Persistent Democracy

A maximally responsive, flexible, and ethical foundation for democratic society.

very fast talk!

- just casting out threads

- persistentdemocracy.org has more

- "Democracy doesn't have to suck" on youtube has more

talk structure

- mechanics of Persistent Democracy

- proposed benefits

- specific projects

mechanics

Persistent Voting

- "voting weights" one "places" on different decisions

- can move weights at any time

- candidates can enter/exit at any time

Persistent Voting

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needs corrections to avoid becoming:

- tiring (will I end up voting every 5 minutes?) - *periodic update schedule*

- unstable (will the mayor change every hour?) - *stabilization buckets*

- noisy (will elections get spammed with candidates?) - *nomination buckets*

- impractical (how will this actually work?) - *logistics*

periodic update schedule *(not tiring)*

instead of publishing changes immediately…

voters making changes
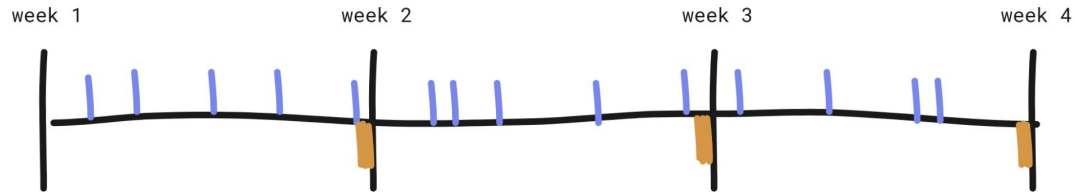
week 1   week 2   week 3   week 4
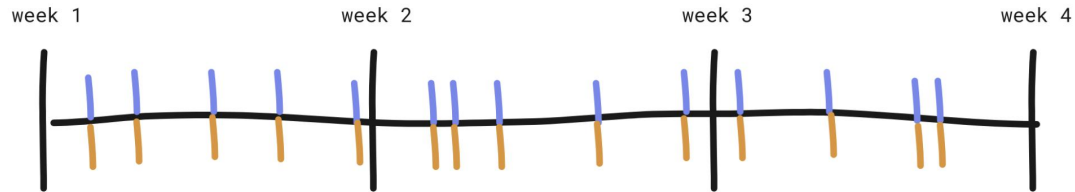
election results being recalculated and published

periodic update schedule *(not tiring)*
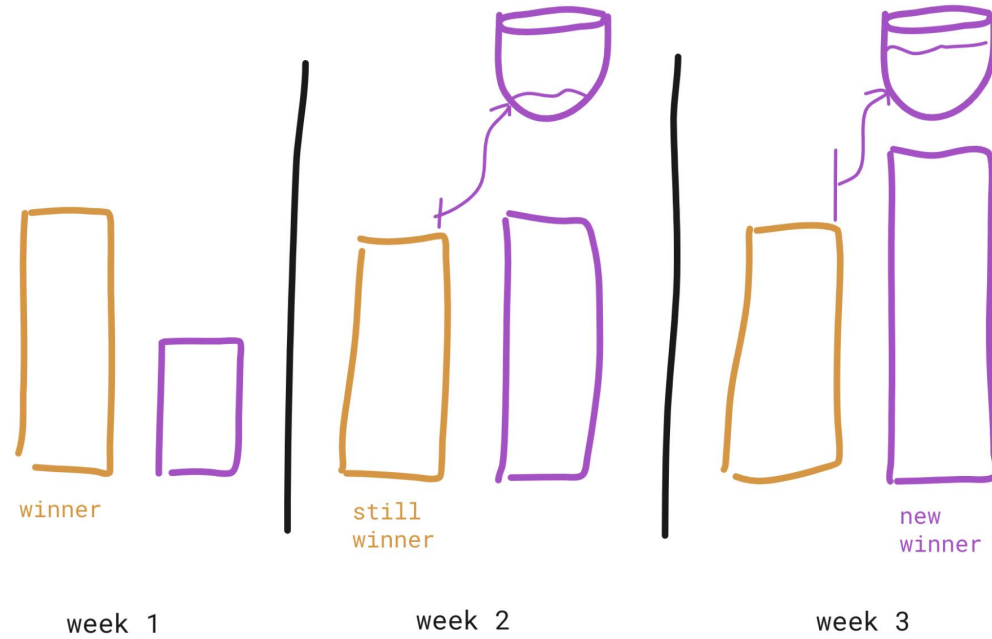
… some arbitrary "sample rate" (Monday at 1:00 am)

