

Competitive Fair Redistricting

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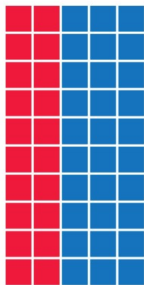
August 2022

Problems with Gerrymandering in the US

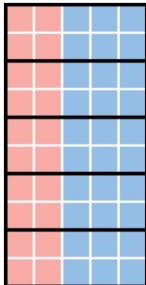
- Redistricting after new census in the US, every ten years. New district map proposed by the ruling party.
- Frequent discrepancy between party winning the popular vote and the party winning the election/ a majority of districts.
- Difficulty to define a legal standard for acceptable vs. abusive redistricting.

Incentives in partisan gerrymandering: Cracking and Packing

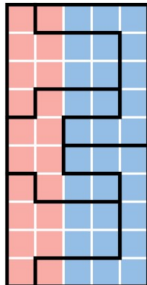
HOW TO STEAL AN ELECTION



50 PRECINCTS
60% BLUE
40% RED



5 DISTRICTS
5 BLUE
0 RED
BLUE WINS



5 DISTRICTS
3 RED
2 BLUE
RED WINS

This paper

Mechanism/ Market Design Approach: Is there a game of redistricting that gives rise to a desirable outcome: an implementation of the popular vote.

- Let both parties keep each other in check.
 - Hope: Eliminate need for a standard of acceptability.
 - Market design element: Work with given institutional constraints
 - There have to be many districts
 - Districts boundaries are adjusted every now and then
- ⇒ “Trivial solution” of simply having one district not available

The main result

Theorem

There is a dynamic game of redistricting in which each party has a strategy that “guarantees” winning a majority of districts conditional on winning the popular vote.

- When a party plays this strategy, the “victory in the election cannot be stolen”.
- Result follows from the analysis of a fictitious zero sum game in which both parties maximizing the probability of winning a majority of seats.
- We are not predicting that parties will actually follow this strategy. They may have objectives different from maximizing the probability of winning a majority.
- By the Maximin-property for zero sum games, if one parties deviates from equilibrium, the outcome for the other party can only get better.

Related Literatures

① Normative Approaches

Vickrey (1961), Ely (2019)

② Colonel Blotto / Divide-the-dollar-games

Myerson (1993), Lizzeri and Persico (2001, 2005), Laslier and Picard (2002), Konrad (2009), Kovenock and Roberson (2020)

③ Partisan Gerrymandering

Owen and Grofman (1988) ... Kolotilin and Wolitzky (2020).

Outlook

- ① Introduction
- ② Model and Main result
- ③ Simple example
- ④ Concluding remarks

Model I

- $2N$ local districts, indexed by $k \in \{1, 2, \dots, 2N\}$, and one at-large district.
- Two parties, labeled R and D .
- Two types of voters/ precincts $t \in \{t_1, t_2\}$
- Possible states of the world $\omega \in \Omega$
- $v(t, \omega)$ the prob type t votes for R in state ω ; v is increasing in both arguments.
- The mass of type t_j voters is given by

$$b_j = 2N \beta_j, \quad \text{where } \beta_1 + \beta_2 = 1 \quad \text{and} \quad \beta_1 \leq \frac{1}{2}.$$

Model II

The popular vote:

- State $\hat{\omega} \in \Omega$ defined by $\beta_1 v(t_1, \hat{\omega}) + \beta_2 v(t_2, \hat{\omega}) = \frac{1}{2}$.
- Party R / D wins the popular vote if $\omega > \hat{\omega} / \omega < \hat{\omega}$.
- Assumptions:
 - i) $v(t_1, \hat{\omega}) < \frac{1}{2} < v(t_2, \hat{\omega})$.
 - ii) $1 - v(t_1, \hat{\omega}) \geq v(t_2, \hat{\omega})$.

Model III

District Outcomes:

- Voter assignment to districts over several rounds.
- In this process, each party assigns every voter to one of the districts. Thus, any one voter is assigned twice, once by D and once by R .
- A voter assignment by party $P \in \{D, R\}$ is a collection $\sigma_P = (\sigma_{Pk})_{k=1}^{2N}$, where

$$\sigma_{Pk} = (\sigma_{Pk}^1, \sigma_{Pk}^2) \quad \text{with} \quad \sigma_{Pk}^1 + \sigma_{Pk}^2 = 1,$$

is the assignment of voters to district k by party P . Party R wins district k in state ω if

$$(\sigma_{Dk}^1 + \sigma_{Rk}^1) v(t_1, \omega) + (\sigma_{Dk}^2 + \sigma_{Rk}^2) v(t_2, \omega) > \frac{1}{2}. \quad (1)$$

Model IV

The sequence of moves/ the game form:

- L rounds. In any round l , Party P assigns a mass of $\frac{1}{L}$ voters to every district. Formally, party P specifies $\sigma_{Pl} = (\sigma_{kPl}^1, \sigma_{kPl}^2)_{k=1}^{2N}$ so that

$$\sigma_{kPl}^1 + \sigma_{kPl}^2 = \frac{1}{L}.$$

- For concreteness, we assume that, for l odd, R moves first and D second.
- Denote the total mass of type t_1 partisans assigned by party P to district k over the L rounds by $\sigma_{kP}^1 := \sum_{l=1}^L \sigma_{kPl}^1$. Analogously, let $\sigma_{kP}^2 := \sum_{l=1}^L \sigma_{kPl}^2$.
- To be consistent with the overall distribution of voters, $(\sigma_{kP})_{k=1}^{2N}$ must satisfy

$$\frac{1}{2N} \sum_{k=1}^{2N} \sigma_{kP}^1 = \beta_1 \quad \text{and} \quad \frac{1}{2N} \sum_{k=1}^{2N} \sigma_{kP}^2 = \beta_2.$$

