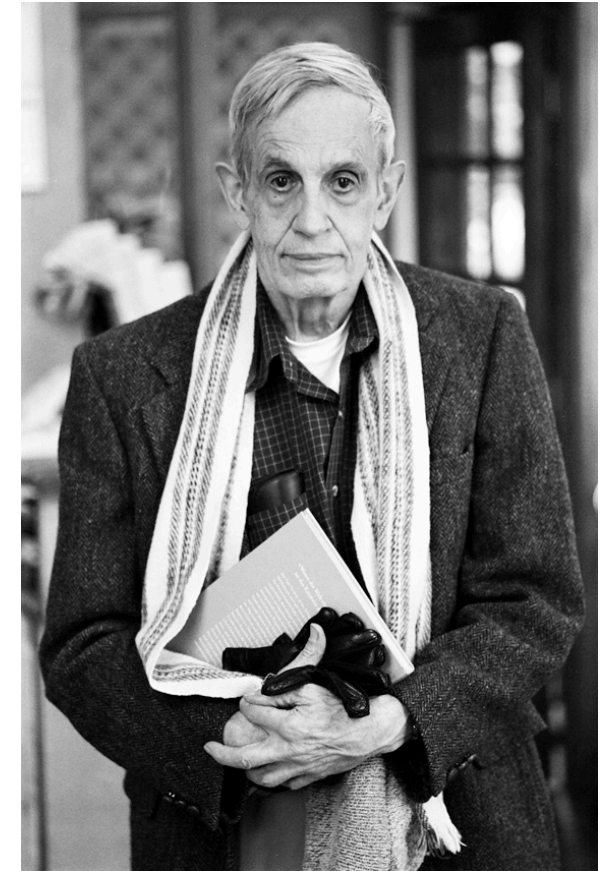
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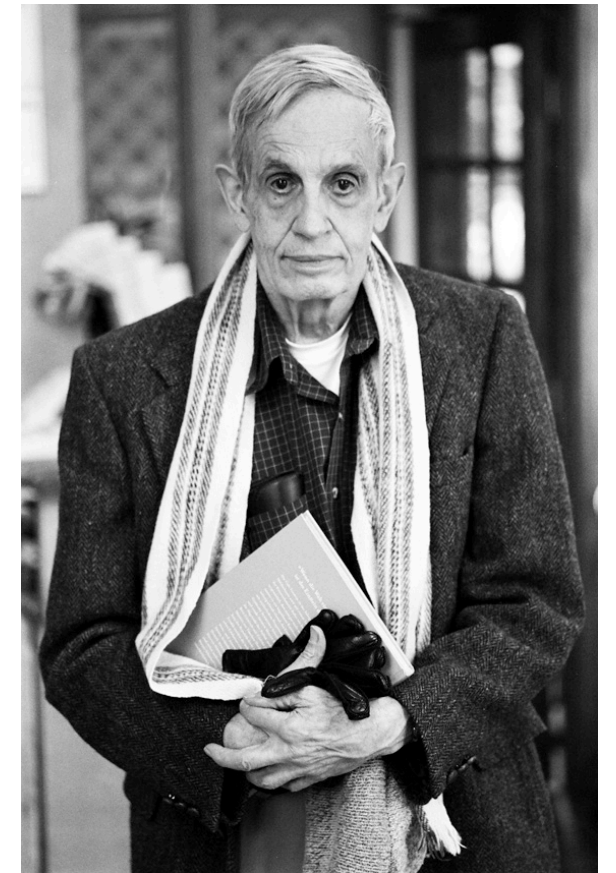
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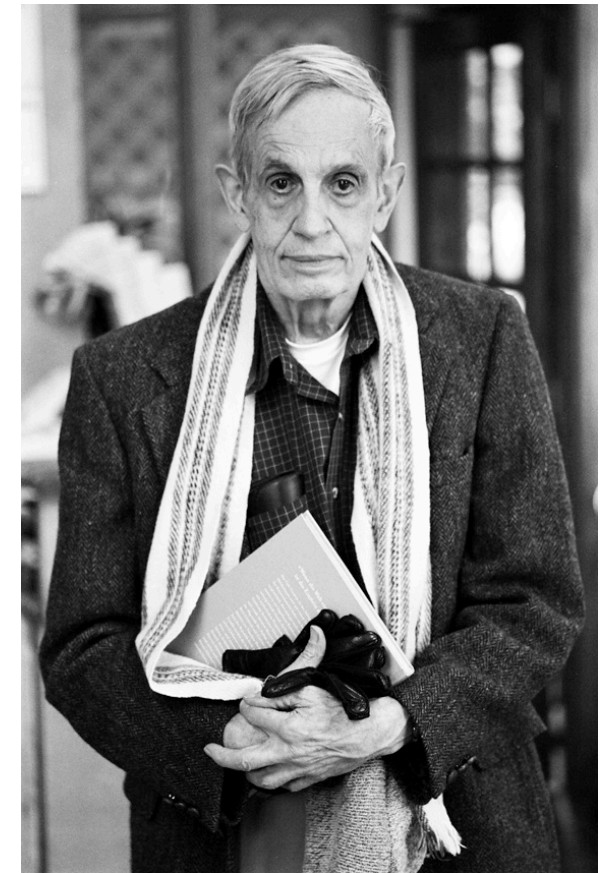
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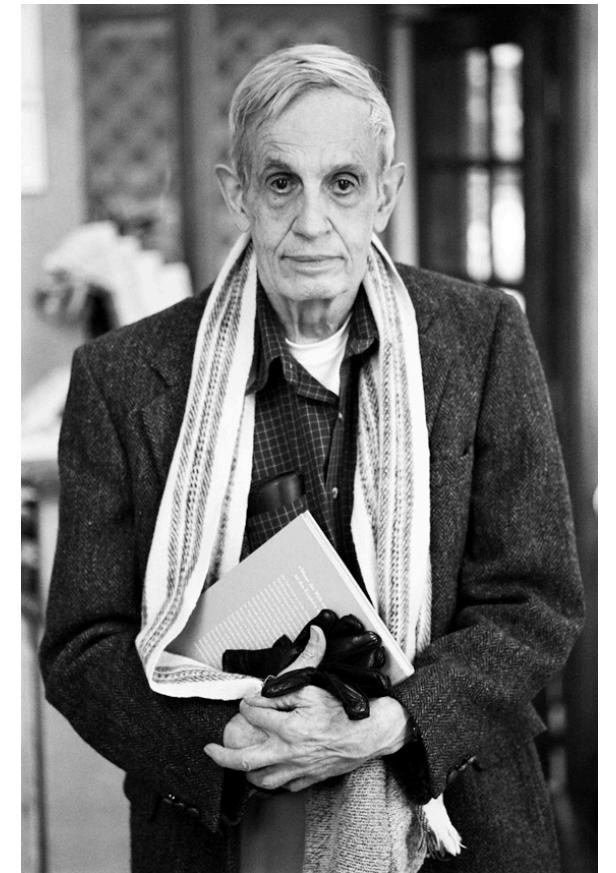
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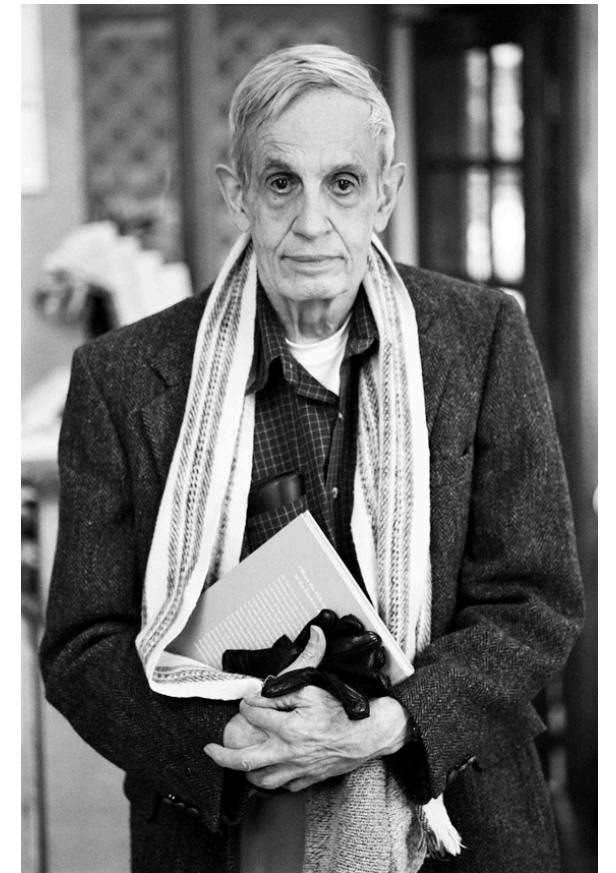
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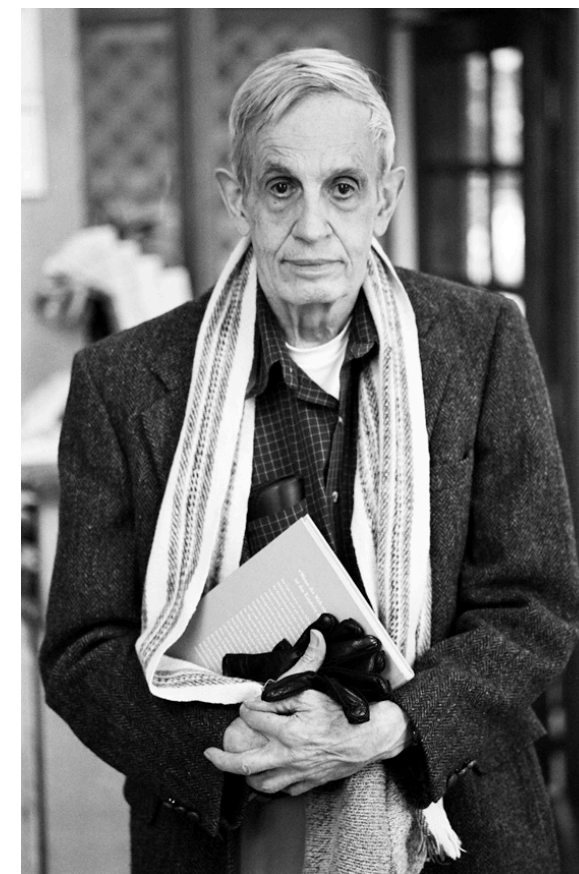
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## Theorem (Kakutani, 1941)

*Any set-valued best-response function satisfying the above properties has a fixed point, i.e., a tuple  $(p, \gamma)$  that is a best response to itself.*



# Existence of stable lotteries

## Corollary

*An equilibrium lottery exists even for the discontinuous step function:*

$$h(x) = \begin{cases} 0 & \text{if } x < 1/2 \\ 1 & \text{if } x \geq 1/2 \end{cases}$$

