

# Designing Participatory Budgeting Mechanisms Grounded in Judgment Aggregation

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# Participatory Budgeting

Budget

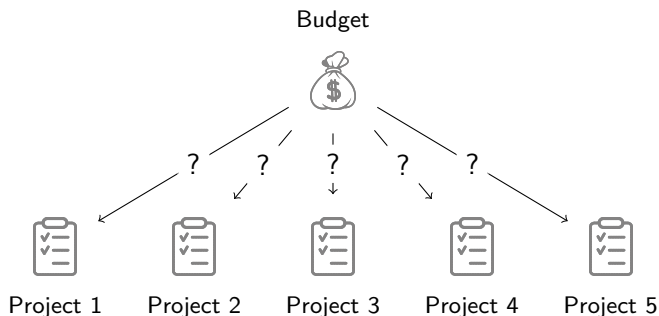


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[1] Cabannes “Participatory budgeting: A significant contribution to participatory democracy” (2004)

[2] Dias, Enriquez, and Julio *The Participatory Budgeting World Atlas* (2019)

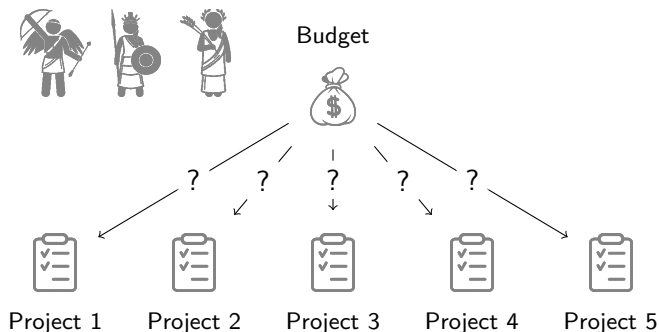
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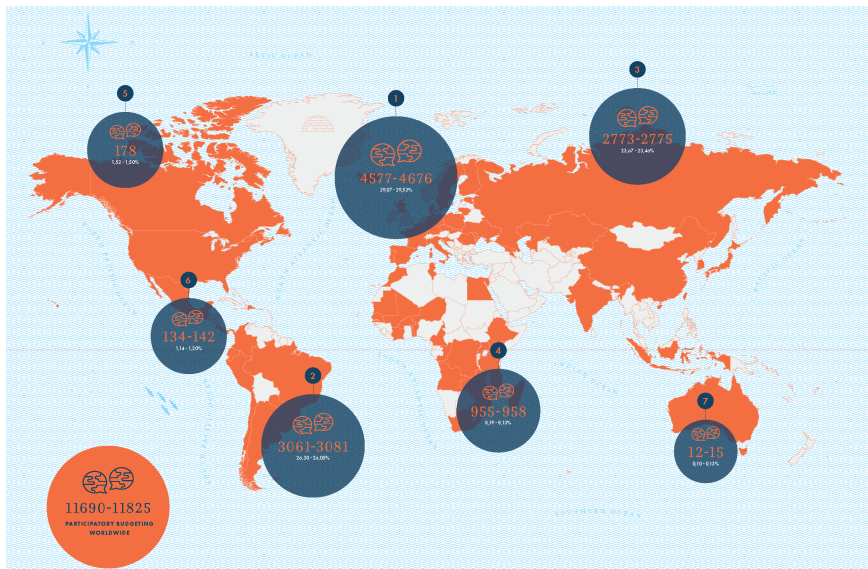
# Participatory Budgeting



[1] Cabannes "Participatory budgeting: A significant contribution to participatory democracy" (2004)

[2] Dias, Enriquez, and Julio *The Participatory Budgeting World Atlas* (2019)

