

# Optimized Democracy

Spring 2024 | Lecture 0
Course Overview
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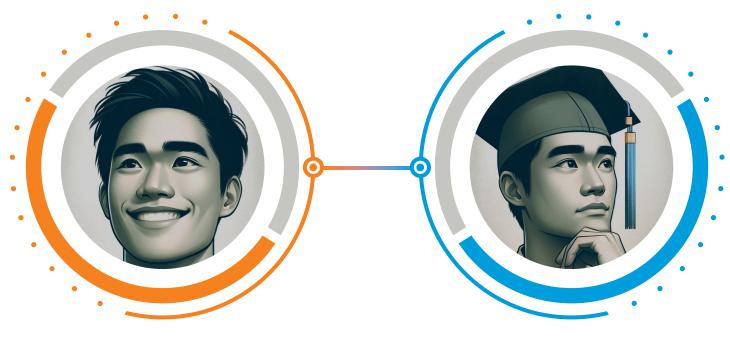
"Politics is solving today's problems with yesterday's tools."



### Objective

Provide students with a rigorous perspective on, and a technical toolbox for, the design of better democratic systems

#### UNDERGRAD VS. GRAD

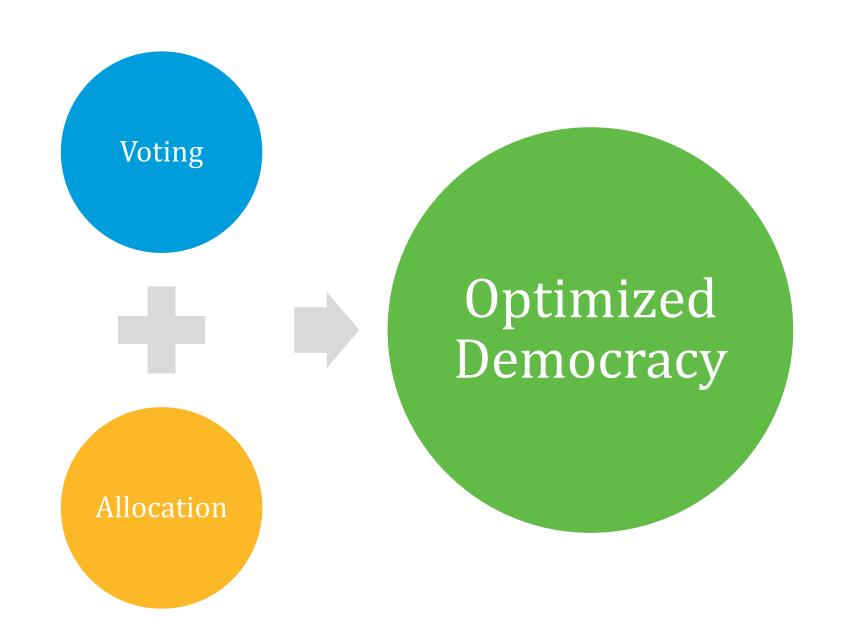


Undergrad

Understand existing ideas and apply them

Grad

Creativity required, generate new ideas



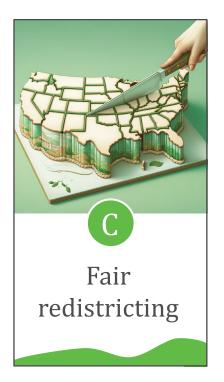
## **SYLLABUS**

Voting	Allocation
Voting Rules	Cake cutting
The axiomatic approach	Rent division
Strategic manipulation	Indivisible goods
Restricted preferences	Random assignment
Electoral competition	Sortition
The epistemic approach	Apportionment in the 19th century
Liquid democracy	Apportionment in the 20th century
Committee elections	Redistricting as cake cutting
Participatory budgeting	Identifying gerrymandered maps
	The Electoral College

## **EXAMPLES**







## REQUIREMENTS

- Four theoretical homework assignments  $(10\% \times 4 = 40\%)$
- Participation (15%), in the sense of active participation in class
- Research project (45%), which should raise novel technical questions and provide some nontrivial answers

#### LOGISTICS

- Course website is public
- Sign up for Ed through the course website
- TFs: Itai Shapira and Shirley Zhang
- My office hours by appointment
- All lectures are recorded
- If you are enrolled and "shopping," please decide by the end of the week to allow other students to enroll (currently 207 petitions)