voters making changes

week 1   week 2   week 3   week 4

election results being recalculated and published

stabilization buckets *(not unstable)*

incentivizes increased participation/confidence

winner   still
winner   new
winner

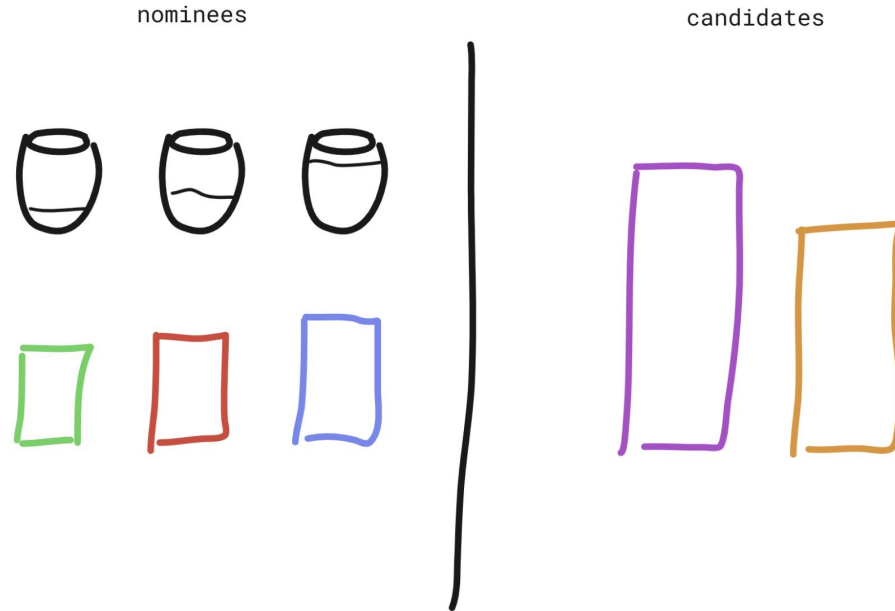week 1   week 2   week 3

stabilization buckets *(not unstable)*

are "bigger" (more stable) if:

- election potentially effects more people

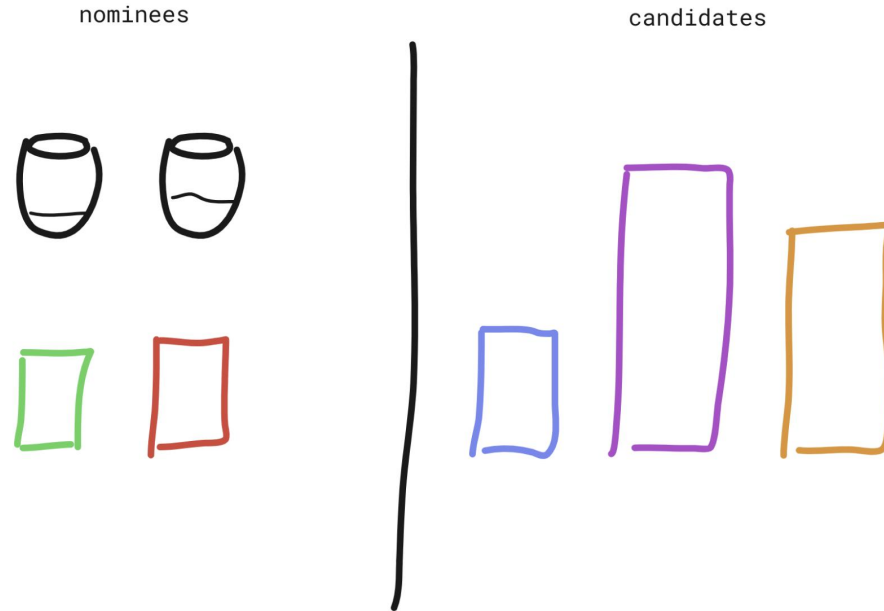- electorate is more "spread thin", have more available elections?