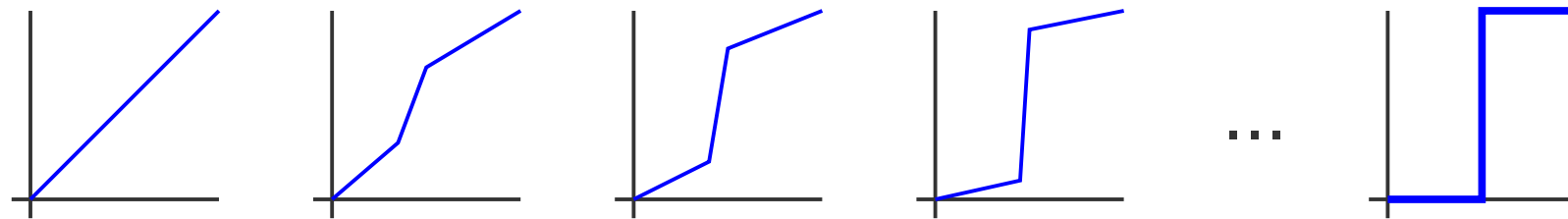
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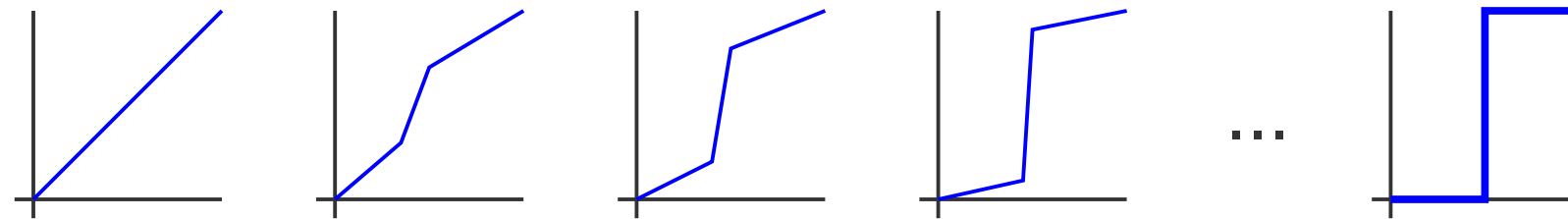
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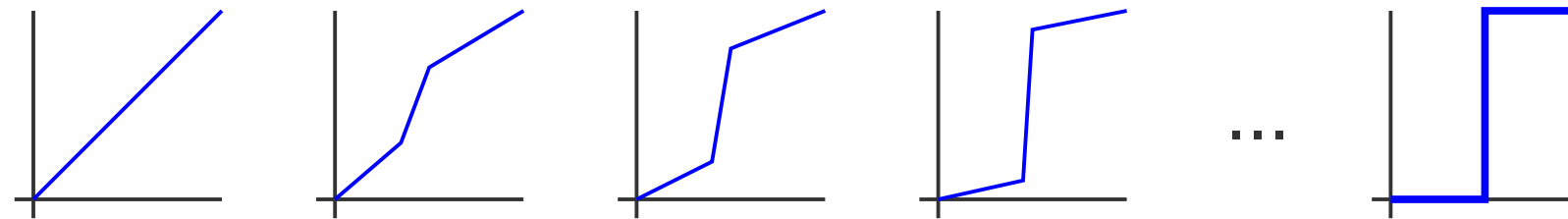
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## Theorem (Nguyen, 2025)

An equilibrium lottery for  $h$  is **ex ante and ex post stable**.

# Existence of stable lotteries, proof

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*For any score function  $f$ , if  $p$  is an equilibrium lottery, then the maximum score of any candidate (attained by each candidate in the support of  $p$ ) is*

