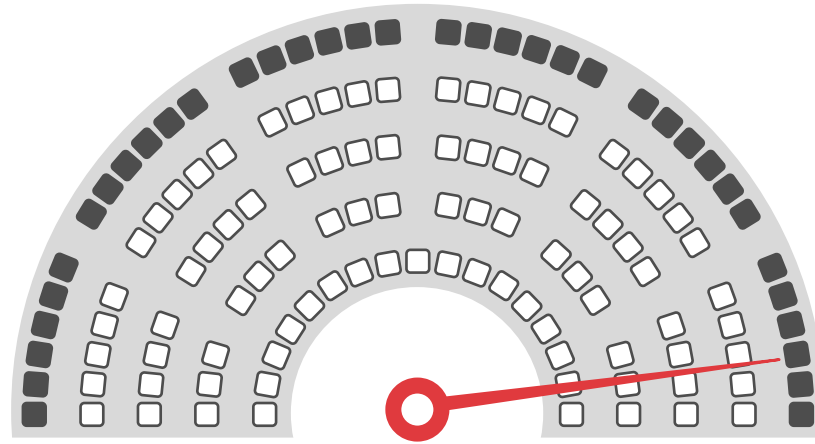




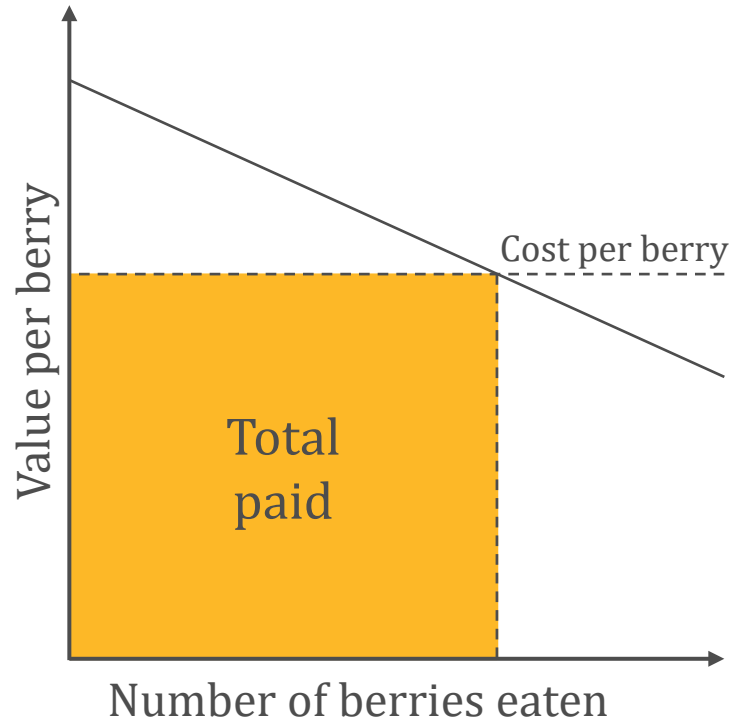
Optimized Democracy

Fall 2025

Quadratic Voting and Funding

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PRIVATE GOODS

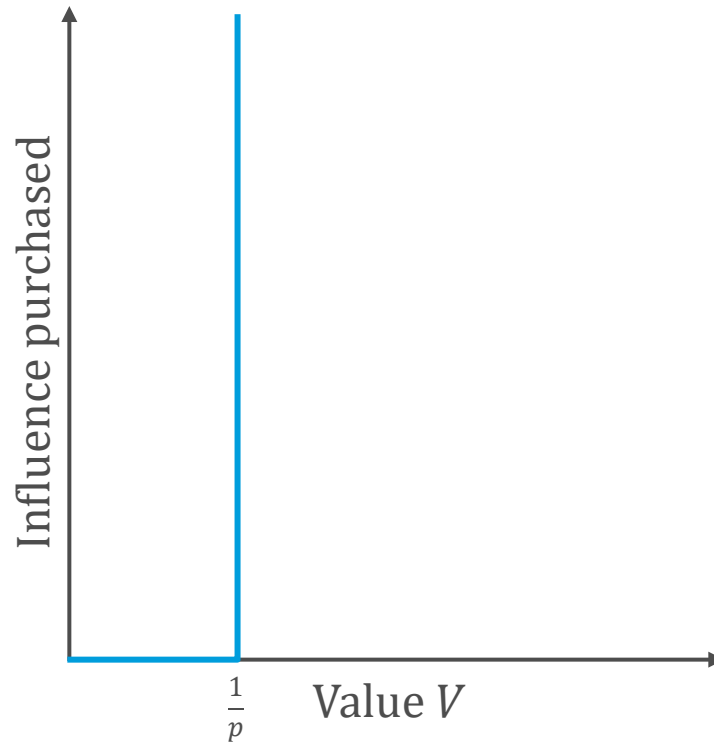


In a setting with private goods and money, the question of how to aggregate preferences is easy, because it's separable across individuals: I will buy berries until my marginal value for the next berry is equal to its cost