nomination buckets *(not noisy)*

not as sure how necessary this is

nomination buckets *(not noisy)*

not as sure how necessary this is

logistics *(not impractical)*

- must be computer assisted

- UI design is open question

- identity checks and privacy can vary on context

- blockchains actually useful here?

logistics *(not impractical)*

for government?

- voting office (same building as post office and library)

- proctor checks your id (was free and easy to get)

- private booth with a voting computer

- view all elections and your current votes

- change your votes

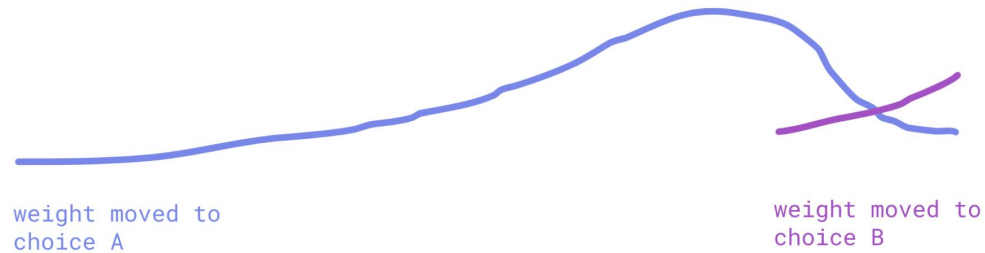Persistent Logistics

Proof of Social Trust

logistics *(not impractical)*

for non-government

- can just use the internet!
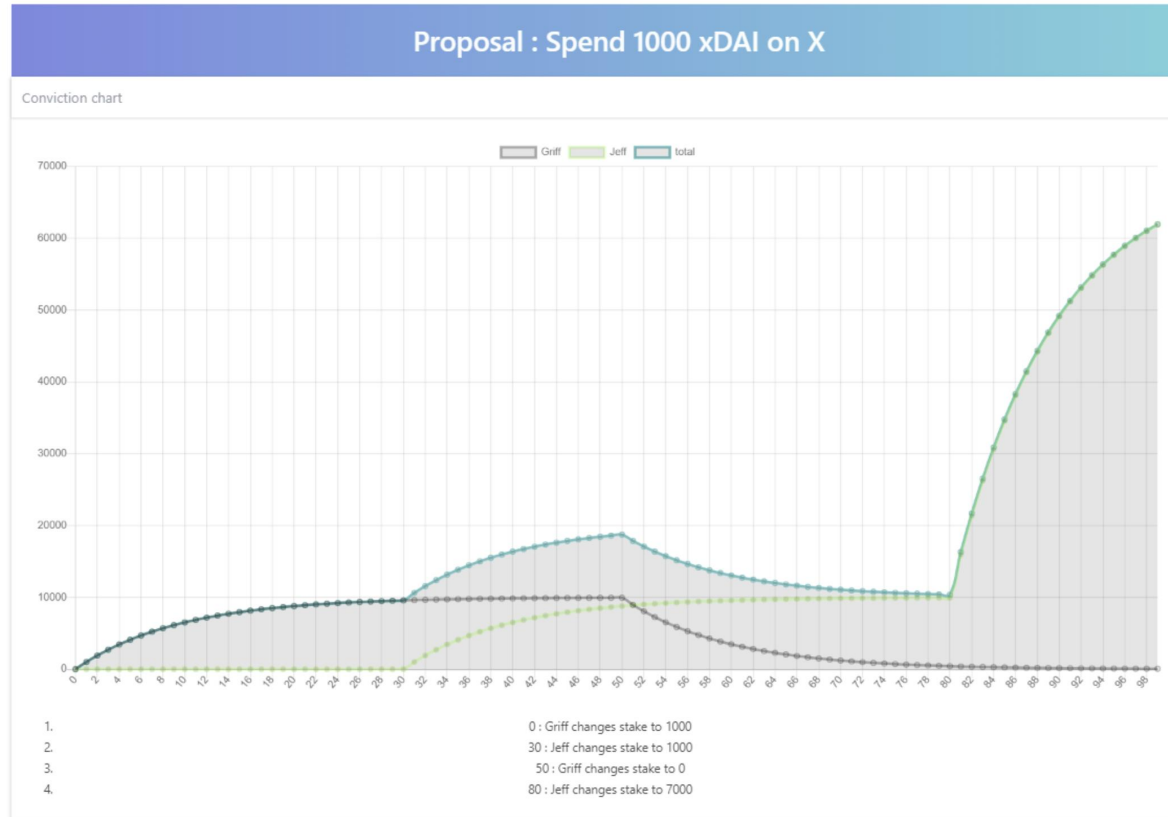
- groups can decide identity/privacy strictness