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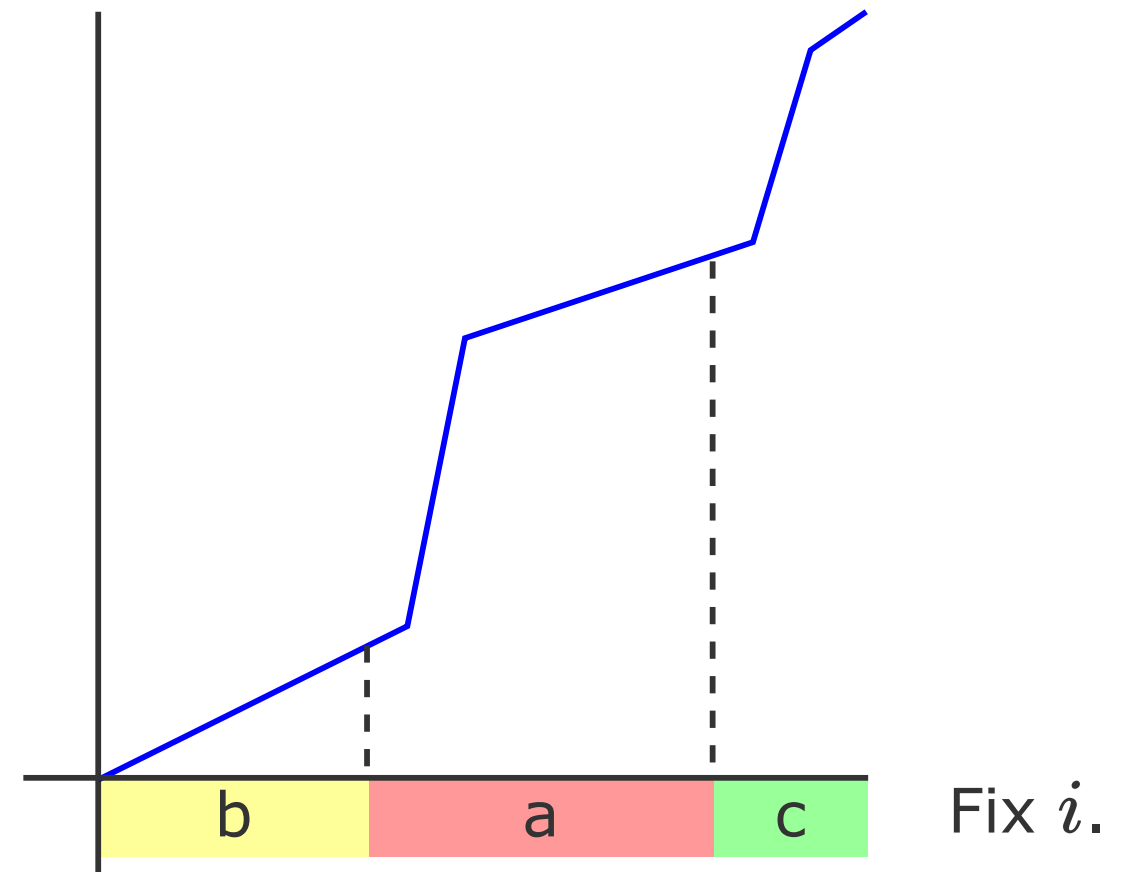
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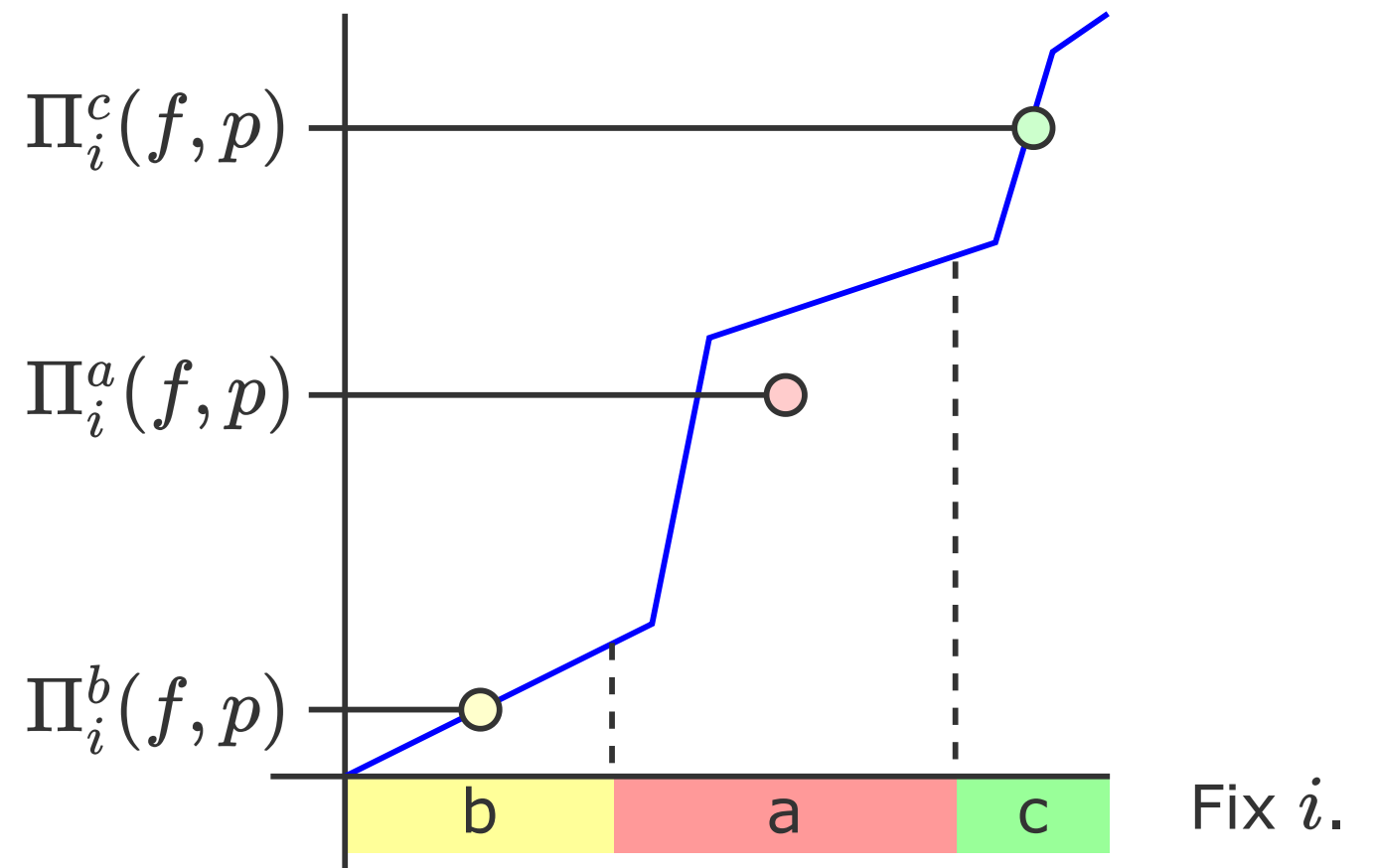
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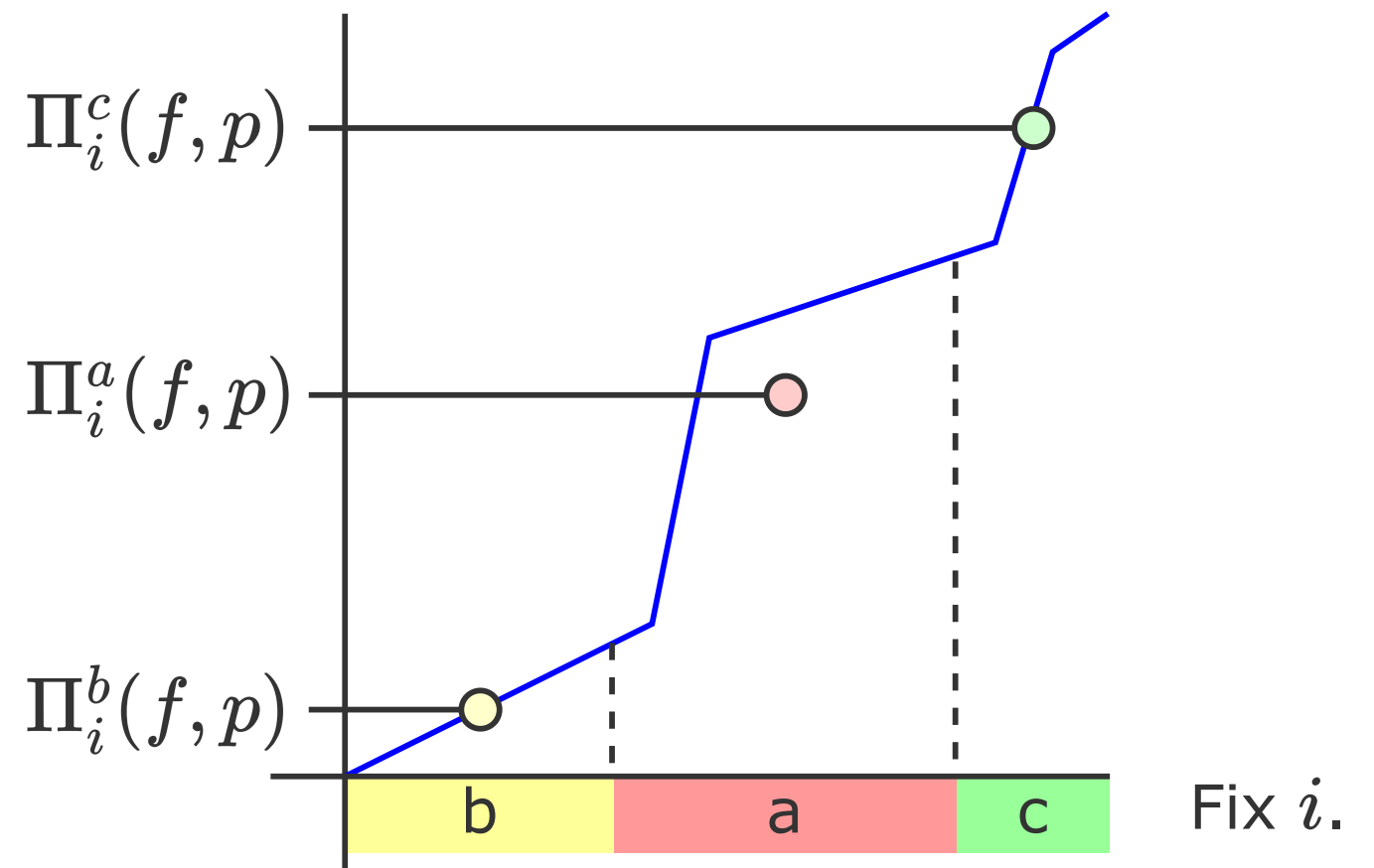
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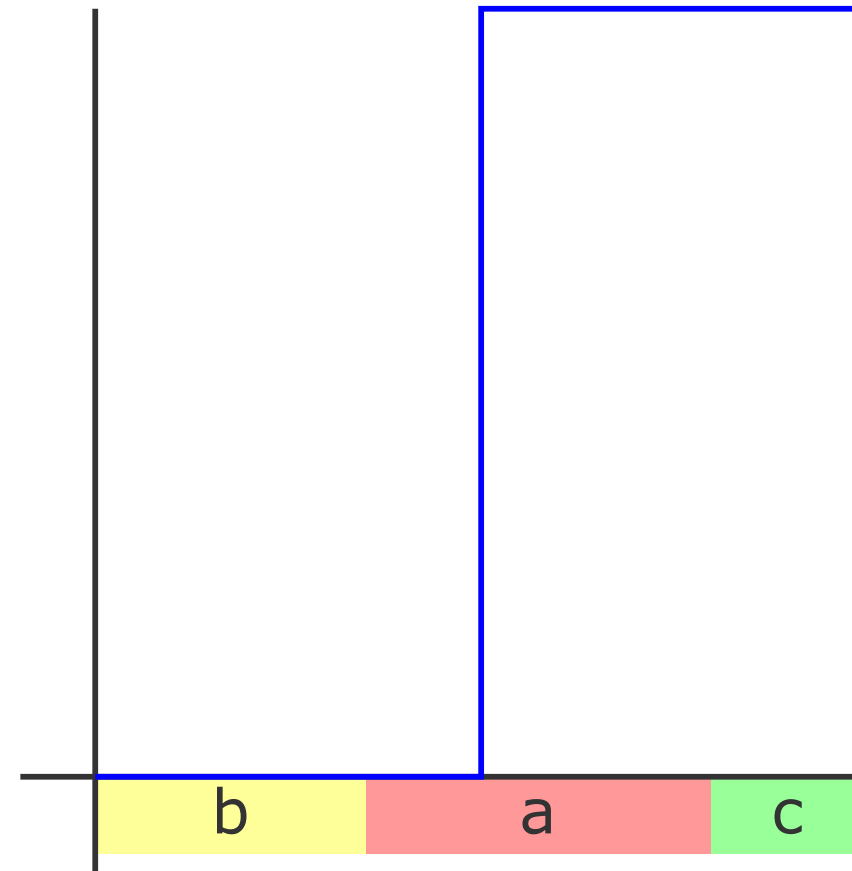
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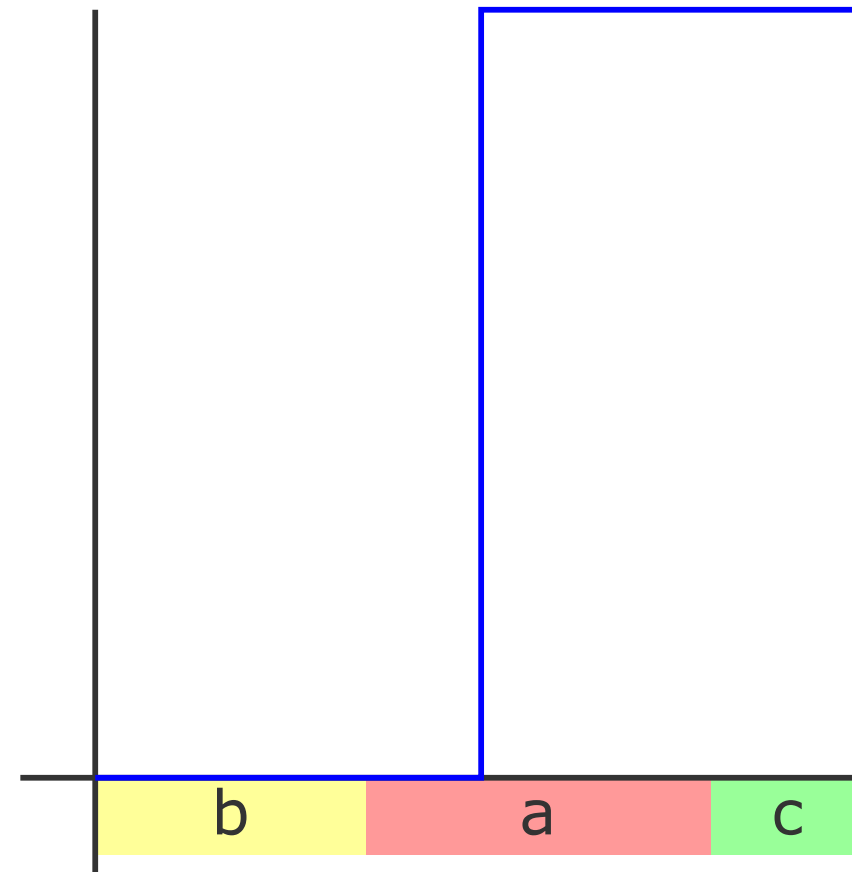
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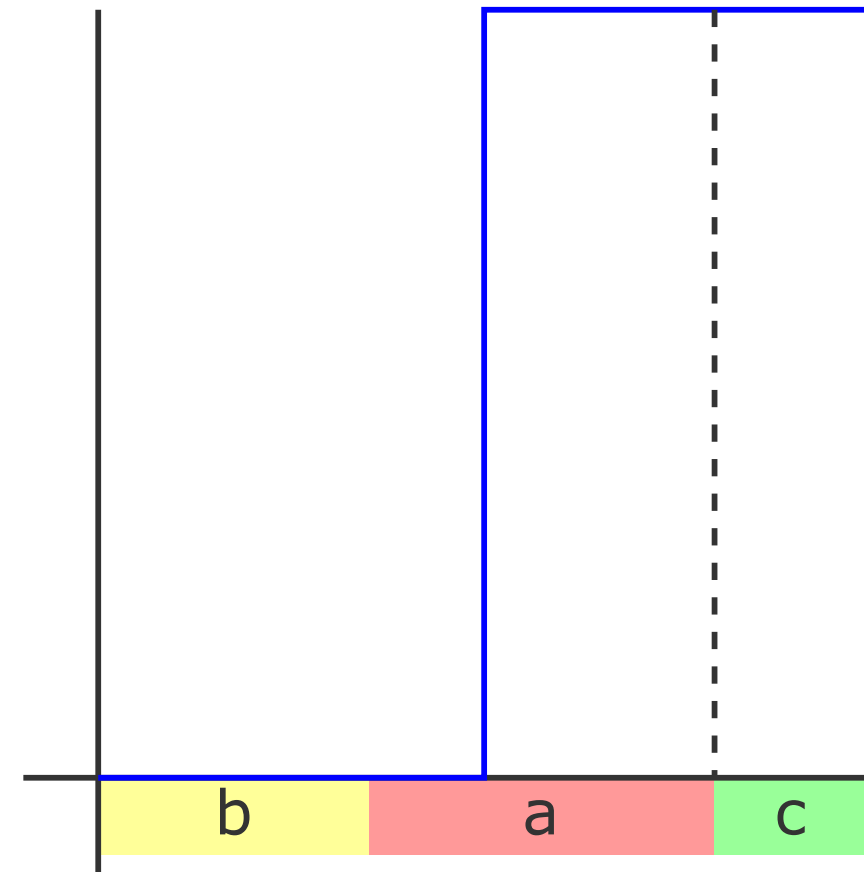
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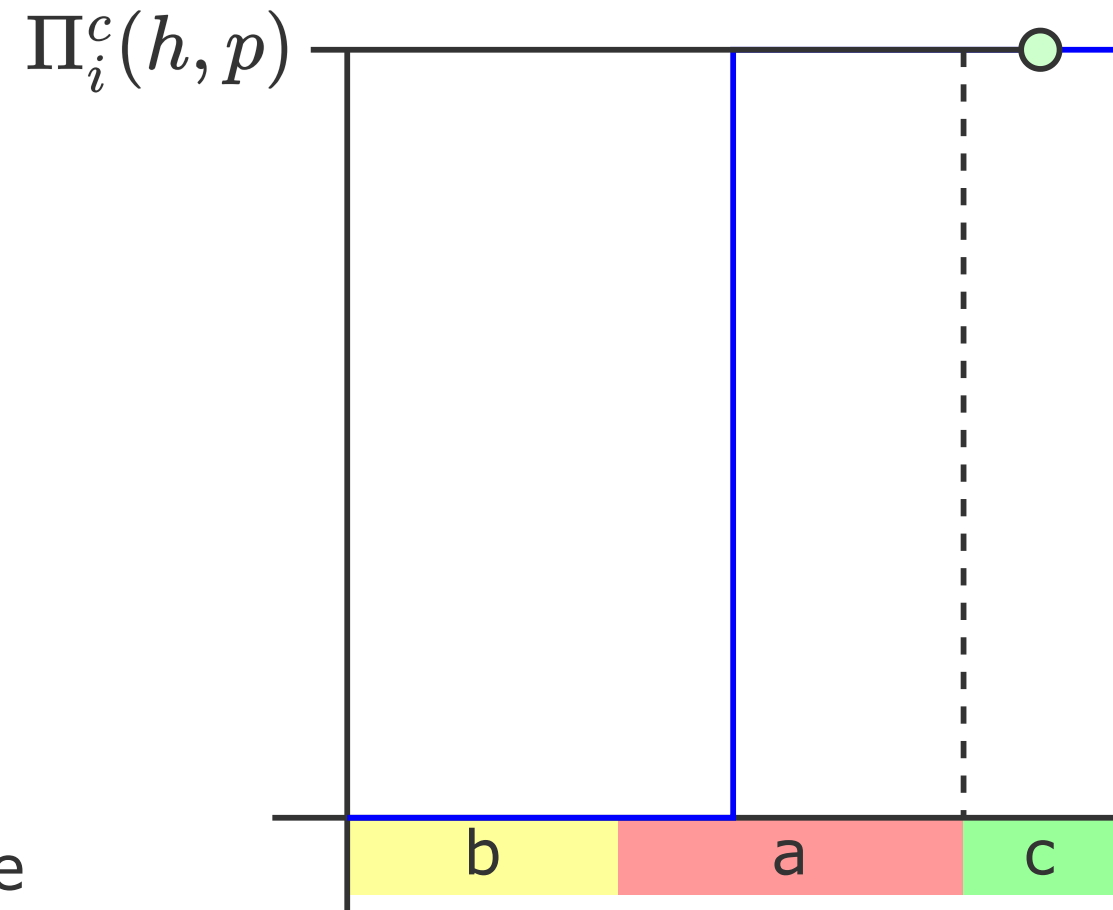
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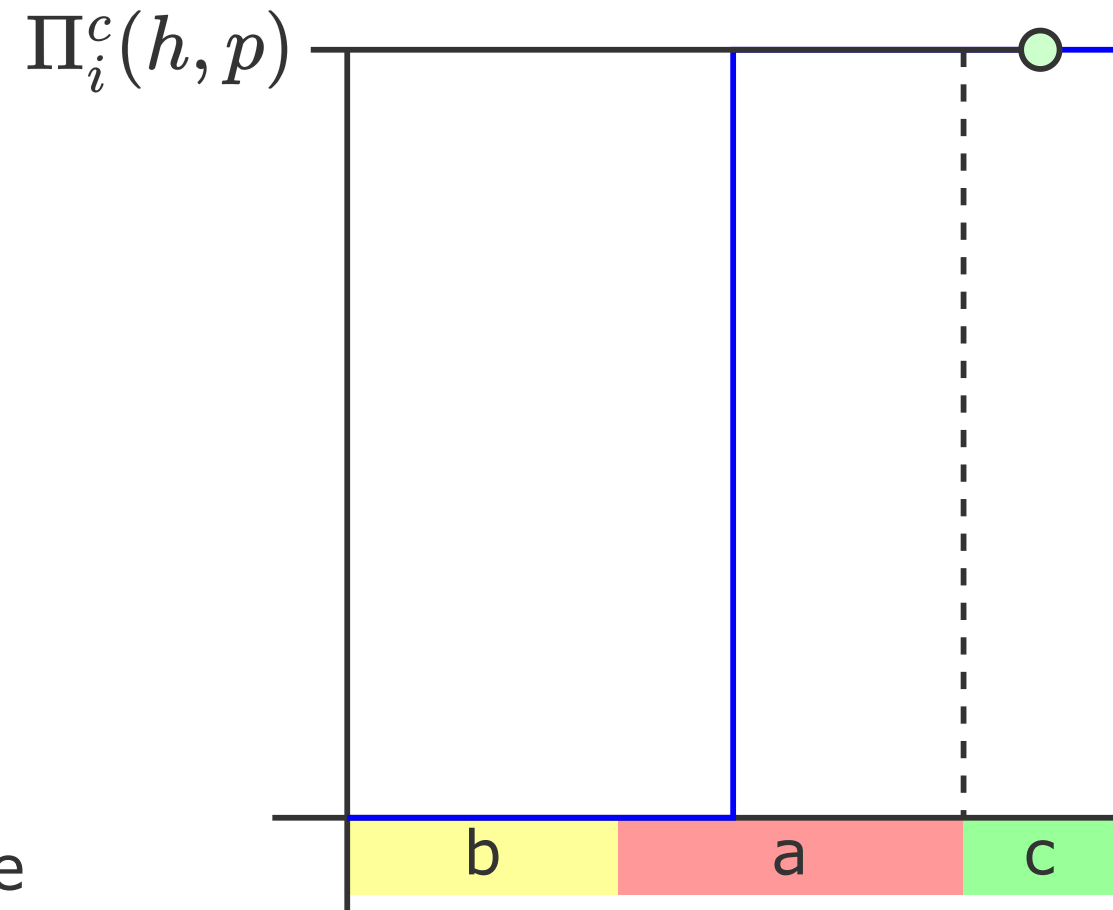
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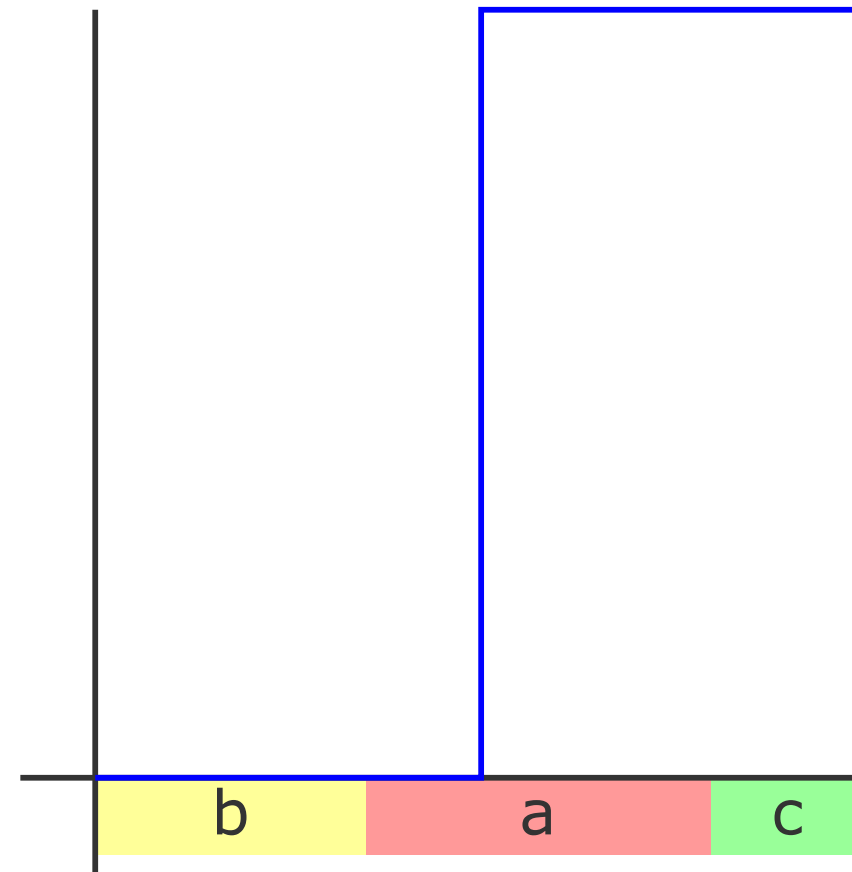
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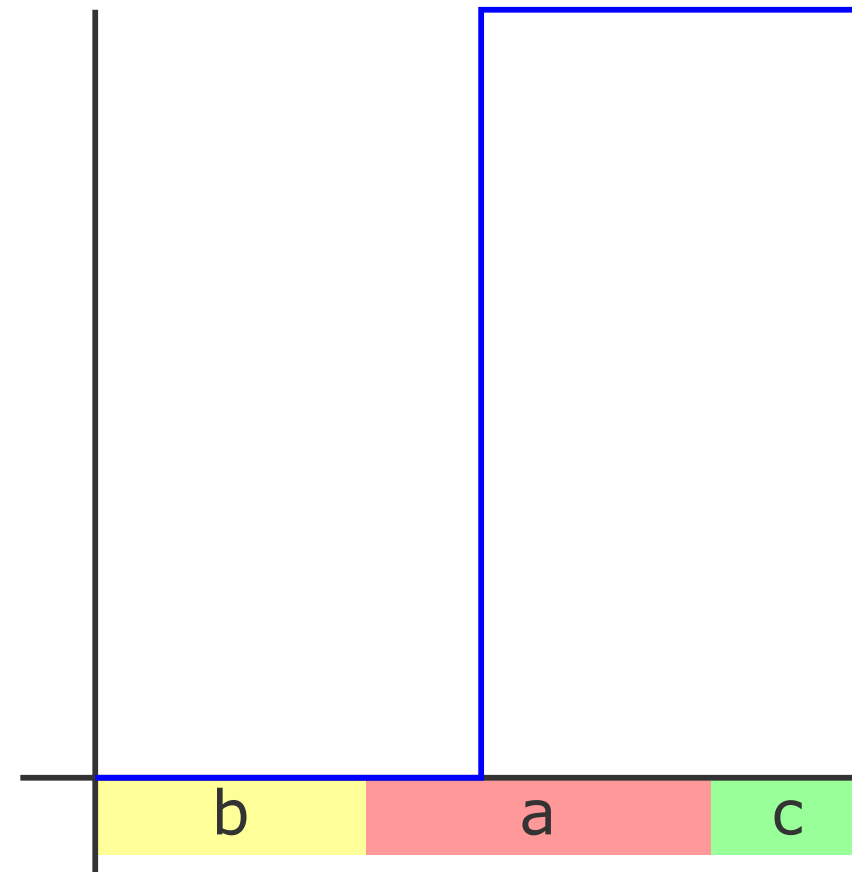
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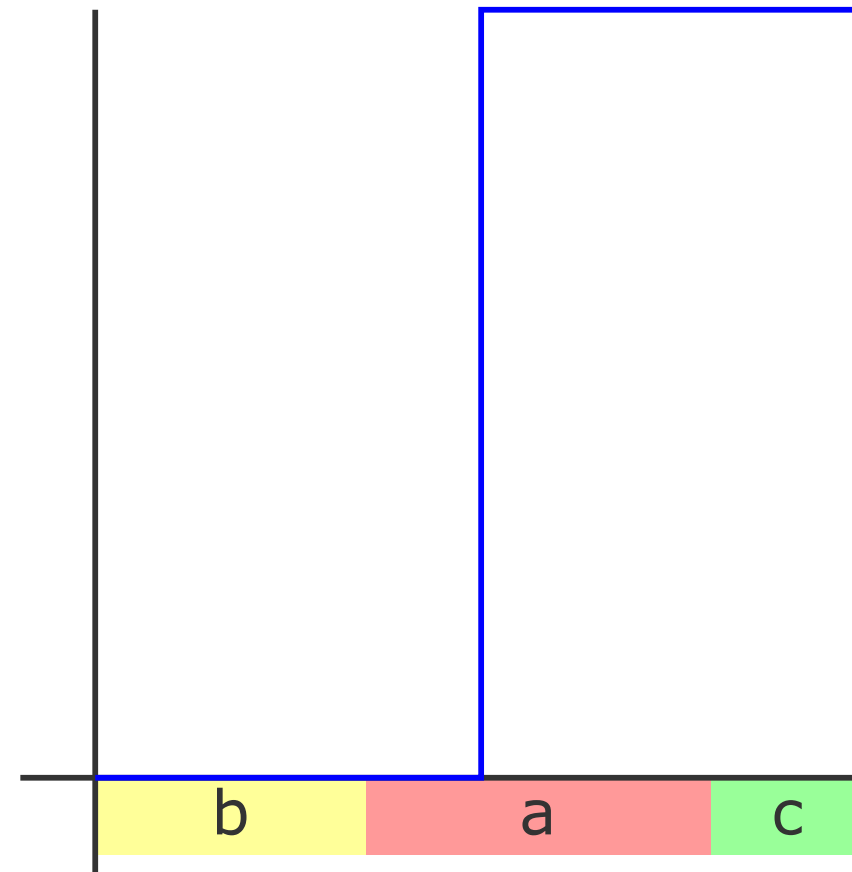
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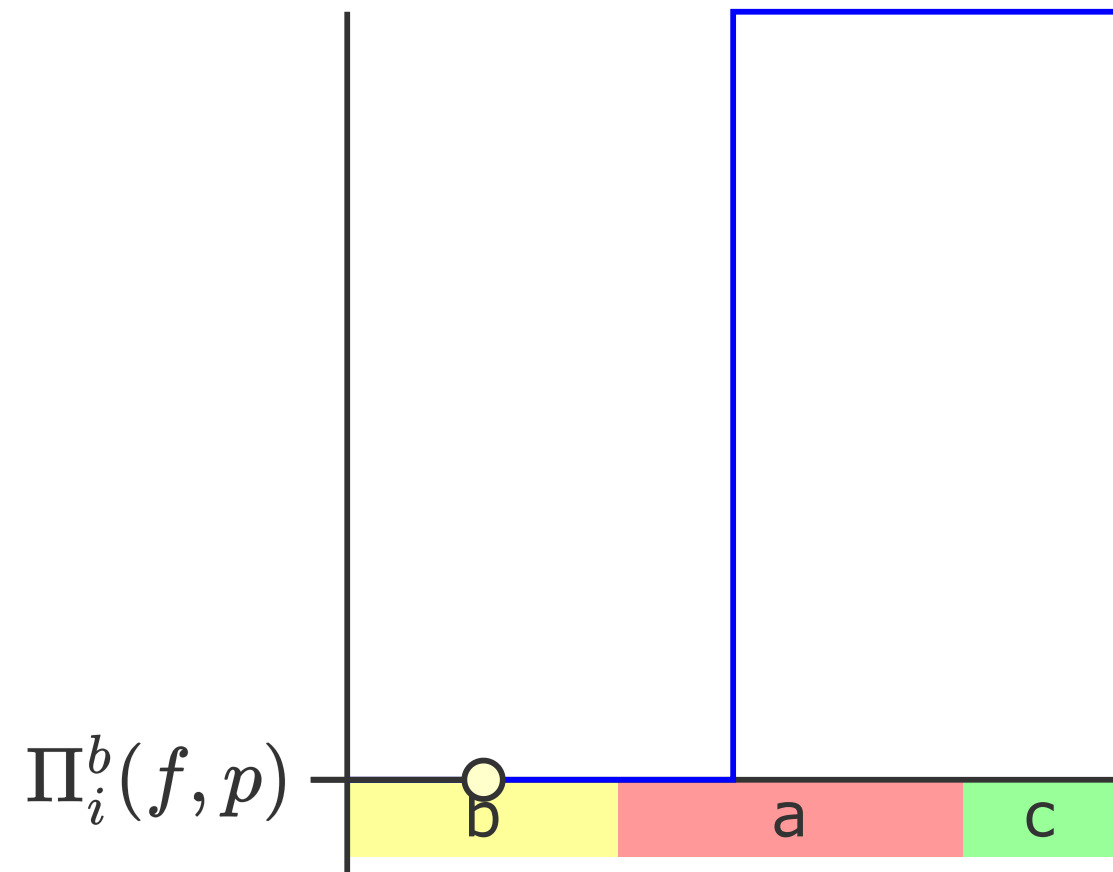
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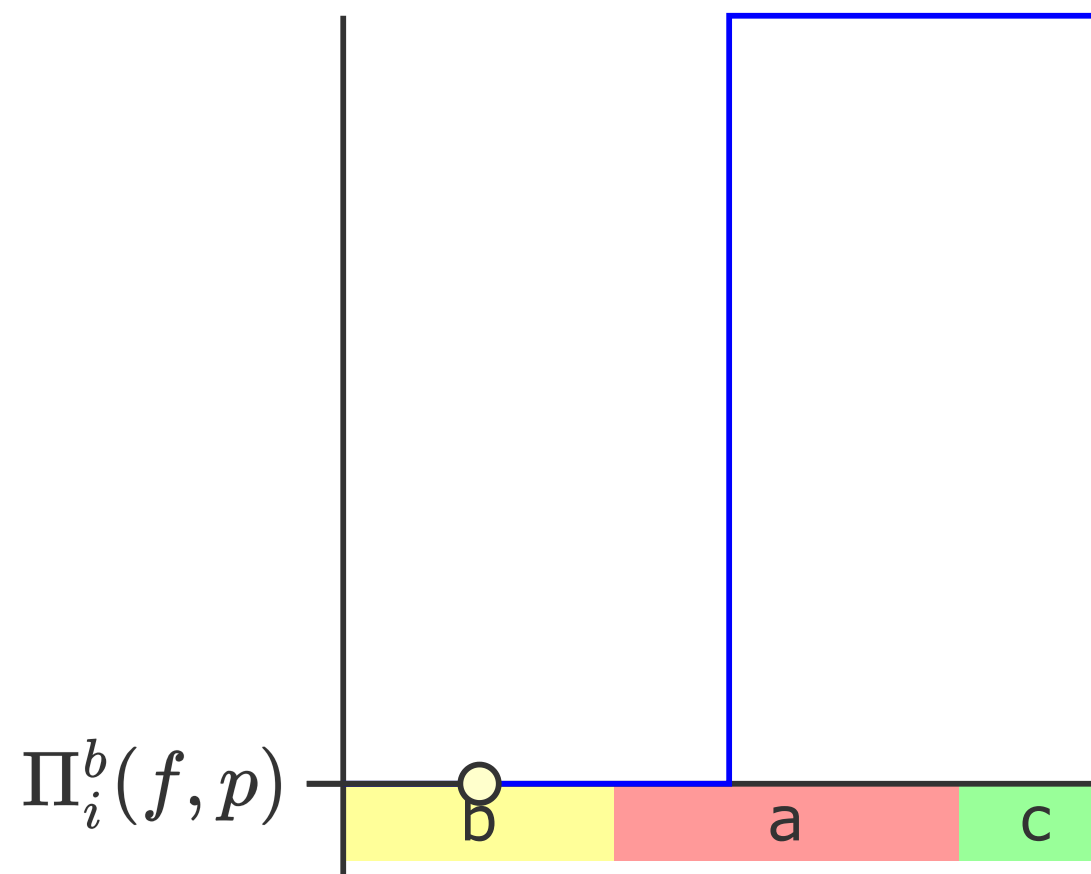
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# Application to intransitive dice

