

Goal-Based Collective Decisions

Axiomatics and Computational Complexity

Our agents express **propositional goals** over **binary issues** to reach a collective decision.
 We adapt **axioms** and **rules** from Social Choice Theory, characterizing a generalization of the majority rule.
 We study the **computational complexity** of finding the outcome of our rules (i.e., *winner determination*).

Agents \blacktriangle , \bullet , and \blacksquare want to visit a city together. There are three points of interest: an ancient belfry (\blacktriangle), a music museum (\bullet), and the beach (\approx).

\blacktriangle wants to visit everything, \bullet wants to go only to the museum, \blacksquare wants to visit *a single place*...

Agents express goals with **propositional formulas**

$$\gamma_{\blacktriangle} : \blacktriangle \wedge \bullet \wedge \approx$$

$$\gamma_{\bullet} : \neg \blacktriangle \wedge \bullet \wedge \neg \approx$$

$$\gamma_{\blacksquare} : (\blacktriangle \wedge \neg \bullet \wedge \neg \approx) \vee (\neg \blacktriangle \wedge \bullet \wedge \neg \approx) \vee (\neg \blacktriangle \wedge \neg \bullet \wedge \approx)$$

Agents	Goal profile	
\blacktriangle	$(\blacktriangle \wedge \bullet \wedge \approx)$	(111)
\bullet	$(\neg \blacktriangle \wedge \bullet \wedge \neg \approx)$	(001)
\blacksquare	$(\blacktriangle \wedge \neg \bullet \wedge \neg \approx) \vee$	(100)
	$(\neg \blacktriangle \wedge \bullet \wedge \neg \approx) \vee$	(010)
	$(\neg \blacktriangle \wedge \neg \bullet \wedge \approx)$	(001)

What is the output of the different rules?

Framework and Notation

- A set \mathcal{N} of n agents has to decide over a set \mathcal{I} of m binary issues (there are **no integrity constraints**)
 - $\mathcal{N} = \{\blacktriangle, \bullet, \blacksquare\}$ and $\mathcal{I} = \{\blacktriangle, \bullet, \approx\}$
- Every agent i has a propositional formula γ_i as her goal, whose models are in the set $\text{Mod}(\gamma_i)$
- Vector $m_i(j) = (m_{ij}^0, m_{ij}^1)$ indicates the number of 0s and 1s for issue j in the models of γ_i
 - $\text{Mod}(\gamma_{\blacksquare}) = \{(100), (010), (001)\}$
 - $m_{\blacksquare}(\bullet) = (2, 1)$
- A goal profile $\Gamma = (\gamma_1, \dots, \gamma_n)$ collects agents' goals
- A goal-based voting rule is a collection of functions $F : (\mathcal{L}_{\mathcal{I}})^n \rightarrow \mathcal{P}(\{0, 1\}^m) \setminus \emptyset$ for all n and m , where $\mathcal{L}_{\mathcal{I}}$ is a propositional language over \mathcal{I} .
- F is **resolute** if it always returns a singleton (**irresolute** otherwise)

Goal-based Voting Rules

$$\text{Conj}_v(\Gamma) = \begin{cases} \text{Mod}(\gamma_1 \wedge \dots \wedge \gamma_n) & \text{if non-empty} \\ \{v\} & \text{for } v \in \{0, 1\}^m \text{ otherwise} \end{cases}$$

$$\text{Approval}(\Gamma) = \arg \max_{v \in \text{Mod}(\bigvee_{i \in \mathcal{N}} \gamma_i)} |\{i \in \mathcal{N} \mid v \in \text{Mod}(\gamma_i)\}|$$

$$1. \text{EMaj}(\Gamma)_j = 1 \text{ iff } \sum_{i \in \mathcal{N}} \frac{m_{ij}^1}{|\text{Mod}(\gamma_i)|} \geq \frac{n}{2}$$

$$2. \text{TrueMaj}(\Gamma) = \prod_{j \in \mathcal{I}} M(\Gamma)_j \text{ where, for } j \in \mathcal{I}:$$

$$M(\Gamma)_j = \begin{cases} \{x\} & \text{if } \sum_{i \in \mathcal{N}} \frac{m_{ij}^x}{|\text{Mod}(\gamma_i)|} > \sum_{i \in \mathcal{N}} \frac{m_{ij}^{1-x}}{|\text{Mod}(\gamma_i)|} \\ \{0, 1\} & \text{otherwise} \end{cases}$$

$$3. \text{2sMaj}(\Gamma) = \text{Maj}(\text{Maj}(\gamma_1), \dots, \text{Maj}(\gamma_n))$$

Axiomatics - Characterization

- Anonymity (A):** Agents' (goals) are equally important
- Neutrality (N):** Issues are equally important
- Independence (I):** Each issue j is decided by a function f_j
- Unanimity (U):** Result follows agents' unanimous choice
- Positive responsiveness (PR):** Adding (deleting) support for an issue when the result is equally irresolute or favoring acceptance (rejection), gives a result strictly favoring acceptance (rejection)
- Egalitarianism (E):** Every model of a goal has a weight proportional to the total number of models of the goal
- Duality (D):** Rule isn't biased for acceptance/rejection

A goal-based voting rule satisfies (E), (I), (A), (N), (PR), (U) and (D) if and only if it is *TrueMaj*.

Similar to results for majority in Judgment Aggregation.

Computational Complexity

We study the complexity to compute the result of rules.

WINDET(F) profile Γ , issue j

- $F(\Gamma)_j = 1?$

WINDET*(F) profile Γ , set $S \subseteq \mathcal{I}$, $\rho : S \rightarrow \{0, 1\}$

- $\exists v \in F(\Gamma)$ with $v(j) = \rho(j)$ for $j \in S?$

Θ_2^P : problems solvable in poly time with $O(\log n)$ queries to an NP oracle

PP: problems solvable by a probabilistic TM in poly time, with error probability $< 1/2$

WINDET*(Conj) is NP-hard.

WINDET*(Approval) is Θ_2^P -complete.

WINDET of majorities is PP-hard.

Reductions from: SAT, MAX-MODEL and MAJ-SAT- p .