Persistent Commitments (briefly)

not enough time to talk about this!

weight moved to
choice A

weight moved to
choice B

Persistent Commitments (briefly)

not enough time to talk about this!

Proposal : Spend 1000 xDAI on X

Conviction chart

Legend: Griff, Jeff, total

1.   0 : Griff changes stake to 1000
2.   30 : Jeff changes stake to 1000
3.   50 : Griff changes stake to 0
4.   80 : Jeff changes stake to 7000

proposed benefits

avoids *deadline problems*

- voter suppression is easy

- marketing/misinformation are cheap/effective

- voter turnout matters

- "election hangovers" are common

- weird surprises are irreversible

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why?

- Persistent Voting *unifies election and "polling"*

- safely reveals preferences

- all converge to most strategic vote

benefits of resource voting

votes signal **concern** and **confidence**

- votes are finite

- choosing one thing more means choosing another less

- choosing one thing means you care more about it

- makes voting a true negotiation

- *negative* votes allow non-experts to give useful information
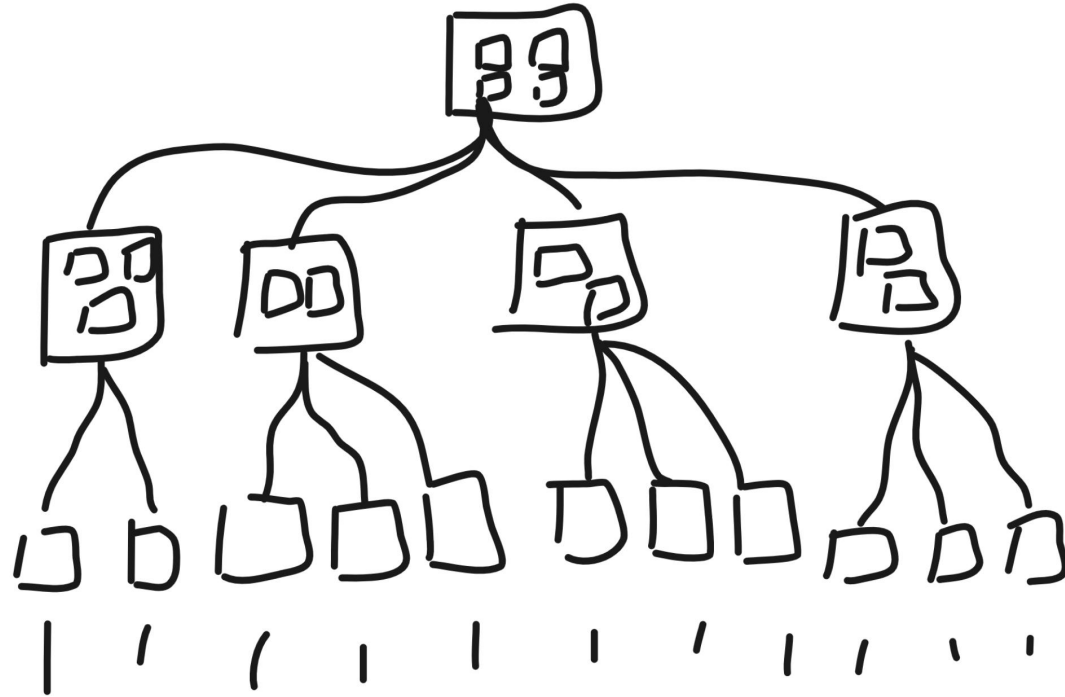
- allows *delegation by abstention*