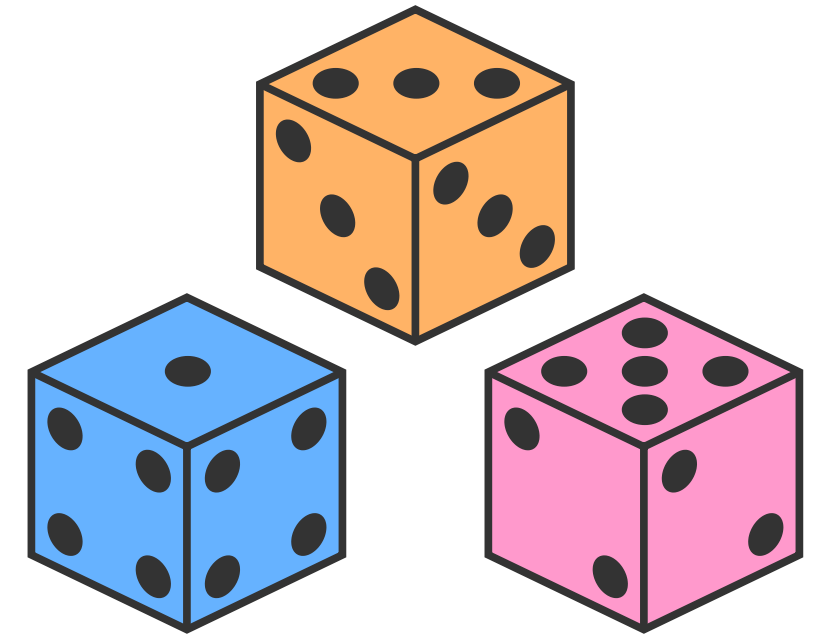
$k$ -dice game:

