

Measuring malapportionment, gerrymander, and turnout effects in multi-party systems

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Empirical procedure to measure and analyze the difference between the **votes** and **seats** that parties win in general elections

Central concern of electoral reform debates

Balinski&Young 2001, Cain 1985, Cox&Katz 2002, Engstrom 2006, Erikson 1972, Gelman&King 1994, Grofman 1983, Grofman et al. 1997, Gudgin&Taylor 1980, Johnston 2002, Kendall&Stuart 1950, King&Browning 1987, Niemi&Fett 1986, Rae 1967, Rossiter et al. 1997, Taagepera 1973, Tufte 1973

Procedures exist, but limited to (exceptional) two-party competition

Contributions

- 1 Extention to multi-party competition
- 2 Overcome small- N obstacle
- 3 Apply to recent Mexican elections

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Key quantity of interest is the system's **partisan bias** = undue advantage conferred to some party in the conversion of votes into seats

- Potential distortion wherever districts are drawn to allocate seats (Tufte 1973, Johnston 2002)

Theory highlights three sources of partisan bias

- 1 Gerrymanders (Cox&Katz 2002)
- 2 Turnout differentials (Rosenstone&Hansen 1993)
- 3 Malapportionment and demographic shifts (Jackman 1994)

Procedure to break down three sources in two-party competition
(cf. Grofman et al. 1987)

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Procedure to break down three sources in two-party competition (cf. Grofman et al. 1987)

UK general election 2015

	V	S	$S - V$
Conservative	.369	.509	+.140
Labour	.305	.357	+.052
UK Independence Party	.126	.002	-.125
Liberal Democrat	.079	.012	-.066
Scottish National Party	.047	.086	+.039
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	small	large
too concentrated	enjoys	suffers
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Three models

- Grofman, Koetzle&Brunell (1997) → partisan bias breakdown
- King (1990) → multi-party partisan bias
- Linzer (2012) → data scarcity

Findings

- 1 Persistent bias against the right
- 2 Components of bias often larger than the whole
- 3 Gerrymanders have offset PRI's large turnout advantage

- 1 Partisan bias: sources, measurement
- 2 Mexican Cámara de Diputados elections
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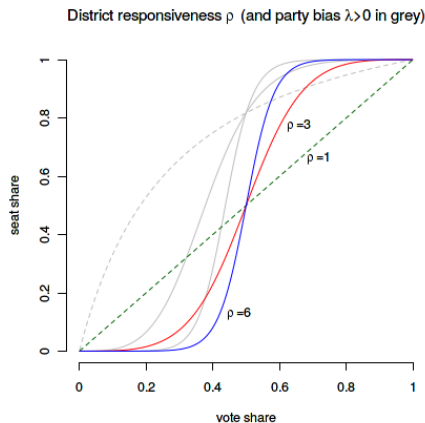
It is the excess/defect seat share that a party with half of the votes wins:

$$\lambda = (s \mid v = .5) - .5$$

- Two-party system assumed
- .5 threshold inappropriate for multi-party (or imbalanced) competition
- Alternative threshold not evident: relative quantity better
- Constant-sum game

Fitting votes–seats curves: $s = f(v)$
(Rae 1967, Tufte 1973, King&Browning 1987)

$$\frac{s}{1-s} = \lambda \left(\frac{v}{1-v} \right)^\rho$$
$$\text{logit}(s) = \ln \lambda + \rho \text{logit}(v)$$



Three sources of partisan bias

Districts	Pop.	Turnout	Raw votes			Vote shares		Seat shares	
			left	right	total	left	right	left	right
Gerrymander									
1 and 2	420	.5	147	63	210	.7	.3	1	0
3, 4 and 5	420	.5	84	126	210	.4	.6	0	1
nationwide	2100	.5	546	504	1050	.52	.48	.4	.6
Turnout									
1 and 2	420	.70	200	100	300	.67	.33	1	0
3, 4 and 5	420	.35	50	100	150	.33	.67	0	1
nationwide	2100	.5	550	500	1050	.52	.48	.4	.6
Malapportionment									
1 and 2	600	.5	200	100	300	.67	.33	1	0
3, 4 and 5	300	.5	50	100	150	.33	.67	0	1
nationwide	2100	.5	550	500	1050	.52	.48	.4	.6

Obstacle 1: partisan bias breakdown

Grofman, Koetzle & Brunell (1997): Three ways to aggregate district returns nationwide

$$v = \sum_d v_d \times \frac{\text{raw vote}_d}{\text{total raw vote}} \quad (1)$$

$$\bar{v} = \sum_d v_d \times \frac{1}{\text{total districts}} \quad (2)$$

$$\bar{w} = \sum_d v_d \times \frac{\text{population}_d}{\text{total population}} \quad (3)$$

