

Biased Voting

In-class Experiment Recap

• Preference rule

- Born on even day of month -> red
- Born on odd day of month -> blue
- 28 preferred red
- 35 preferred blue
 - So there was a notable blue majority
- Network definition
 - Connected to geographic neighbors
 - \circ Maximum of 10
- Converged to blue
 - 6 played red

Experiment 1: Degree Distribution



- Preference rule
 - Same as Experiment 1
- Network definition
 - Connected to people whose first name you know
- Converged to blue
 - 11 played red

Experiment 2: Degree Distribution



Interlude

At this point we noticed that a bias towards blue had emerged in the class -- the red players knew that their only option was to play blue and receive one point.

As a result, for the remaining experiments, we created new preference rules.

• Preference rule

- Ones digit of birthday is 0 4 -> orange
- Ones digit of birthday is 5 9 -> green
- 31 preferred orange
- 32 preferred green
- Network definition
 - Connected to your own gender
 - 5 "green shirts" are connected to everyone
- Converged to orange
 - 11 played green
 - 4 of the 5 connectors preferred orange

- Preference rule
 - Born on day of the month 1 15 -> pink
 - Born on day of the month 16 31 -> black
 - 31 preferred pink
 - 32 preferred black
- Network definition
 - Connected to your own gender
 - 11 "blue eyes" are connected to everyone except other blue eyes
- Converged to **black**
 - 3 played pink
 - Interestingly, 8 of the 11 connectors preferred pink
 - Anecdotal evidence suggests class first preferred pink, but there was a late shift to **black**

- Preference rule
 - Born in odd month -> yellow
 - Born in even month -> purple
 - 31 preferred yellow
 - 32 preferred purple
- Network definition
 - Connected to adjacent birthday months (not your own)
 - Thus, your neighbors' preferences by definition disagreed with your own
- Did not converge
 - 27 played yellow
 - 36 played purple
 - Almost everyone just played their preference

Points Distribution