1. Alice makes a set of arbitrarily many dice, with arbitrarily many sides, and arbitrary numbers on the faces
2. Bob picks  $k$  dice
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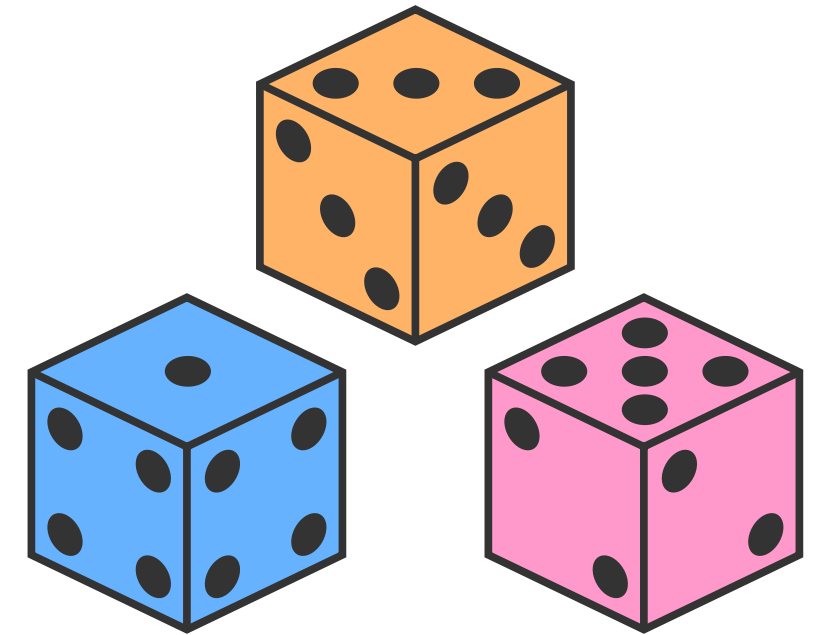
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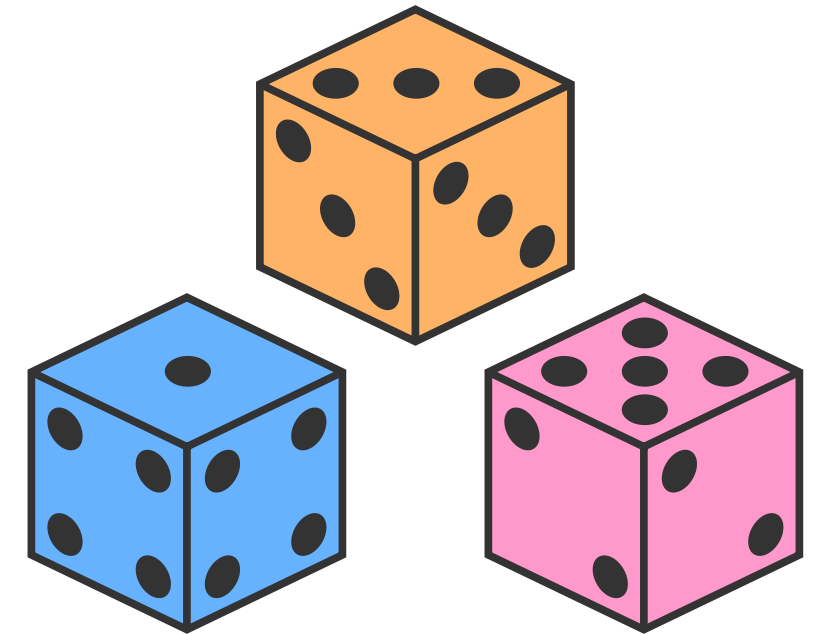
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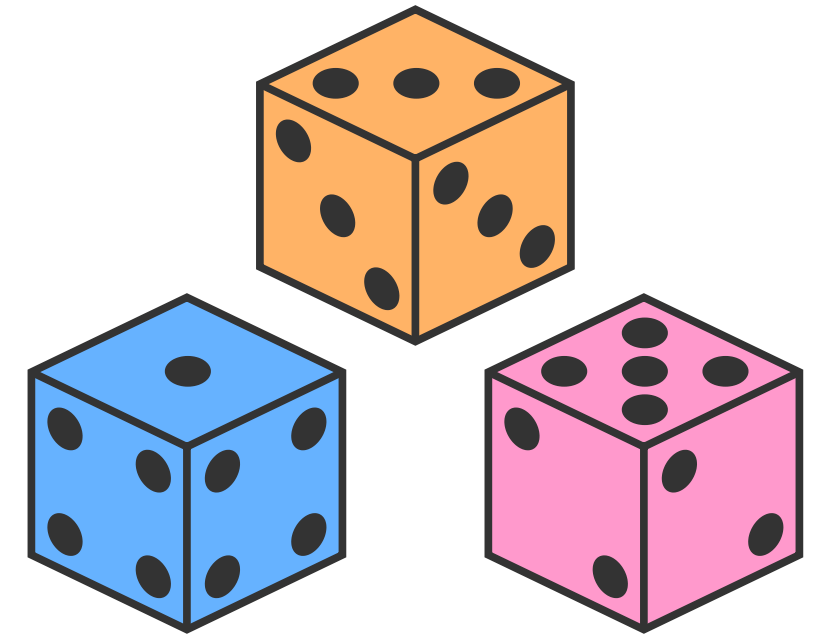
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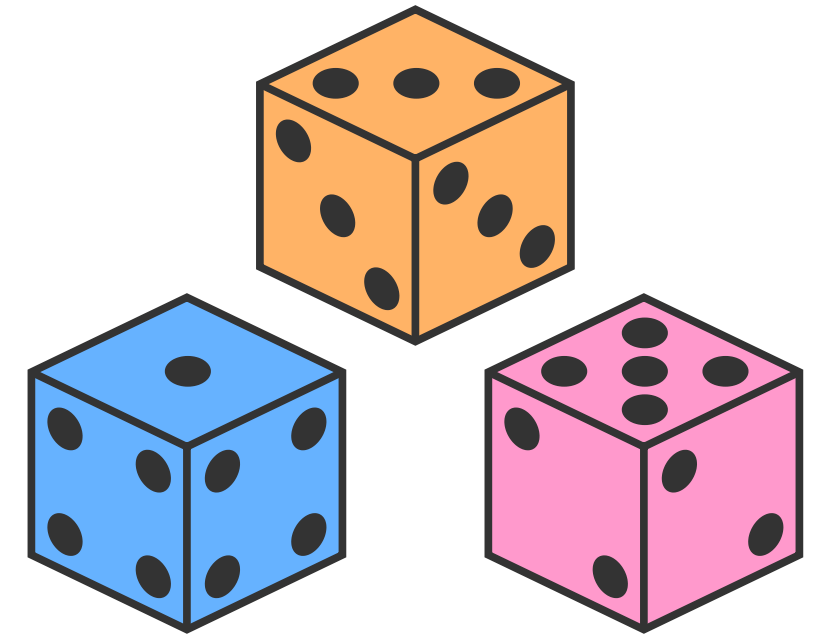
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- (3) Yet Bob can win the 5-dice game with probability  $> 1/2$