Fitting votes–seats curve with (1), (2), or (3) yields components

→ with v you get **raw** partisan bias

→ with \bar{v} you get **gerrymander**-based

→ with \bar{w} you get **gerrymander** + **malapportionment**-based

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Obstacle 1: partisan bias breakdown

Trick is to estimate λ with each national vote measure in turn

Formulas:

- a** raw partisan bias = λ^v
- b** gerrymander-based = $\lambda^{\bar{v}}$
- c** malapportionment-based = $\lambda^{\bar{w}} - \lambda^{\bar{v}}$
- d** turnout-based = $\lambda^v - \lambda^{\bar{w}}$
- e** $a = b + c + d$

Obstacle 2: multi-party competition

King (1990) is a votes-seats curve for a P -party system ($P \geq 2$)

$$E(s_p) = \frac{e^{\lambda_p} v_p^\rho}{\sum_{q=1}^P e^{\lambda_q} v_q^\rho}$$

- Akin to switch from dichotomous to multinomial logit regression
- Restricting $\lambda_1 = 0$ expresses bias relative to party $p = 1$

In sum:

Fit equation above using v , then \bar{v} , then \bar{w} ;

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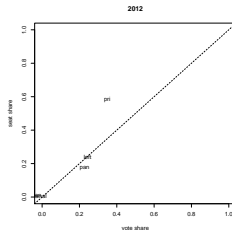
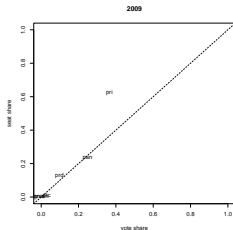
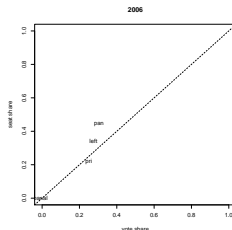
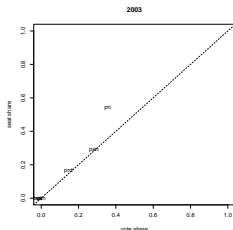
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- Hegemonic party 1929–1997
- Three major parties: PRD left PRI PAN right and minors
- Lower chamber of Congress elected every 3 years, concurrent w presidential race every 6 years
- Mixed system: 300 SMD + 200 PR seats
- Single-term limits removed in 2018
- Independent board (IFE) manages elections and redistricting

- A general election with P parties offers P data points to fit a votes-seats curve
- P typically small
- Multi-year approach: pool historic record... compares apples/oranges in long-haul
- Single-election approach preferable... but requires data multiplication strategy

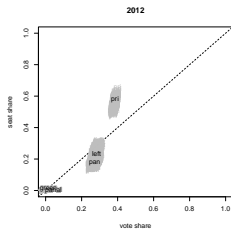
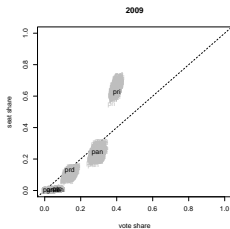
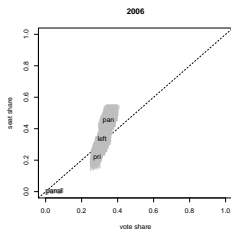
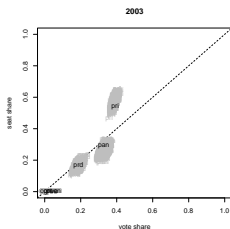
Monte Carlo simulation

- Linzer (2012): approximates prob. distribution of national party vote returns from observed district outcomes (FMM)
- Use to simulate many elections w Monte Carlo draws



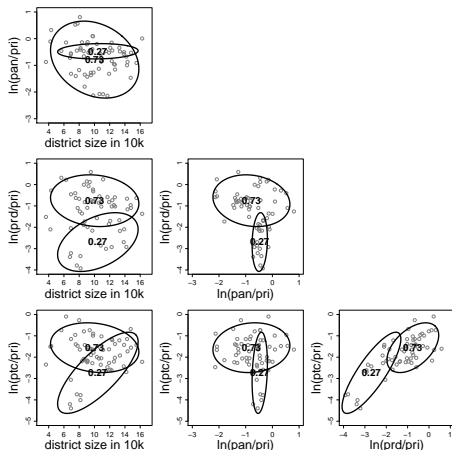
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Mixture model

