

Participatory Budgeting with Multiple Resources

Nima Motamed¹, *Arie Soeteman*², Simon Rey², Ulle Endriss²

September 15, 2022 | EUMAS 2022 | Düsseldorf, Germany

¹ Intelligent Systems, Utrecht University

² Institute for Logic, Language and Computation, University of Amsterdam

What's so good about PB?



■ Dit plan wordt uitgevoerd

Vergroenen openbare ruimte

Geuzenveld, Slotemeer, Sloterdijken

> [Lees meer](#)

€ 65.000

1462 stemmen



■ Dit plan wordt uitgevoerd

Opknappen Natuurspeeltuin Nature...

Geuzenveld, Slotemeer, Sloterdijken

> [Lees meer](#)

€ 50.000

1216 stemmen



■ Dit plan wordt uitgevoerd

Bloementuin in het Sloterpark

Geuzenveld, Slotemeer, Sloterdijken

> [Lees meer](#)

€ 5.000

1207 stemmen



■ Dit plan wordt uitgevoerd

Bijeenkomsten voor eenzame ouderen

Geuzenveld, Slotemeer, Sloterdijken

> [Lees meer](#)

€ 18.780

1000 stemmen



■ Dit plan wordt uitgevoerd

Bewoners Restaurant Armoedebestr...

Geuzenveld, Slotemeer, Sloterdijken

> [Lees meer](#)

€ 10.000

981 stemmen



■ Dit plan wordt uitgevoerd

Voedselbos in het Sloterpark

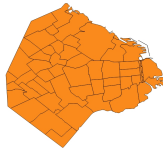
Geuzenveld, Slotemeer, Sloterdijken

> [Lees meer](#)

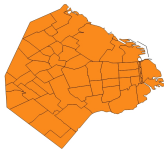
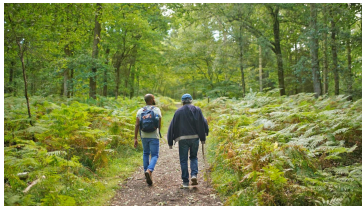
€ 20.000

948 stemmen

Introducing Multiple Resources



Introducing Multiple Resources



Officials often need to interfere in the process (Goldfrank, 2007)

MRPB has been recognized as an important challenge (Haris Aziz & Nisarg Shah, 2020)

Usual PB framework

The 'usual' PB framework often looks like this:

- Set P of projects
- Cost function $c : P \rightarrow \mathbb{N}$
- Budget limit $b \in \mathbb{Z}_+$
- Each voter i submits some sort of ballot A_i making a profile $A = (A_1, \dots, A_n)$

Project set $S \subseteq P$ is *Feasible* if $\sum_{p \in S} c(p) \leq b$

Our framework

A d -resource PB scenario is a tuple $\langle P; \langle c \rangle; b \rangle$:

- P is a set of projects
- $\langle c \rangle$ is a **vector** of cost functions $c_k: P \rightarrow \mathbb{N} \cup \{0\}$ for $k = 1 \dots d$
- b is a **vector** of budget limits $b_k \in \mathbb{N}$ for $k = 1 \dots d$

A set $S \subseteq P$ is *feasible* if $\sum_{p \in S} c_k(p) \leq b_k$ for all $k = 1 \dots d$.

Voters $i \in \{1, \dots, n\}$ submit **approval ballots** $A_i \subseteq P$. Approval ballots make up a *profile*, $\mathcal{A} = (A_1, \dots, A_n)$.

Distributional: spend at most $2 \in [0;1]$ of b_W on $X \in P$

Incompatibility: not all projects in $X \in P$ can be realised simultaneously

Dependency: p can only be realised if all projects in X are realised

Other constraints & relations to other frameworks

Distributional: spend at most $\sum_{p \in X} b_W(p)$ of b_W on X

Add k with $b_W = b$ and $c_W(p) = c_W(p)$

Incompatibility: not all projects in X can be realised simultaneously

Add k with $b_W = |X| - 1$ and $c_W(p) = 1$

Dependency: p can only be realised if all projects in X are realised

Add k with $b_W = 1$, $c_W(p) = |X| + 1$, and $c_W(q) = 1$ for all $q \in X$

A **mechanism** is a function F that takes as input scenarios $\langle P; \langle 4; \rangle$ and profiles μ , and returns **feasible** set $F(P; \langle 4; \rangle, \mu) \subseteq P$

A **mechanism** is a function F that takes as input scenarios $\{P; \leq; 4\}$ and profiles μ , and returns **feasible** set $F(P; \leq; 4; \mu)$ $\subseteq P$

- F_{greedy} : Go through projects in order of approval score, adding them to the outcome set one by one while skipping projects making outcome infeasible
- F_{max} returns feasible set with maximal approval score

A **mechanism** is a function F that takes as input scenarios $\{P_i; c_i; 4_i\}$ and profiles v_i and returns **feasible** set $F(\{P_i; c_i; 4_i\}, v_i)$ $\subseteq P$

- F_{greedy} : Go through projects in order of approval score, adding them to the outcome set one by one while skipping projects making outcome infeasible
- F_{max} returns feasible set with maximal approval score
- F_{load} proceeds in steps: at each step, chooses the project minimizing the load (cost) carried by the worst-off voter