# PB around the world



# The problem



Project 1

$$c(p_1) = 3$$



Project 2

$$c(p_2) = 4$$



Project 3

$$c(p_3) = 2$$



Project 4

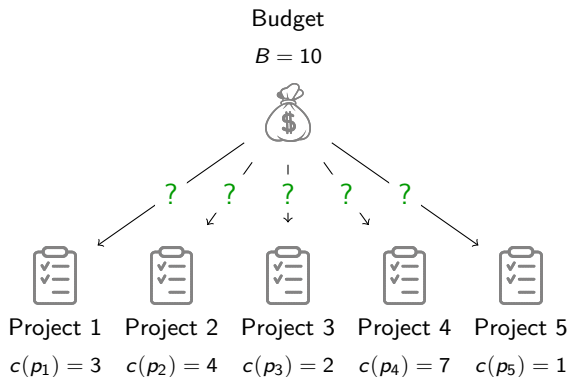
$$c(p_4) = 7$$



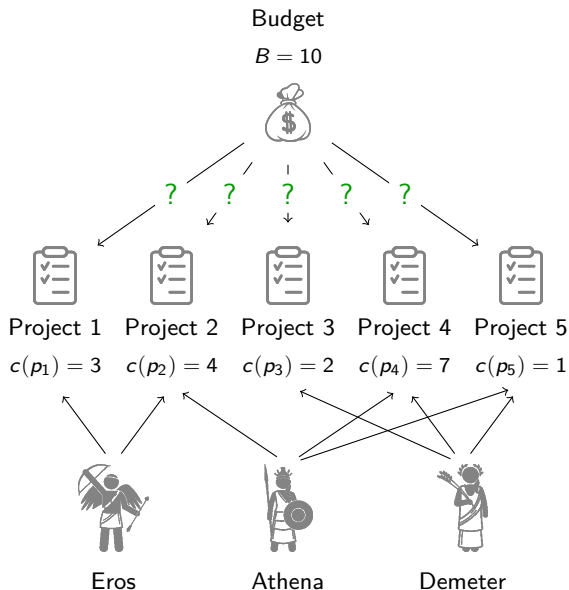
Project 5

$$c(p_5) = 1$$

# The problem



# The problem





# Current approach in ComSoC

Most of the works in the Computation Social Choice literature consider *Participatory Budgeting* as a generalization of *Multiwinner voting*:

- They both consider approval votes;
- When all projects are of cost 1, the two frameworks are indeed equivalent;
- PB would then be a multiwinner voting setting with costs on the alternatives.

➡ Each time a new feature is to be added, one needs to redefine *everything* to account for the new setting.

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[3] Aziz and Shah “Participatory Budgeting: Models and Approaches” (2020)

Instead of generalizing already existing frameworks, can we use *highly expressive* ones while *keeping nice properties*?

# Judgment Aggregation

We will try to solve PB problems with the help of *Judgment Aggregation* (JA):

- Agents submit *approval ballots* over a set of issues;
- Using a *JA rule*, an aggregation of ballots is determined;
- The outcome must satisfy a *propositional formula* over the issues.

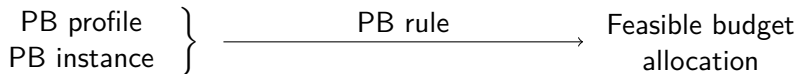
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[4] Endriss “Judgment Aggregation” (2016)