PUBLIC GOODS

- In the setting of public goods or decisions, that is no longer the case
- Given the funding cuts, Harvard will buy a ping pong table only if faculty members contribute \$400
- Let's say (although this technically doesn't make sense) that every dollar I donate increases the probability the table is funded by p , and my own value is V
- If $pV \geq 1$, I contribute (a lot), and if $pV < 1$, I don't contribute

ONE DOLLAR, ONE VOTE

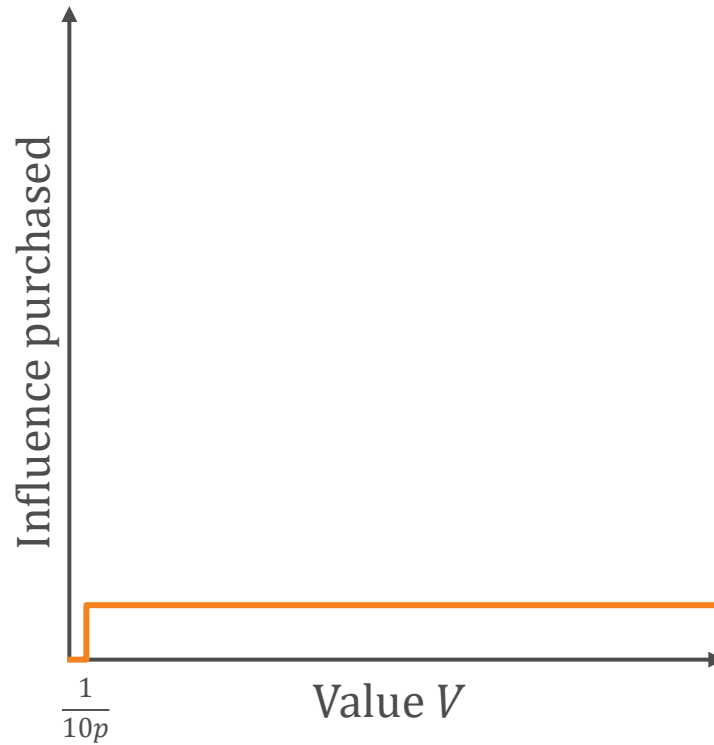


Under “one dollar, one vote,” I would want to purchase as much influence as possible when $pV \geq 1$, and the table is funded if someone really wants it

ONE PERSON, ONE VOTE

- Now imagine that Harvard will buy the ping pong table only if 400 faculty members vote in favor
- It costs me \$0.1 (in effort) to cast a vote
- I'll cast a vote if $pV \geq 0.1$, but I can't purchase more influence (or the cost of purchasing more is ∞)

ONE PERSON, ONE VOTE

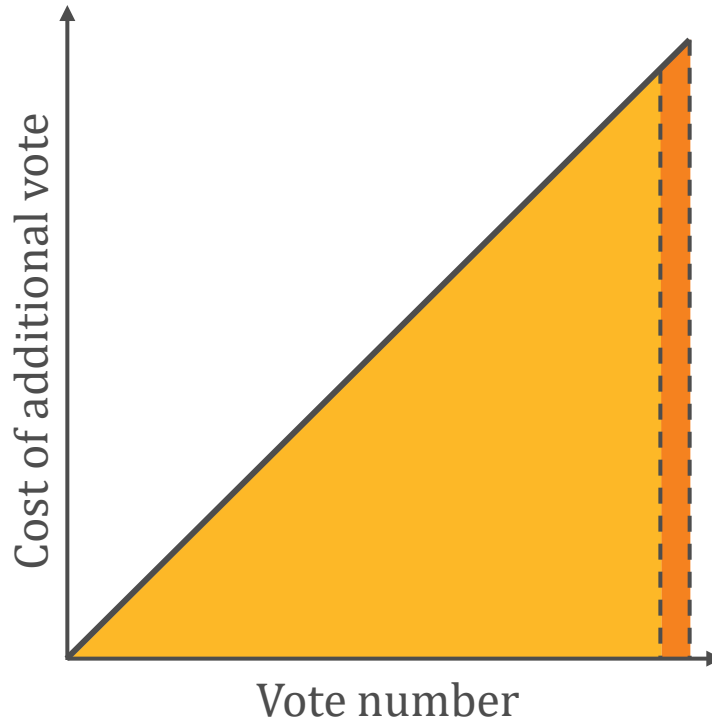


Under “one person, one vote,” I would want to purchase one unit of influence when $pV \geq 0.1$, and the table is funded if many people want it at least a little