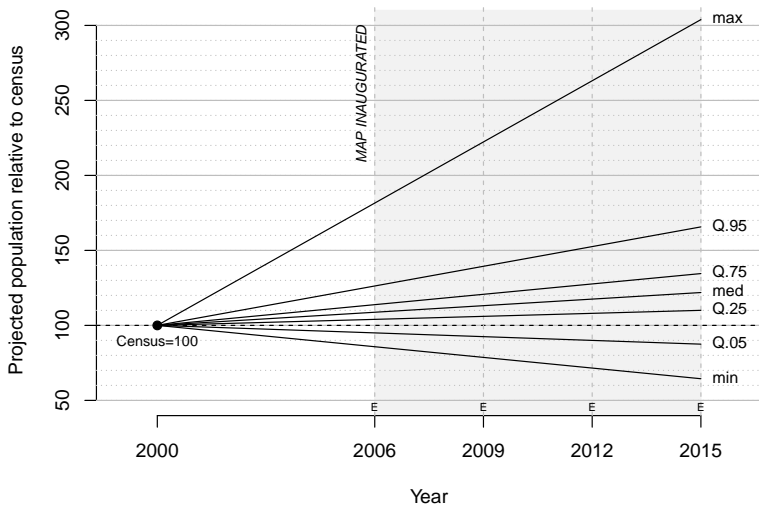
- Combines the properties of two or more prob. density functions: can approximate any arbitrary distribution
- Seek components (multivariate normals) and weights of log-ratio votes shares



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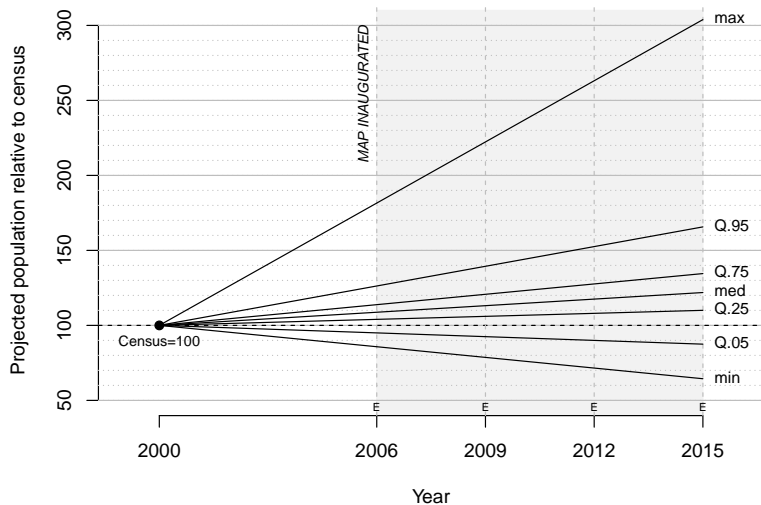
Malapportionment –definition When more densely-populated regions get the same representation as the less densely populated
Can arise by commission or by omission
Census lag

District populations: linear projection



Plus: bureaucratic leeway in new district sizes → substantial malapportionment

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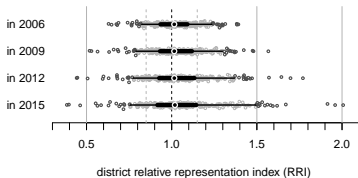


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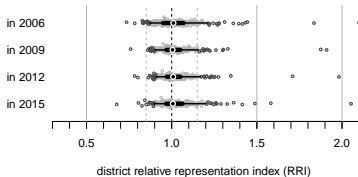
Malapportionment is substantial

$$RRI = \frac{nat.pop./300}{\text{district size}}$$

2006 map (drawn with 2000 census)



2015 map (drawn with 2010 census)



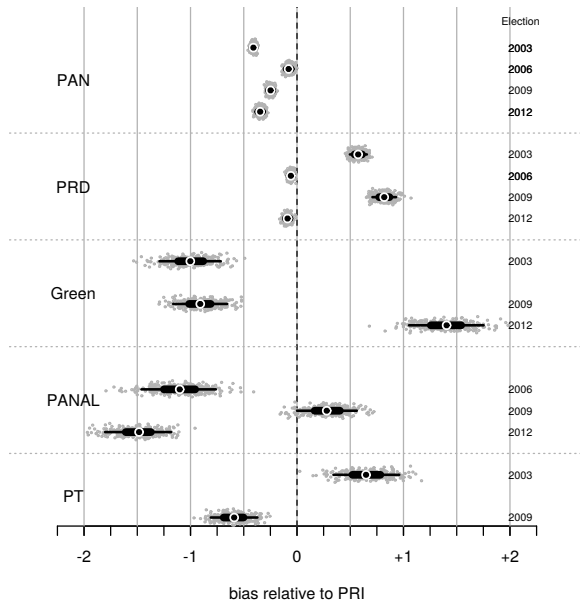
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Votes–seats curve fitted with MCMC (Jags via R)

100k iterations of 3 chains, every 500th obs. of last 50k used to sample posterior density