# Application to intransitive dice

$k$ -dice game:

1. Alice makes a set of arbitrarily many dice, with arbitrarily many sides, and arbitrary numbers on the faces
2. Bob picks  $k$  dice
3. Alice picks any one other die
4. They both roll, whoever picked the highest die wins



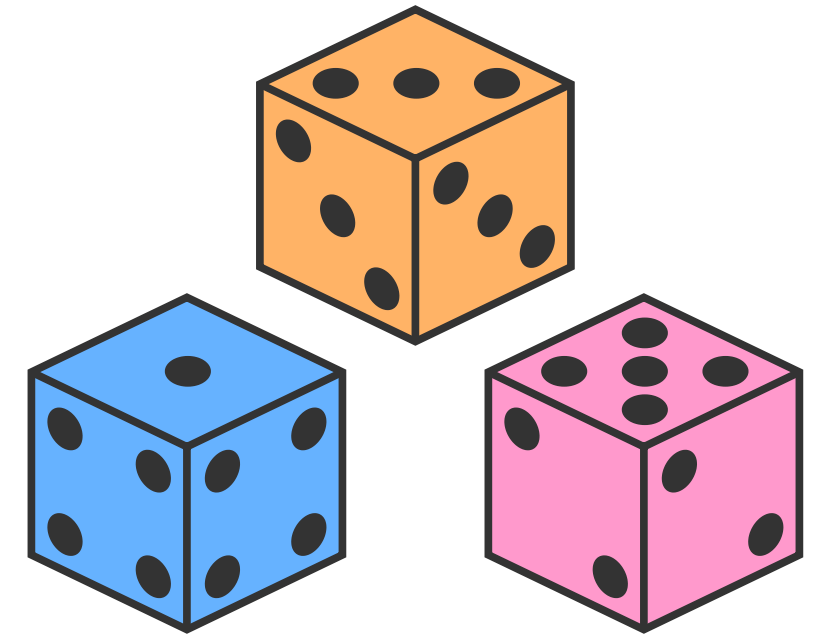
## Theorem

- (1) Alice can win the 1-dice game with any probability  $< 3/4$ . [Komisarski, 2021]
- (2) If Alice can only make 3 dice, the limiting probability is  $\frac{1}{\phi} \approx 0.618$ . [Trybuła, 1961]
- (3) Yet Bob can win the 5-dice game with probability  $> 1/2$  even with correlated dice!

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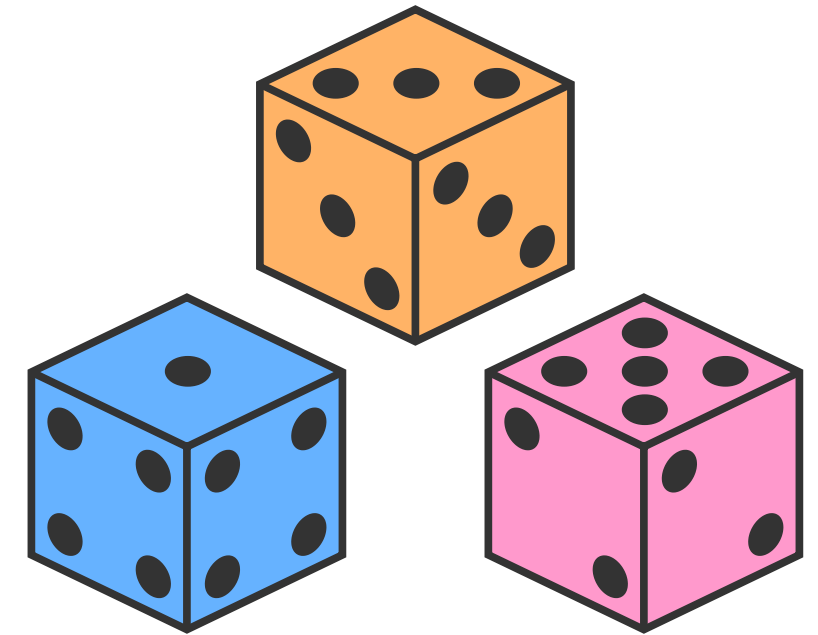
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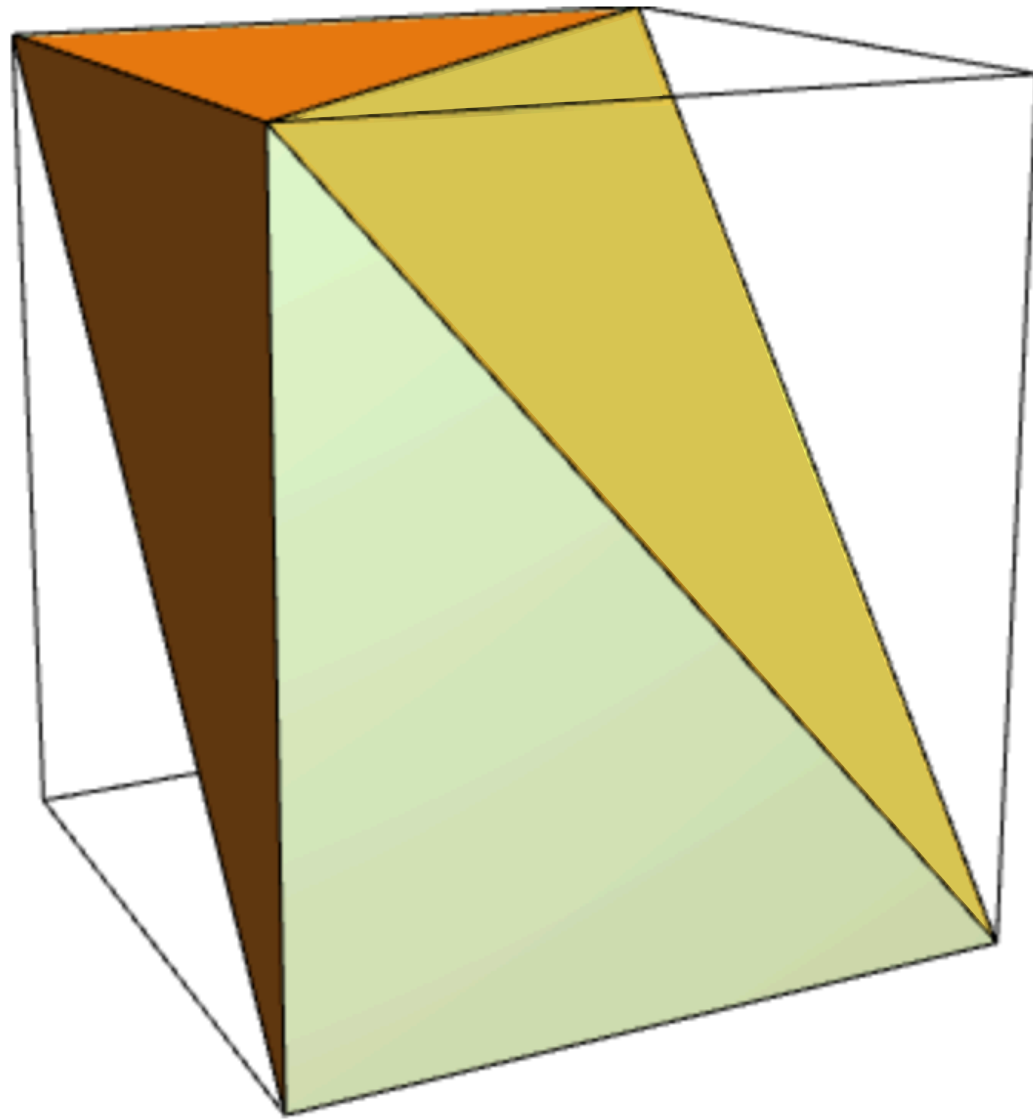