Persistent *Documents*

- propose in entirety (no random inconsistent amendments)

- can work together to merge compatible documents

- voters can view "diffs" between similar documents
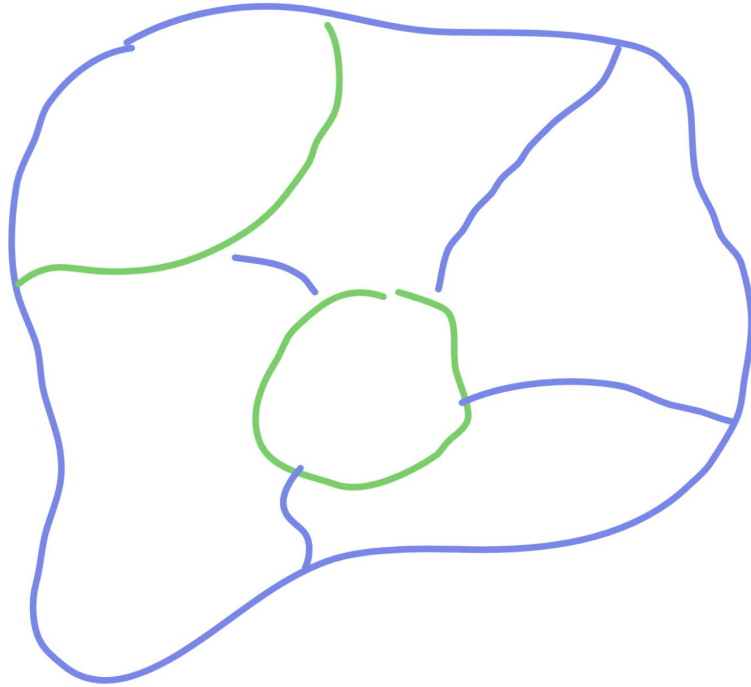
constitution splitting
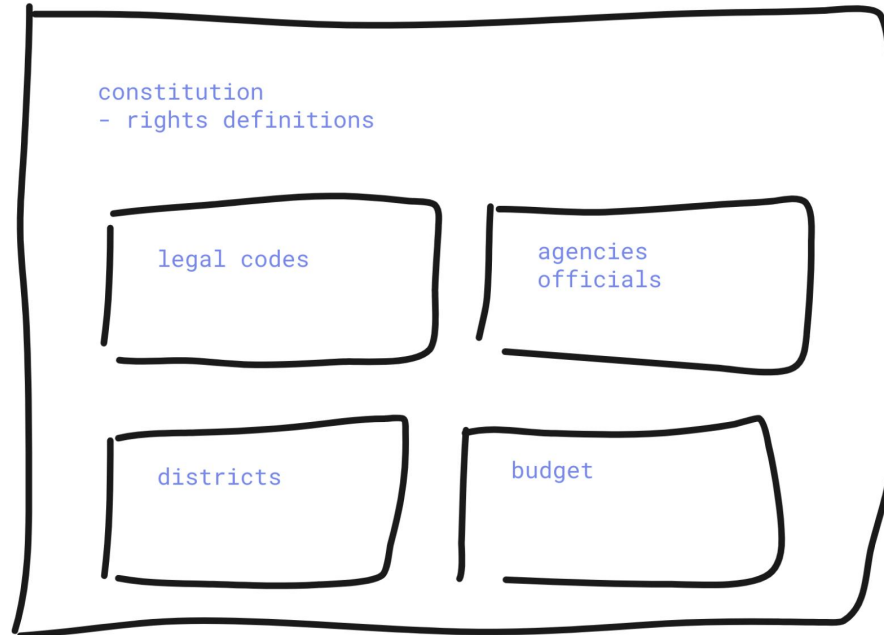
constitutional tree