QUADRATIC PAYMENTS

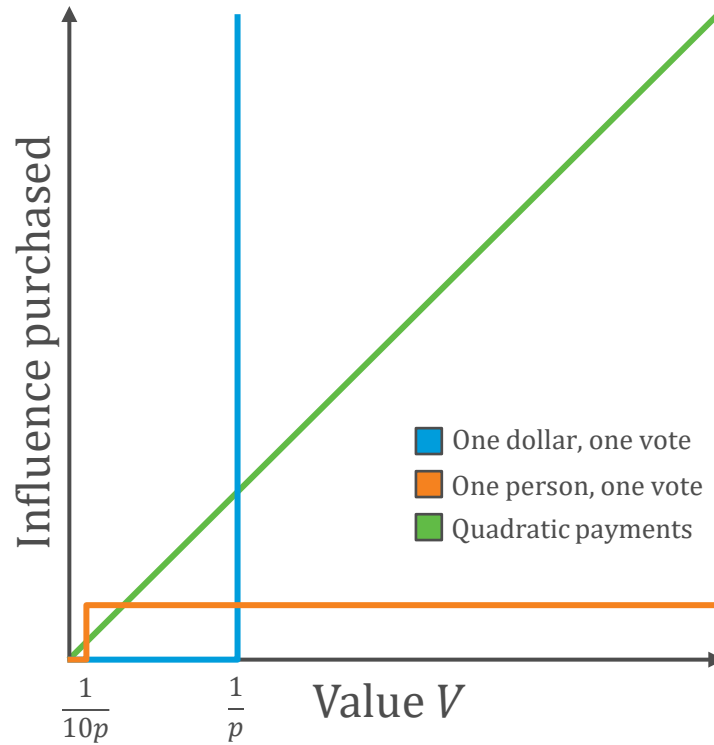
- If my value is V , I'm willing to pay up to $V/100$ for an additional 1% chance of funding the table
- If your value is $V/2$, you're willing to pay $V/200$ for the same unit of influence
- What's a scheme that would ensure that you would buy half as many votes as me?
- **Key idea:** My k th vote (or unit of influence) costs $\$k$

QUADRATIC PAYMENTS



Cost of k th vote (orange) is k , but overall cost (yellow and orange) is $k(k + 1)/2 = \Theta(k^2)$

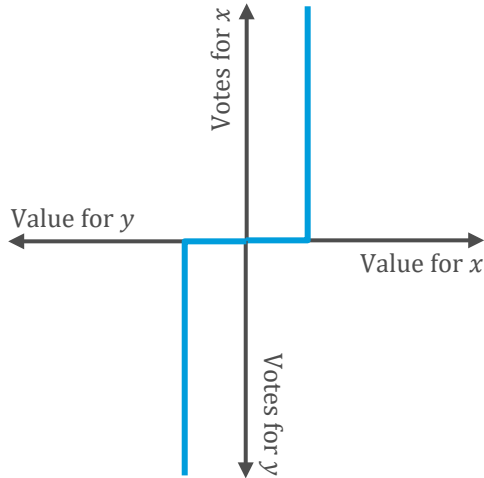
QUADRATIC PAYMENTS



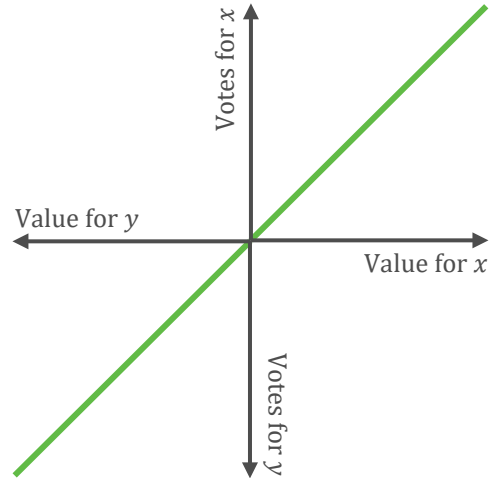
Under quadratic payments, the influence I purchase is proportional to my value