# The Reduction

PB profile }  
PB instance }

# The Reduction



# The Reduction

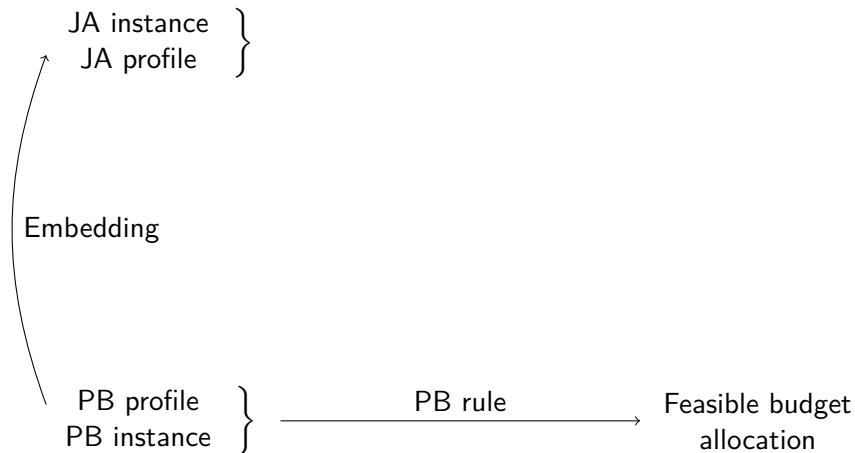
JA instance }  
JA profile }

PB profile }  
PB instance }

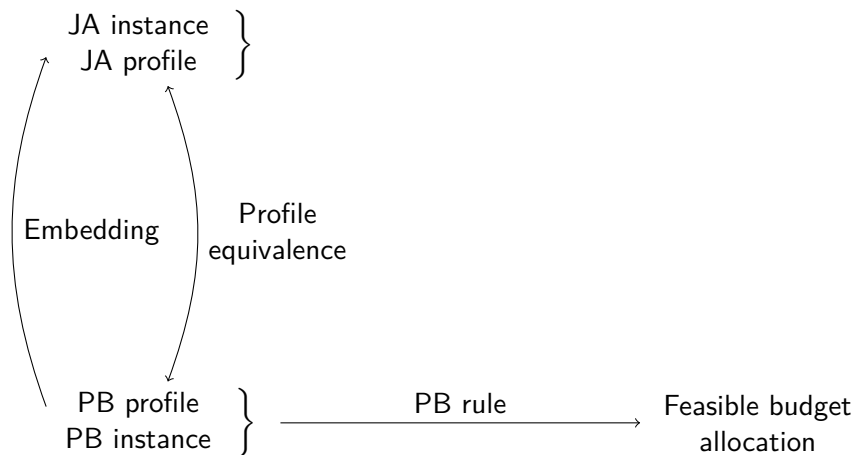
PB rule

Feasible budget  
allocation

# The Reduction

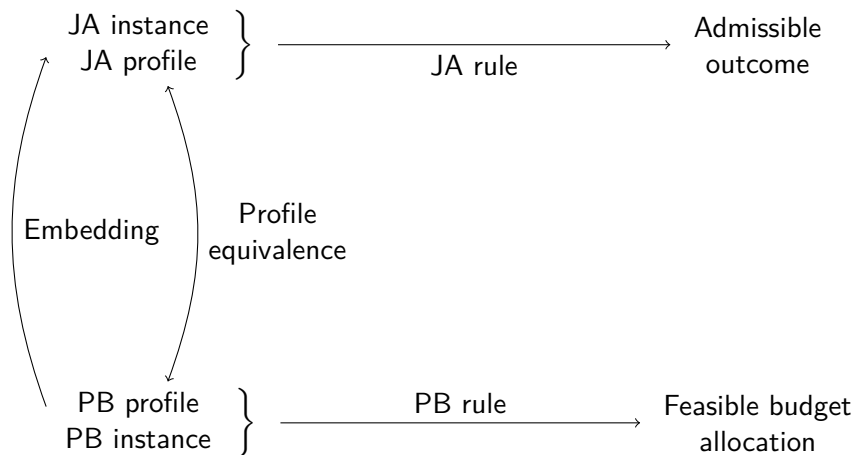


# The Reduction

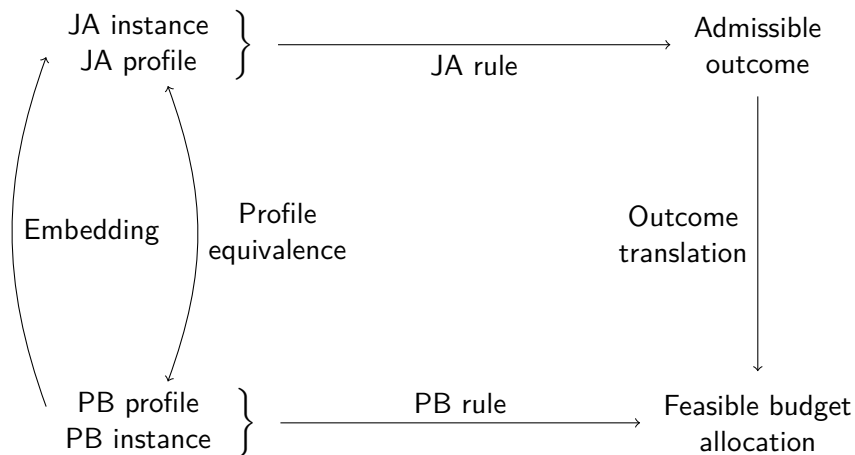




# The Reduction



# The Reduction



# DNNF circuits

*Problem*: computing the outcome of JA rules usually is  $\Theta_2^P$ -complete.

➡ But not always, e.g. not if the input is represented as a *DNNF circuit*.

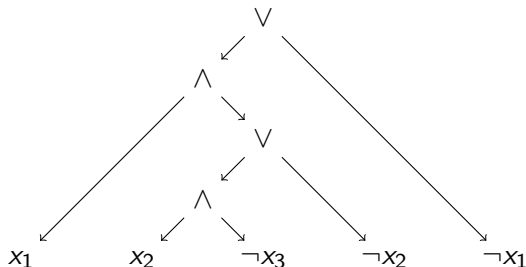