levels would effect stabilization buckets

constitutional districts

allows arbitrarily flexible governance

- solves the "meta" problem

- allows arbitrary direct/delegated balance

- allow voting weights to be used in many ways

- truly ethical democracy without degressive proportionality
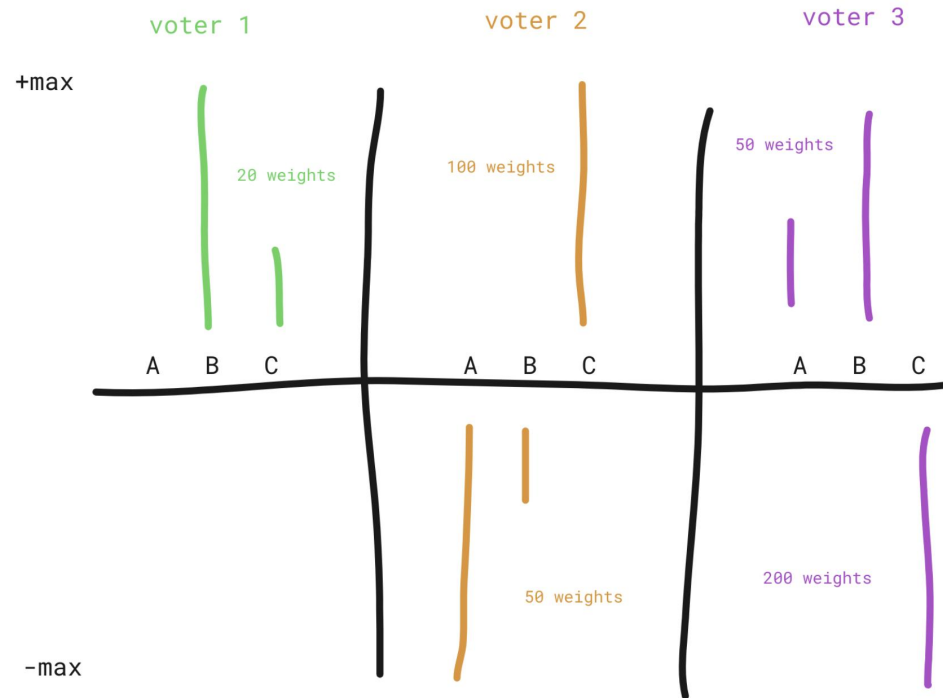
- similar to consent systems

Persistent Democracy
=
Persistent Voting + Constitution Tree

Resource-scaled score voting (briefly)

(Quadratic Range Voting)

resource *complements* score (briefly)

- resource voting for relative concern about *elections*

- score voting for alignment with *candidates* in elections

resource *complements* score (briefly)

- resource voting for inherently incomparable *abstract* options

  - preference *strength* signal

  - game-theoretical soundness

- score voting for possibly equivalent or comparable *concrete* options

  - preference *alignment* signal

  - strategic monotonicity, split-proof (IIA)

gracefully degrades to score with few elections

specific projects

Persistent Democracy tools

- github.com/persistent-democracy/tools

- Rust implementations of core algorithms, eventually UI and voting server

- Persistent Democracy PolicyKit plugin?

- currently wrangling with constitution tree "migrations"

Open Project Cooperatives

- open source software especially

- patrons/contributors have voting weights

- constitution determines maintainers, issue prioritization, etc

- perhaps "sponsorware" thresholds to guard:

  - source access

  - license rights

  - convenient/performant deployment

- "constitution buyout" could implement Exit-to-Community

- like to use to manage Magmide proof language