QUADRATIC VOTING: BINARY CASE

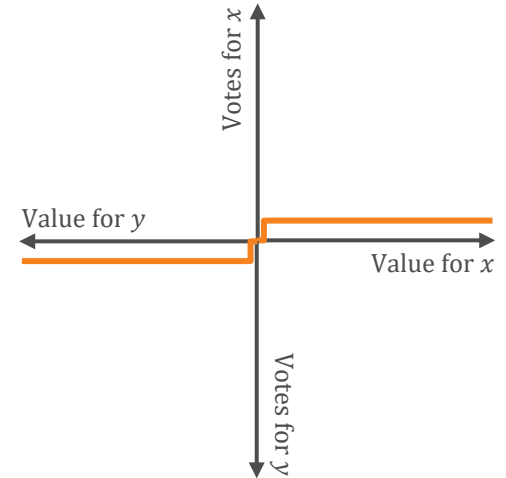
- Suppose there are two alternatives, x and y
- As before, my k th vote in favor of an alternative costs k
- Typically, the quadratic formula is simplified: casting k votes costs k^2



One dollar, one vote



Quadratic voting



One person, one vote

QUADRATIC VOTING: GENERAL CASE

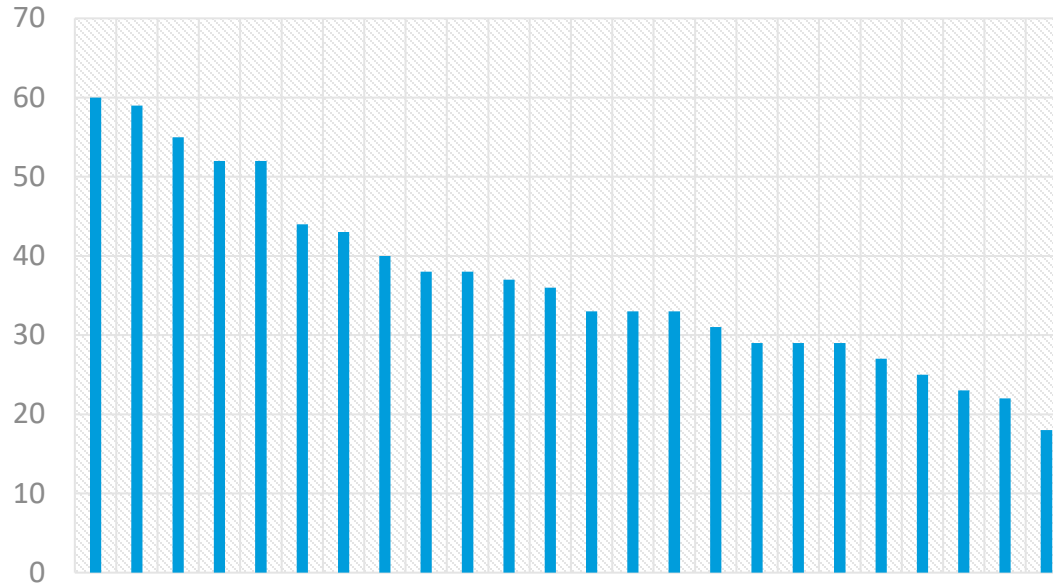
- The idea behind quadratic voting easily extends to the case of m alternatives
- If a voter casts k votes for an alternative, they pay k^2
- Notably, it is not a voter's total number of votes that's squared, but their votes for each alternative

DEMO OF QUADRATIC VOTING



<https://qv.geek.sg/vote?election=2a828d37-5738-458b-b49e-cc3cf5cb08a0>

QUADRATIC VOTING IN COLORADO



60 Equal Pay For Equal Work Act
 59 Demographic Notes For Certain Legislative Bills
 55 CDPHE Maternal Mortality Review Committee
 52 Youth Mental Health Ed & Suicide Prevention
 52 Grants For Property Tax Rent & Heat
 44 Mental Health Parity Insurance Medicaid
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 38 School Nurse Grant Program
 38 Comprehensive Human Sexuality Education
 37 GreenHouse Gas Pollution Impact In Fiscal Notes
 36 School Incentives To Use Colorado Food & Producers

33 Expand Child Nutrition School Lunch Protection Act
 33 Sexual Assault While In Custody Or Detained
 33 Office Of Public Guardianship Operation Conditions State
 31 Court Administrator Reminder Program Increase Tax
 29 Credit Allocation Affordable Housing Modify Innovative
 29 System Enhancement Regulate Student Education Loan Servicers
 29 Motor Vehicle Income Tax Credits Wildfire Mitigation
 27 Wildland-Urban Interface Areas Child Care Expenses Tax
 25 Credit Low-income Families Investment In Primary Care
 23 To Reduce Health Cost CO Child Abuse Response And
 22 Evaluation Network Child & Youth Behavioral Health
 18 Colorado Resiliency Office Reauthorization Funding