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[5] De Haan “Hunting for Tractable Languages for Judgment Aggregation” (2018)

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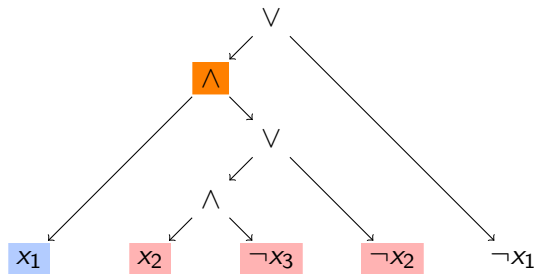


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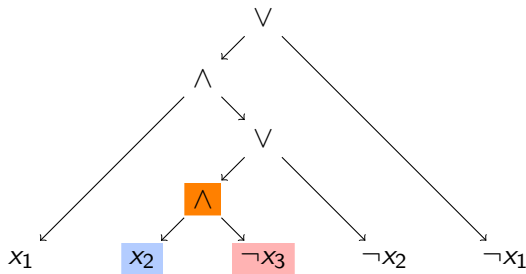


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# Encoding Budgeting Problems in DNNF



$$B = 2$$



$$c(p_1) = 1$$



$$c(p_2) = 1$$



$$c(p_3) = 2$$

# Encoding Budgeting Problems in DNNF



$$B = 2$$

$$N(0, 1)$$



$$c(p_1) = 1$$



$$c(p_2) = 1$$



$$c(p_3) = 2$$



# Encoding Budgeting Problems in DNNF



$$B = 2$$



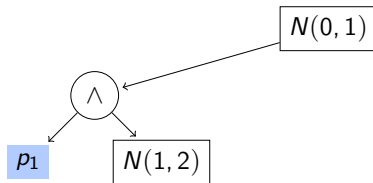
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$$B = 2$$