Visual inspection of model parameters to verify chain convergence

Results: raw partisan bias



Results: components

	Actual map			Hypothetical map		
partisan bias	pan-pri	prd-pri	min-pri	pan-pri	prd-pri	min-pri
2003 election				(with 2006 map)		
raw	-.37 (0)	+.72 (0)	-1.01 (0)	-.41 (0)	+.57 (0)	-1.00 (0)
gerrym.	-.09 (0)	+.69 (0)	-.88 (0)	-.13 (0)	+.62 (0)	-.90 (0)
turnout	-.26 (0)	-.11 (0)	-.08 (0)	-.26 (0)	-.09 (0)	-.09 (0)
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turnout	-.07 (.02)	-.08 (0)	+.02 (0)	-.08 (.26)	-.09 (0)	+.01 (0)
malapp.	+.01 (.42)	+.06 (0)	-.02 (0)	-.00 (.38)	+.01 (0)	+.00 (0)

- Turnout always pro-PRI
- Malapp. always pro-left
- Redistricting abates malapp.
- Possibly cancelling effects

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Use swing ratios to compare two maps

- 1 Simulate 5k 2009 elections with status quo map for each party
- 2 Repeat using abandoned map
- 3 Pool simulations together and regress
- 4 Coefficient β_3 measures and tests change in party's swing ratio *due to redistricting*

$$s = \beta_0 + \beta_1 v + \beta_2 \text{dis2015} + \beta_3 v \times \text{dis2015} + \text{error}$$

	PAN	PRI	Left
2006 election			
v	1.94***	2.27***	1.91***
$v \times \text{dis2015}$	+.45***	-.01	-.04
2009 election			
v	1.95***	2.27***	1.67***
$v \times \text{dis2015}$	-.13***	+.04	-.02
2012 election			
v	2.24***	3.99***	2.39***
$v \times \text{dis2015}$	+.02	+.03	-.06*
*** < .01, * < .1			

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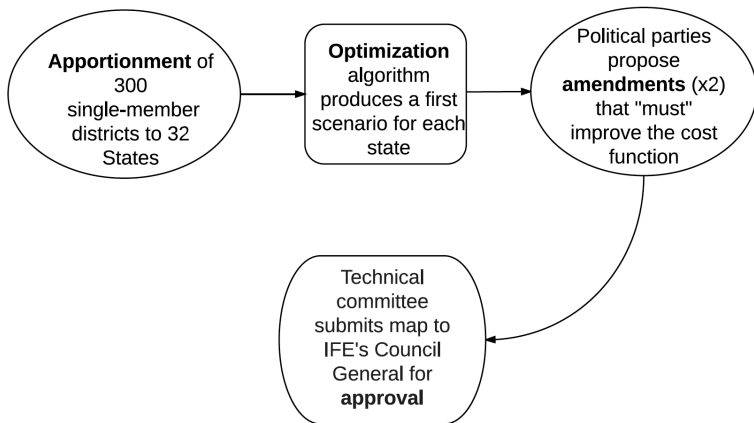
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- 3 Pro-PRI turnout-based bias
- 4 Gerrymander effects large and volatile
- 5 District lines can compensate for turnout disadvantage
- 6 To-do: add PR-tier to analysis
- 7 To-do: inspect inter-election volatility

Thank you!

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- 4 Gerrymander effects large and volatile
- 5 District lines can compensate for turnout disadvantage
- 6 To-do: add PR-tier to analysis
- 7 To-do: inspect inter-election volatility

Thank you!

The redistricting process



The redistricting process

Redistricting by experts in 1997, 2006, 2015 (abandoned), and now 2018

- 1 apportionment of 300 seats to 32 states
- 2 optimization algorithm \rightarrow proposal
- 3 parties propose amendments (“must” improve score)
- 4 new map

$$\begin{aligned}\text{Score} = & .4 \times \text{PopBalance} + .3 \times \text{MunicBoundaries} \\ & + .2 \times \text{TravelTime} + .1 \times \text{Compactness}\end{aligned}$$

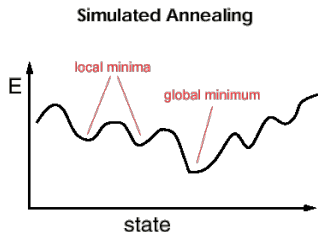
IFE considers $\pm 15\%$ imbalance normal (!)

Optimization algorithm

Simulated annealing = probabilistic meta-heuristic for optimization
locates a good approximation to the global optimum of the cost
function in a large search space

Thousands of iterations using electoral *secciones*

Combinatorial optimization algorithm used to generate the first
scenario in each state



IFE claims that this is a public process, but the
operation and procedures are done **behind closed doors**

Proposals and counterproposals

