

Simulating Voting Systems

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This project's source code is available online at https://github.com/RussellEmerine/voting_simulation.

1 Abstract

Abstract.

2 Background

Background.

3 Voting Systems

Voting systems.

3.1 COAF Systems

COAF specification, and proof of optimal voter behavior.

3.2 Non-COAF Systems

List of non-COAF systems, and description of voter behavior.

4 Utility Distributions

Discussion of utility distributions, including uniform vs. normal vs. multimodal, and random vs. issue-based.

5 Simulation

Discussion of implementation of simulation.

6 Analysis

Analysis of some plots.

7 Conclusions

Conclusions of the project.

8 Appendix A: Plots

All the plot images.

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