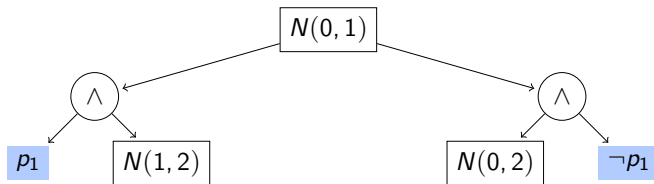
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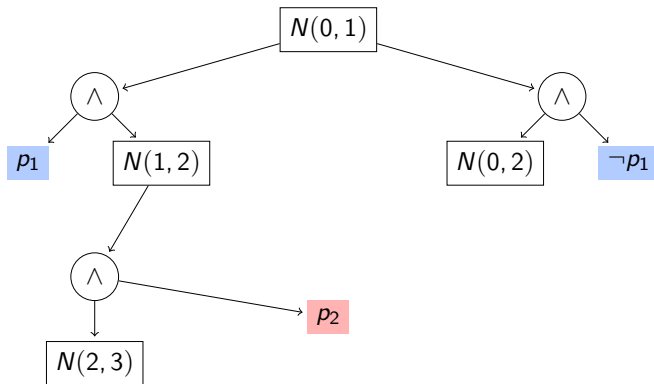
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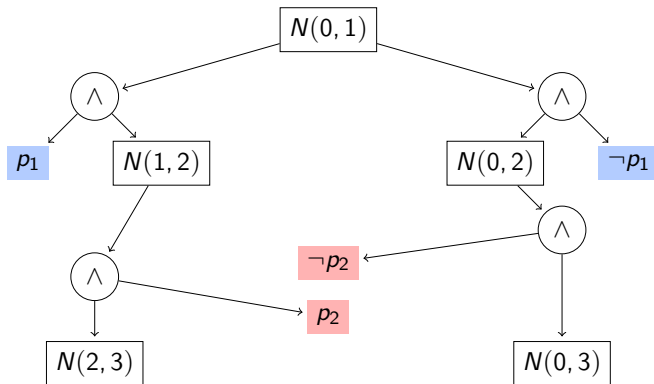
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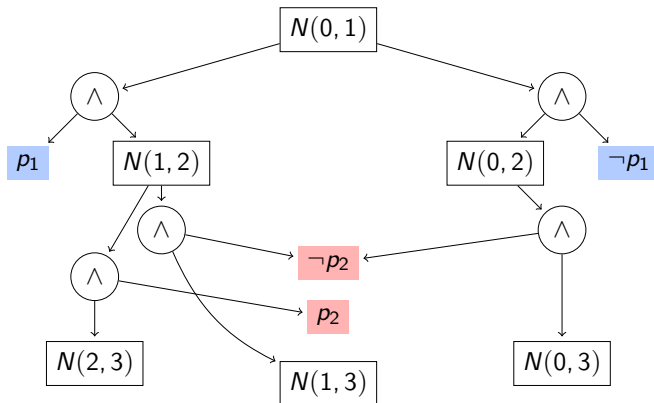
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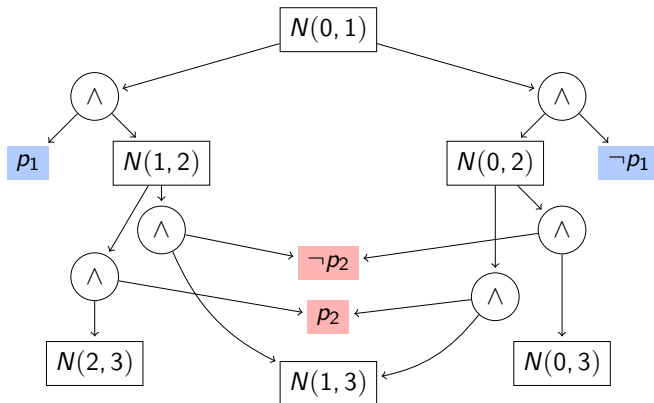
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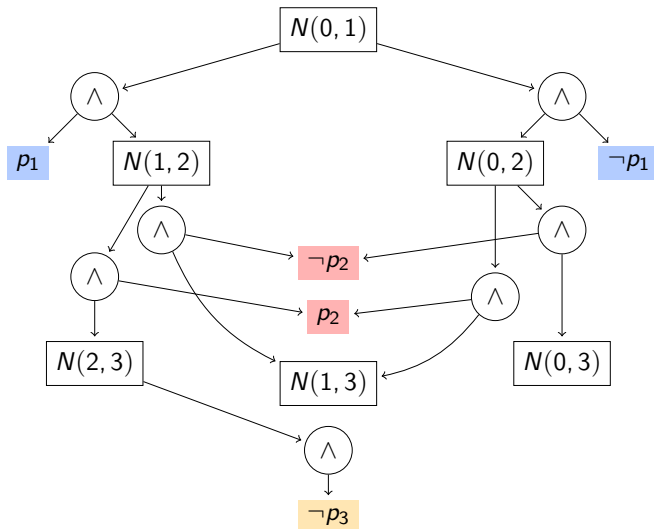
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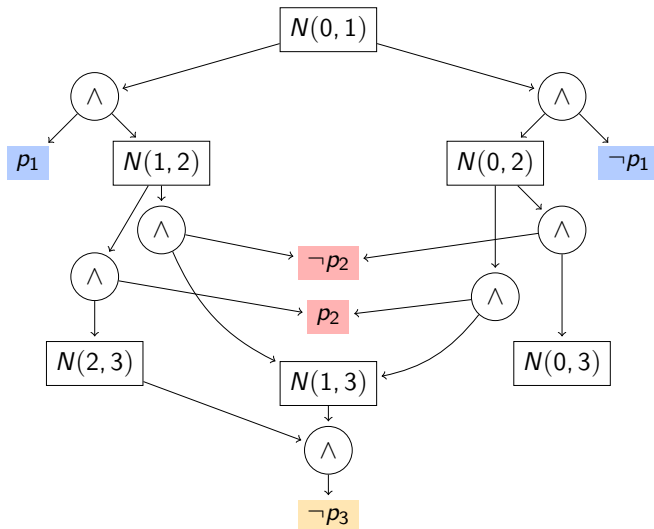
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# Encoding Budgeting Problems in DNNF