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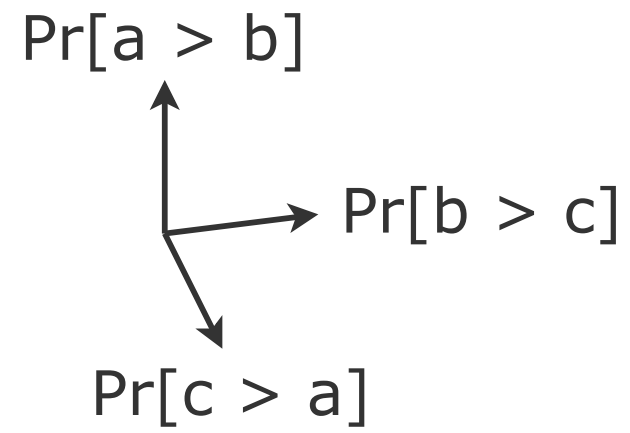
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*Proof of (3).* Consider a preference profile with one candidate per die and one voter for every possible roll of Alice's dice, where the voter ranks candidates from highest die to lowest die. Bob selects 5 dice corresponding to a Condorcet winning set. A majority of die rolls rank one of these 5 dice the highest. ■

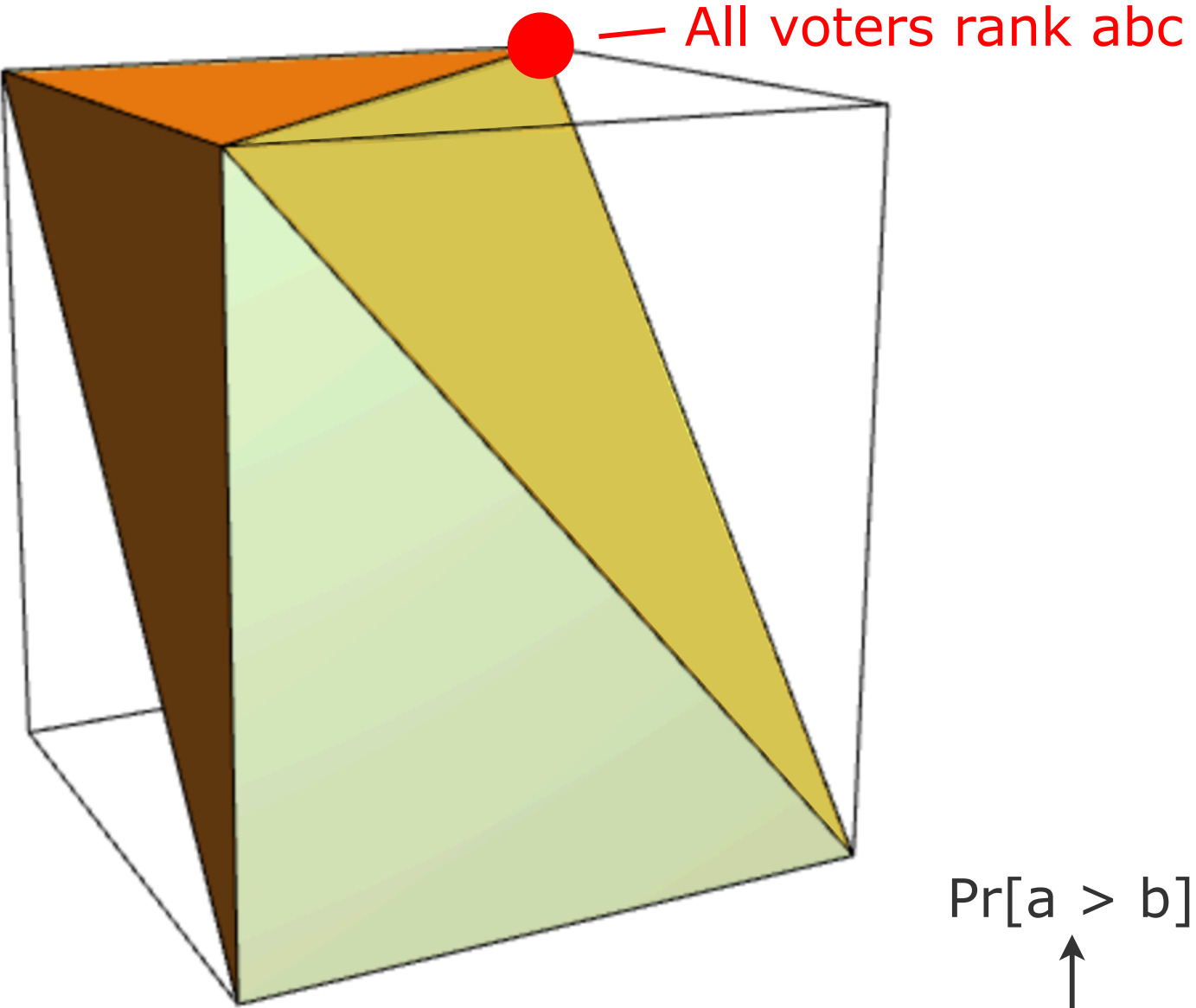
# Voting versus independent dice



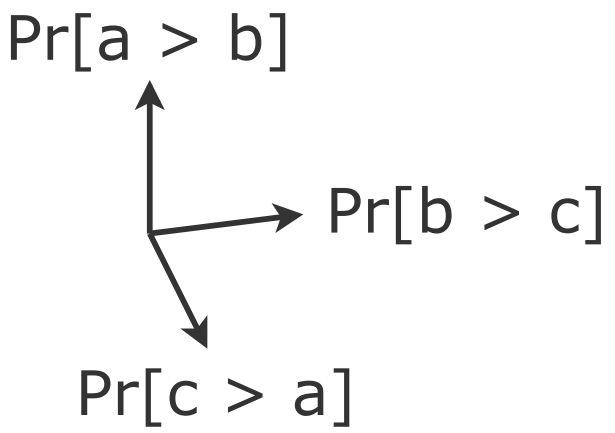
Voting



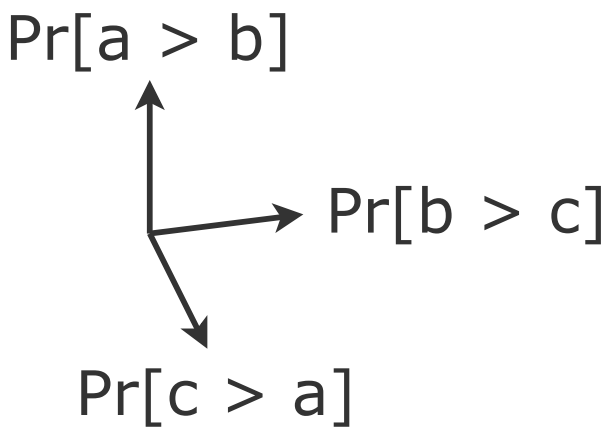
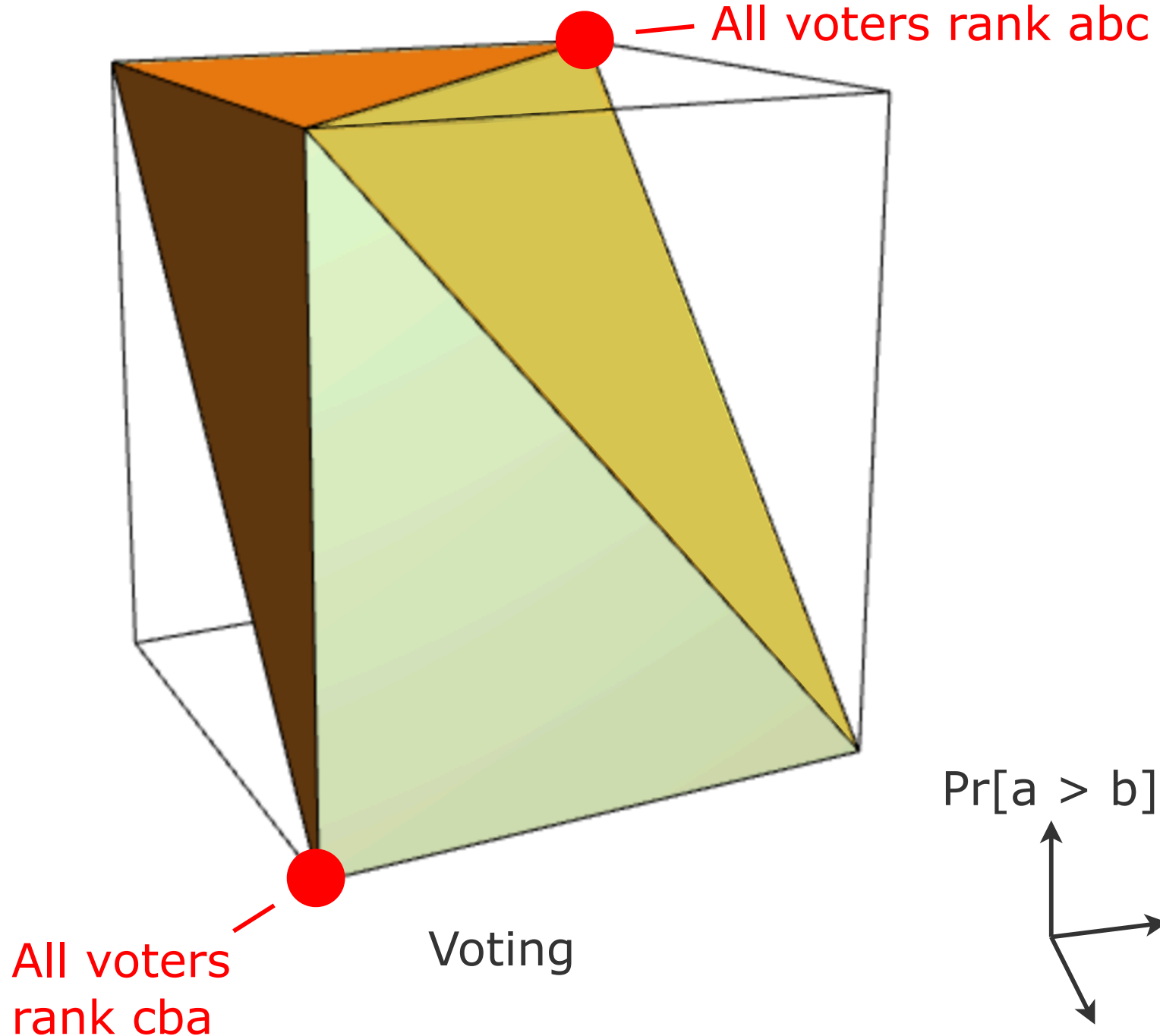
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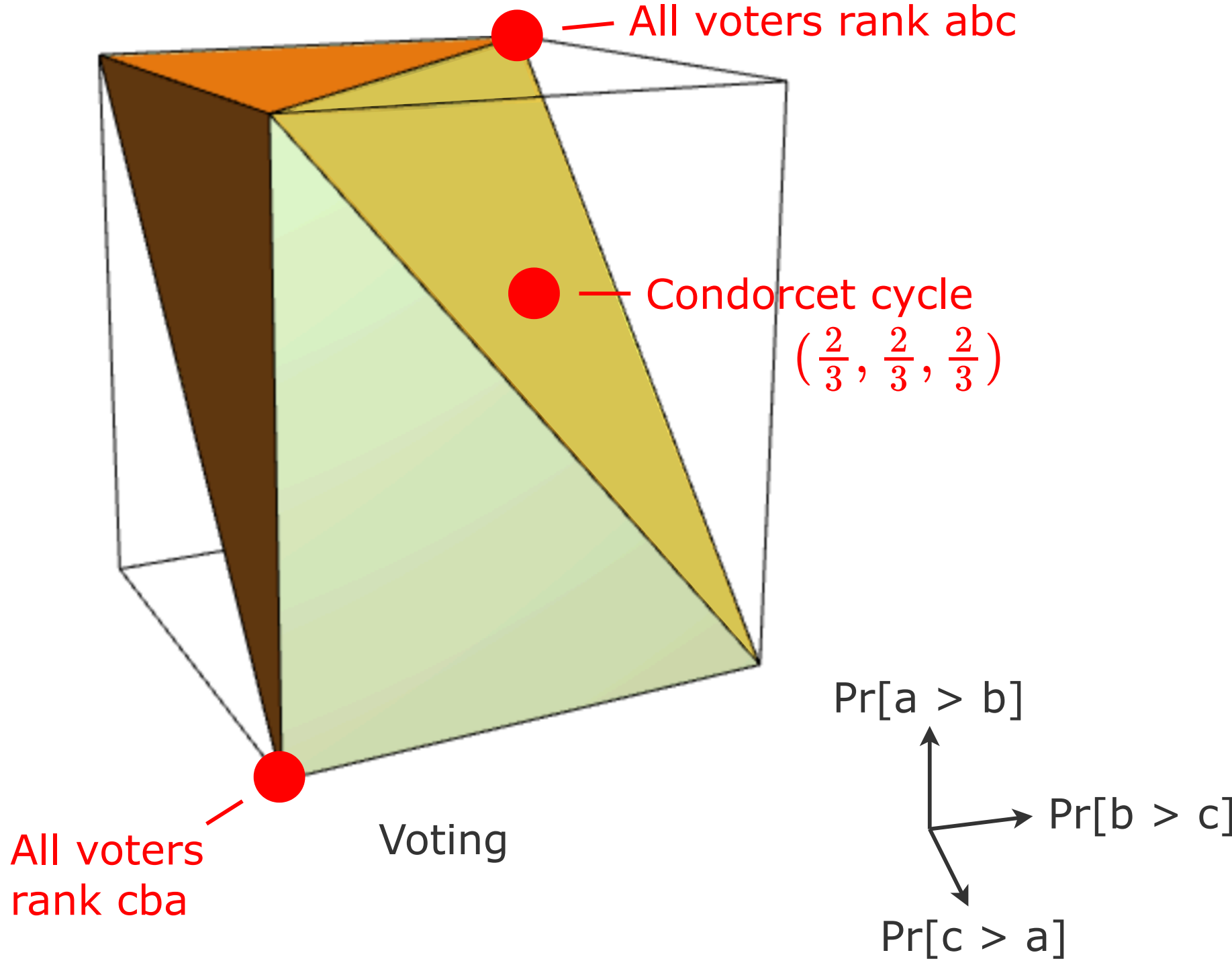
Voting