Model V

Winning a majority of seats:

- Recall that there are $2N$ districts and an at-large-district. Thus, the party that wins at least $N + 1$ seats wins a majority in the legislature.
- Given a pair of voter assignments (σ_D, σ_R) , we denote the probability that party R wins a majority of seats, conditional on it winning the popular vote, by $\Pi_R(\sigma_D, \sigma_R \mid \omega > \hat{\omega})$.
- We define $\Pi_D(\sigma_D, \sigma_R \mid \omega < \hat{\omega})$ analogously.

The main result

Theorem

Let $N \geq 3$. For every $\varepsilon > 0$, there is \hat{L} , so that, for $L \geq \hat{L}$: There is a strategy σ_R so that

$$\Pi_R(\sigma_D, \sigma_R \mid \omega > \hat{\omega}) = 1, \quad \text{for every } \sigma_D,$$

and there is a strategy σ_D so that

$$\Pi_D(\sigma_D, \sigma_R \mid \omega < \hat{\omega}) = 1, \quad \text{for every } \sigma_R.$$

Illustrative example I

- Type 1 and type 2 with equal population shares, $\beta_1 = \beta_2$.
- $v(t_1, \omega) = 0.3 + 0.1\omega$, $v(t_2, \omega) = 0.6 + 0.1\omega$, for $\omega \in [0, 1]$.
- Let $L = 1$.
- R moves second. R can undue deviations from the popular vote by D .
E.g. if D assigned 60 percent t_1 and 40 percent t_2 precincts to district k ,
 R can respond by assigning 40 percent t_1 and 60 percent t_2 precincts.
- D moves first. Suppose that D assigns only type t_1 precincts to districts 1 to N districts, and only type t_2 precincts to districts $N + 1$ to $2N$.
Whatever the response of R , the first N districts will have at least a 50 percent share of Democratic-leaning precincts, so will be won by D whenever $\omega < 0.5$.

Illustrative example II

Why is the general case more complicated than this?

- Let $\beta_1 = 2/3$ and $\beta_2 = 1/3$.
- $v(t_1, \omega) = 0.3 + 0.2\omega$, $v(t_2, \omega) = 0.6 + 0.2\omega$, for $\omega \in [0, 1]$.
- As before, D / R wins the the popular vote whenever $\omega < 0.5 / \omega > 0.5$.
- With $\beta_1 = 2/3$, not possible for D to block all t_1 precincts together in one-half of the districts: the type of move that guaranteed Democrats a victory in the previous example is no longer feasible.
- Blocking them in $2/3$ of districts is feasible, but this strategy does not work in the sense of ensuring a majority whenever $\omega > 0.5$.

Concluding remarks

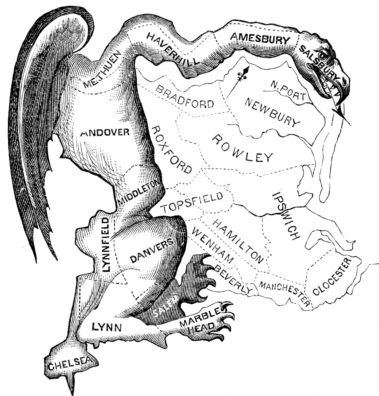
- We show that it is possible to neutralize the distortions due to partisan gerrymandering by having both parties participate in the redistricting process.
- Possibility result based on a particular sequential game
- The protocol does not have to be taken literally as a specific proposal for how redistricting should be done in practice.
- It is of theoretical value in that it provides an upper bound for what is achievable when the rules governing the redistricting process are well designed.
- Presumably, there are other protocols that also implement the popular vote.

Ethymology I

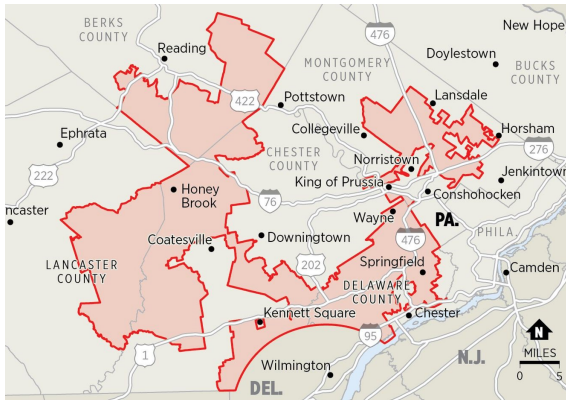
From Wikipedia:

- The word gerrymander (...) was created in reaction to a redrawing of Massachusetts state senate election districts under Governor Elbridge Gerry, later Vice President of the United States.
- When mapped, one of the contorted districts in the Boston area was said to resemble a mythological salamander.
- Appearing with the term, and helping spread and sustain its popularity, was a political cartoon, printed in March 1812.

Ethymology II



A recent gerrymander: Goofy kicking Donald Duck



Pennsylvania's 7th congressional district