

# POLITICAL ECONOMY





NEW

SZÉCHENYI PLAN

# POLITICAL ECONOMY

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# POLITICAL ECONOMY

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## Week 3

### The simple majority rule

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# Why is simple majority so popular?

- Because it is much „faster” than unanimity in reaching decisions.
- But consider cycling – is it really faster?
  - Q: what were the arguments against cycling?
- So why do we use simple majority so often? (Hint: what would the average Joe say?)

# Normative considerations

- Condorcet's jury theorem
- May's theorem on majority rule
- Rae–Taylor theorem on majority rule

# We have seen that simple majority vote is special – but is it good?

*Is simple majority a good way to aggregate information?  
Ex. 5 people, all with a 60% chance to be right, vote.*

Threshold	formula	Prob of the true alternative to pass
5 (unanimity)	$(0.6)^5$	7.78%
4 (qualified majority)	$(0.6)^5 + 5(0.4)(0.6)^4$	33.7%
3 (simple majority)	$(0.6)^5 + 5(0.4)(0.6)^4 + 10(0.4)^2(0.6)^3$	68.2%

In general:

$$P_n = \sum_{h=(n+1)/2}^n [n! / h! (n - h)!] p^h (1 - p)^{n-h},$$

# The jury theorem (Condorcet)

*Theorem (Condorcet, 1785): Let  $n$  voters ( $n$  odd) choose between two alternatives that have equal likelihood of being correct a priori. Assume that voters make their judgments independently and that each has the same probability  $p$  of being correct ( $1/2 < p < 1$ ). Then the probability that the group makes the correct judgment using the simple majority rule is*

$$P_n = \sum_{h=(n+1)/2}^n [n! / h! (n-h)!] p^h (1-p)^{n-h},$$

*which approaches 1 as  $n$  approaches infinity.*

# Limits of the jury theorem

Assumptions made:

- a common probability of being correct across all individuals, (and  $p > 0.5$ )
- each individual's choice is independent of all others, and
- each individual votes sincerely (honestly) taking into account only his own judgment as to the correct outcome.

# Limit 1: common probability

- (if  $p < 0.5$  then  $P_n$  approaches 0 as  $n$  approaches infinity)
- However, if  $P_i \neq P_j$ , but the distribution of  $P$  is symmetric (and  $P_{\text{mean}} > 0.5$ ), the theory still holds

# Limit 2: choices are independent

- Is it realistic?
- Note: if correlation of votes is not too high, the theorem still holds (Ladha: a correlation of 0.25 is lowest upper bound)

# Limit 3: sincere voting

- Is it optimal to vote sincerely?
- E.g. 2 urns with black and white balls
  - Here sincere voting is irrational: rational voting produces better outcomes
- (also: would a rational voter vote at all? We will discuss that later in the course)
- Condorcet considers voting a positive sum game, but is it so?

# An axiomatic approach (May)

*Def: a group decision function*

$D = f(D_1, D_2, \dots, D_n)$ , where  $D_i$  and  $D$  take the values

$-1, 0, \text{ or } 1$ , and  $i$ 's preference on a pair of issues  $x$  and  $y$  can be:  $xRy, xly, yRx$ .

# An axiomatic approach

*Theorem (May, 1952):*

*Consider the following four properties*

- *Decisiveness: The group decision function is defined and single valued for any given set of preference orderings.*
- *Anonymity:  $D$  is determined only by the values of  $D_i$ , and is independent of how they are assigned. Any permutation of these ballots leaves  $D$  unchanged.*

# An axiomatic approach

- *Neutrality: If  $x$  defeats (ties)  $y$  for one set of individual preferences, and all individuals have the same ordinal rankings for  $z$  and  $w$  as for  $x$  and  $y$ , then  $z$  defeats (ties)  $w$ .*
- *Positive responsiveness: If  $D$  equals 0 or 1, and one individual changes his vote from  $-1$  to 0 or 1, or from 0 to 1, and all other votes remain unchanged, then  $D = 1$ .*

# An axiomatic approach

*If and only if all four properties are true for  $f$ ,  $f$  is the simple majority voting rule.*

*None follows from the other three!*

*(Also, simple majority does not satisfy e.g. transitivity. (!) So what do we have left?)*

# Let us consider the axioms!

Decisiveness – clear, but eliminates all probabilistic procedures, where the probability of an issue winning depends on voters preferences.

Positive responsiveness – also clear. It's like Pareto, but stronger

# Let us consider the axioms!

Neutrality – each *issue* is alike. Intensities do not matter. It eliminates several other voting procedures (e.g Borda count).

Anonymity – each *voter* is alike. Strong normative content (e.g. confiscation of John Doe's property).

# Smoking in a railroad car (Rae–Taylor)

- E.g. 5 passengers, no signs permitting or prohibiting smoking. What should the decision procedure be (without taking sides)?

Assumptions:

- Game of conflict
- No exit
- Issue is given (cannot be redefined)
- Issue is randomly selected (no agenda setter, no predefined preferences)
- Equal intensity cost-benefit

Rae (1969) and Taylor (1969): Majority rule is best.

# Unanimity

- Political process is a cooperative, positive sum game, with transaction costs not being prohibitive.
- Being the member of the committee (community) is voluntary (exit option) and each has the right to preserve her own interest.
- Issues are proposed by committee members (failed issues are redefined or removed from agenda).
- E.g. firestation financed by taxes.

# Unanimity, criticisms

- Politics is often a zero-sum game (e.g. what if no Pareto optimal choice is available, or Pareto-efficient choices are contrasted), distributional issues are always there.
- Exit is not always possible (e.g. railroad car example) – issues cannot always be redefined.
- Also, if transaction costs are significant (e.g. the train does not move until decision made) minority can force majority to capitulate.

# Unanimity, criticisms

- Applying rules to the "wrong" issues: firestation example – majority rule changes allocative efficiency into redistribution (and a bit of Pareto improvement)
  - But with logrolling (no stable coalitions) and quasi equal size winning and losing coalitions of differing composition *zero net* redistribution is expected  
(But then why play the game?)

# So how do unanimity and simple majority compare?

Assumption	Majority rule	Unanimity rule
1. Nature of the game <sup>a</sup>	Conflict, zero sum	Cooperative, positive sum
2. Nature of issues	Redistributions, property rights (some benefit, some lose) Mutually exclusive issues of a single dimension <sup>b</sup>	Allocative efficiency improvements (public goods, externality elimination) Issues with potentially several dimensions and from which all can benefit <sup>c</sup>
3. Intensity	Equal on all issues <sup>d</sup>	No assumption made
4. Method of forming committee	Involuntary; members are exogenously or randomly brought together <sup>e</sup>	Voluntary; individuals of common interests and like preferences join <sup>f</sup>
5. Conditions of exit	Blocked, expensive <sup>g</sup>	Free
6. Choice of issues	Exogenously or impartially proposed <sup>h</sup>	Proposed by committee members <sup>i</sup>
7. Amendment of issues	Excluded, or constrained to avoid cycles <sup>j</sup>	Endogenous to committee process <sup>i</sup>