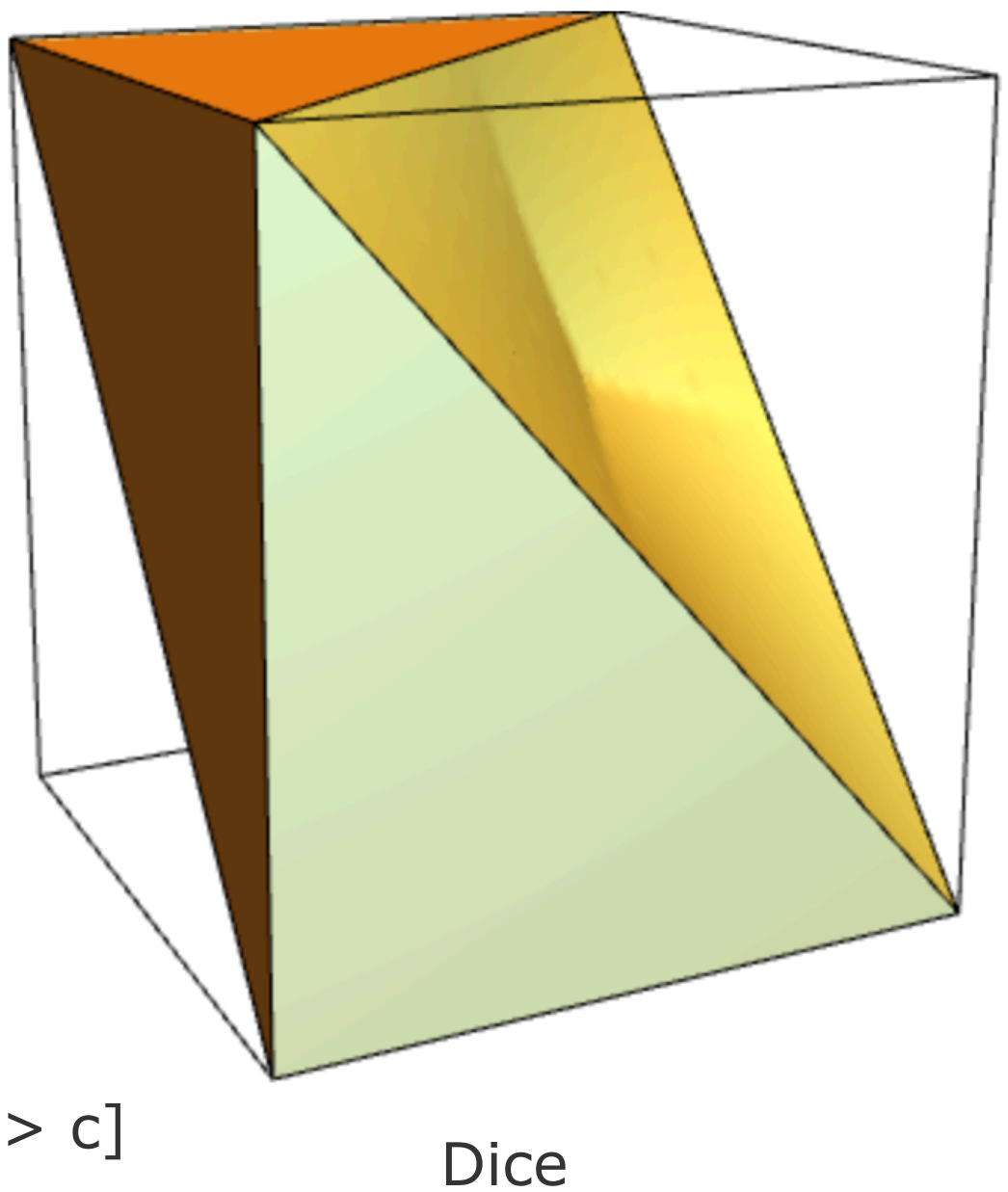
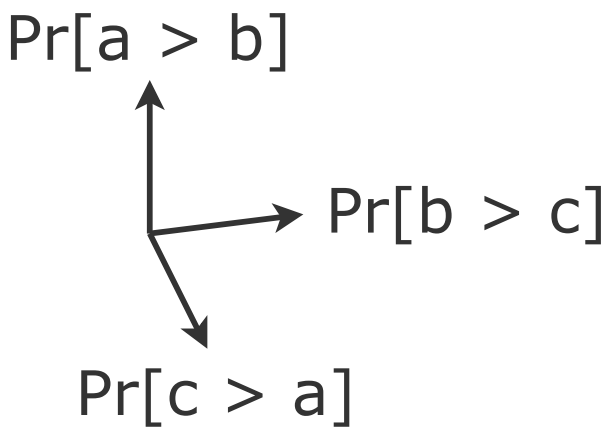
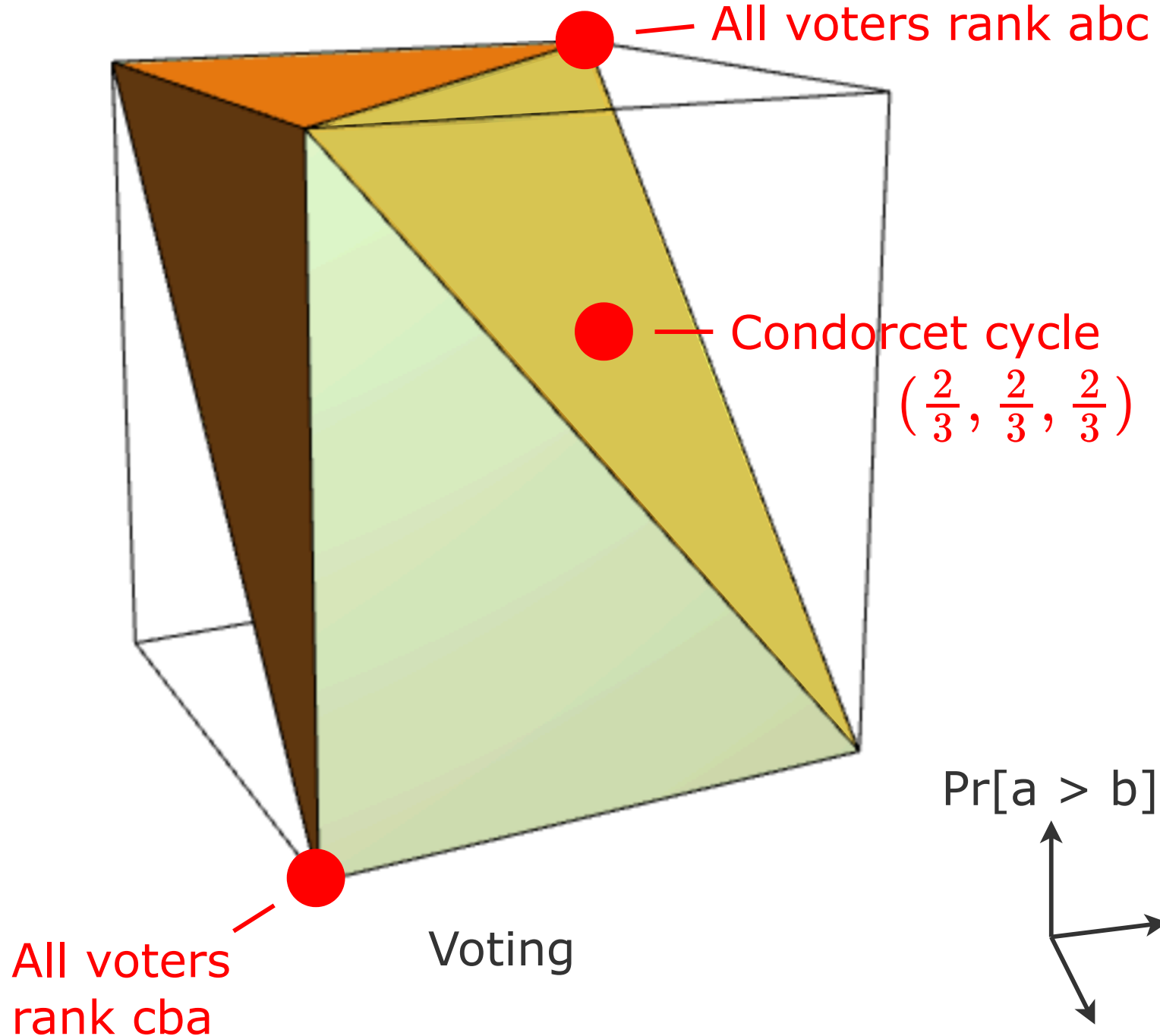
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