Proportionality

All projects in set S are selected if for all $k \in R$:

$$\frac{jfSj}{\wedge} \geq r \cdot gj \quad \frac{v_k(r)}{4w}$$

Weak axiom only guarantees this if $|S| = 1$

Proportionality

All projects in set S are selected if for all $k \in R$:

$$\frac{v_k(S)}{w_k} \geq \frac{v_k(A)}{w_k}$$

Weak axiom only guarantees this if $|S| = 1$

(Approximate) Strategyproofness

For truthful ballot S_S , $F(S_S) \succeq_S F(A \setminus S_S)$

Approximate: for some $p \in P$: $F(S_S) \succeq_S F(A \setminus S_S) [fpg]$

Here we define different preferences \succeq_S prefer a **Superset**, or also an outcome that is better w.r.t. all resources (**Paretian**)

Proportionality

All projects in set S are selected if for all $k \in R$:

$$\frac{jfSj}{\wedge} \geq \frac{w(r)}{4w}$$

Weak axiom only guarantees this if $|S| = 1$

(Approximate) Strategyproofness

For truthful ballot S_S , $F(\cdot) \in S F(A \subseteq S_S)$

Approximate: for some $p \in P$: $F(\cdot) \in S F(A \subseteq S_S) [fp]$

Here we define different preferences \succ_S prefer a **Superset**, or also an outcome that is better w.r.t. all resources (**Paretian**)

Actually, our definitions are parameterized by a set R of **relevant** resources, giving more fine-grained analysis (and slightly different definitions)

Results

	Subset Preferences	Paretian Preferences	Paretian Preferences if $R = f1 :: dg$
Greedy	✓	✗	✓
Max	✗	✗	✗
Load Balancing	✗	✗	✗

Approximate Strategyproofness

	Strong	Weak
Greedy	✗	✗
Max	✗	✗
Load Balancing	✓	✓

Proportionality

No mechanisms are strategyproof (even for $d = 1$)

An **impossibility** result:

Theorem

Let $d > 1$, $m > b_W > 3$ for some resource k , then no mechanism can guarantee both **weak proportionality** and **strategyproofness against Paretian voters** for d -resource PB scenarios with budgets $(b_1; \dots; b_W; \dots; b_@)$ and m projects.

Basecase is generated using a SAT-solving approach

Computational analysis

F_{greedy} and F_{load} are polytime computable

Computational analysis

F_{greedy} and F_{load} are **polytime computable**

For F_{max} multiple decision problems:

Definition (MaxAppScore)

Instance: PB scenario $\langle h, P; \leq; 4i \rangle$, profile ρ , target $K \geq N$

Question: Is there feasible $S \subseteq P$ with approval score at least K ?

(MaxAppScore_@ restricts to d -resource scenarios)

Computational analysis

F_{greedy} and F_{load} are **polytime computable**

For F_{max} multiple decision problems:

Definition (MaxAppScore)

Instance: PB scenario $\langle hP; \leq; 4i$, profile ρ , target $K \geq N$

Question: Is there feasible $S \subseteq P$ with approval score at least K ?

(MaxAppScore_@ restricts to d -resource scenarios)

MaxAppScore₁ (and F_{max} in single-resource case) is **polytime** computable per Talmon & Faliszewski (2019);

MaxAppScore is **strongly** NP-hard;

MaxAppScore_@ for $d > 2$ is **weakly** NP-hard, and F_{max} is **pseudo-polytime** computable with restriction to d

Wrapping up

Summing up:

- Initiated the systematic study of PB with multiple resources
- New setting has significantly increased expressive power
- Mechanisms from single-resource setting largely carry over nice axiomatic & algorithmic properties

Wrapping up

Summing up:

- Initiated the systematic study of PB with multiple resources
- New setting has significantly increased expressive power
- Mechanisms from single-resource setting largely carry over nice axiomatic & algorithmic properties

What's next?

- Strengthen the results to e.g. other voter preferences, and other notions of proportionality
- Explore the introduction of negative costs
- Eventually implement multi-resource PB in real-world PB exercises

Summing up:

- Initiated the systematic study of PB with multiple resources
- New setting has significantly increased expressive power
- Mechanisms from single-resource setting largely carry over nice axiomatic & algorithmic properties

What's next?

- Strengthen the results to e.g. other voter preferences, and other notions of proportionality
- Explore the introduction of negative costs
- Eventually implement multi-resource PB in real-world PB exercises

Thank you!

The load-balancing mechanism

For set $R = \{f_1, \dots, f_d\}$ of relevant resources

Build outcome S in rounds. At each round, add a project that maintains feasibility of outcome S and minimises $\max_{W \in \mathcal{P}} y_W$ where y_W is computed by linear program with variables x_{SWe}

$$\min y_W \text{ where } y_W > \frac{1}{b_W} \sum_{e \in R} x_{SWe} \text{ for all } i \in N \text{ with}$$

$$\sum_{e \in S} x_{SWe} = c_W(p) \text{ for all } p \in S, \text{ and } x_{SWe} > 0$$

Intuitively, x_{SWe} is the part of the cost $c_W(p)$ 'shouldered' by voter i