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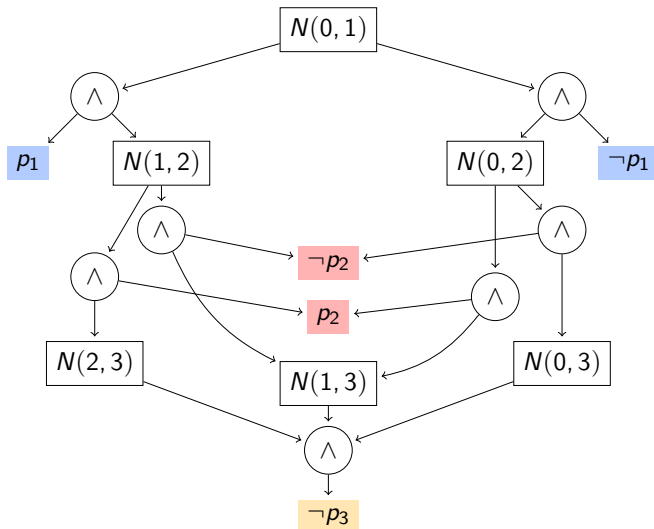
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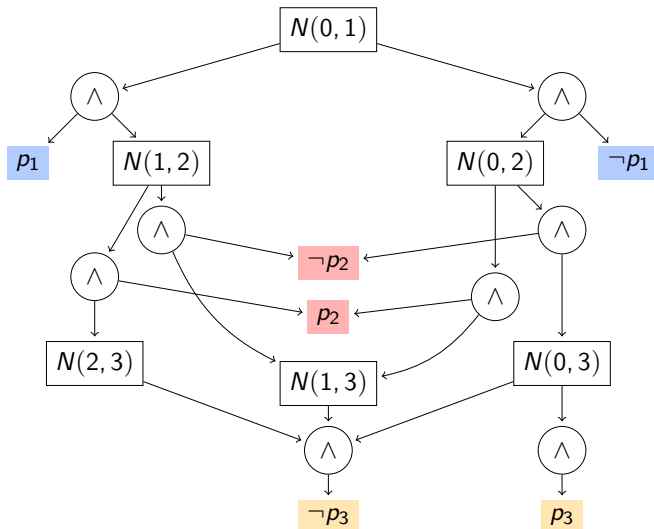
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THEOREM:

Computing a feasible budget allocation with dependencies and/or quotas is NP-complete.

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PB with dependencies and/or quotas can be embedded into JA via parametrized embeddings.

# Conclusion

We presented:

- *Embeddings* from PB to JA;
- That allowed for great *expressivity*;
- And analyzed actual *performance* of JA rules for PB.

➡ This work shows interesting interconnections between Social Choice and Knowledge Representation.

Any questions?

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