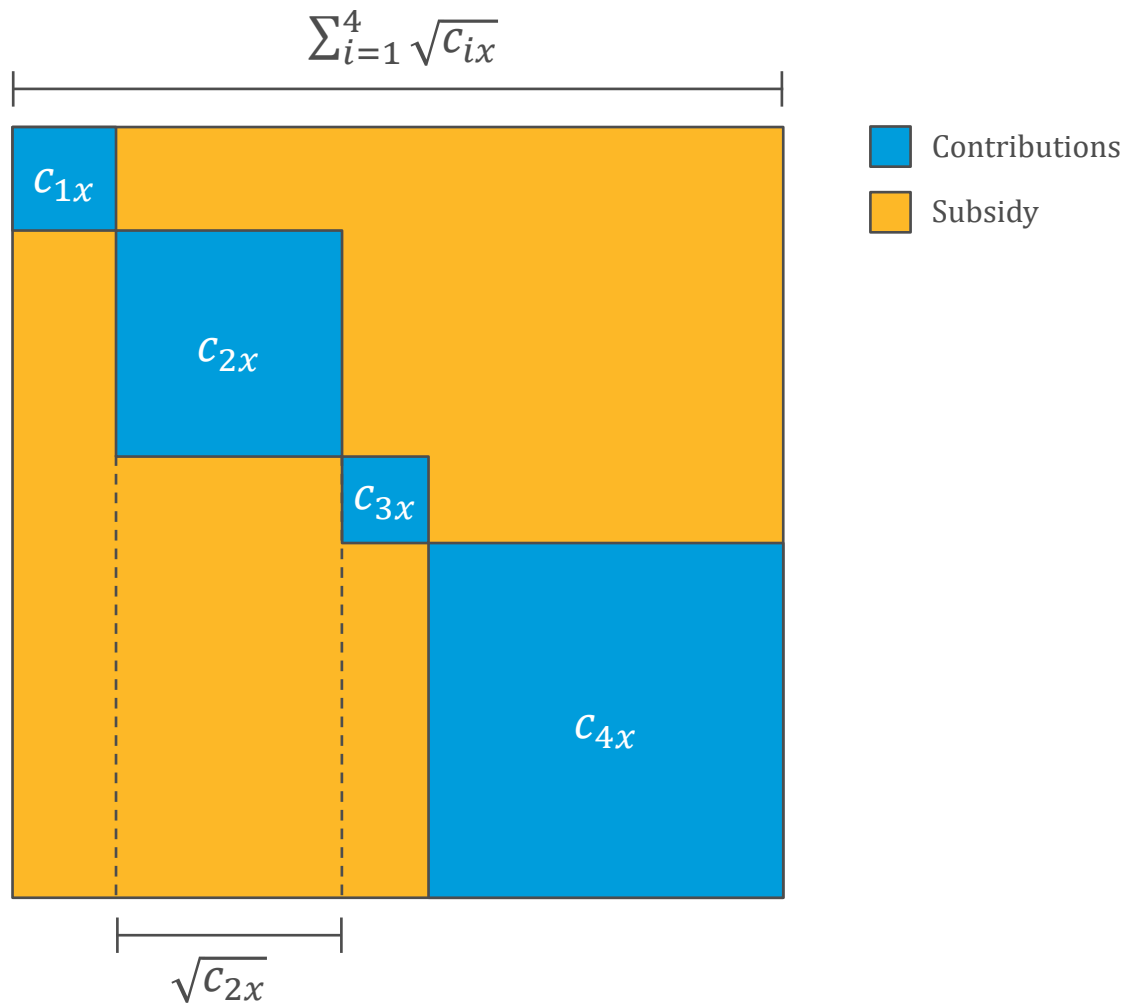
QUADRATIC FUNDING

- Anyone can propose public goods (alternatives)
- Let c_{ix} be the contribution of player $i \in N$ to alternative x , then the payment to x is

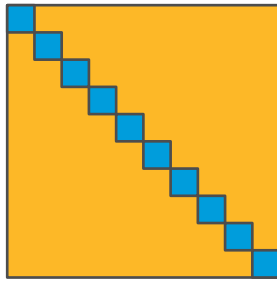
$$\left(\sum_{i=1}^n \sqrt{c_{ix}} \right)^2$$

- If $n > 1$, this payment is greater than $\sum_i c_{ix}$ and the difference comes from a subsidy pool

QUADRATIC FUNDING



QUADRATIC FUNDING



$$c_{ix} = 1 \text{ for } i = 1, \dots, 10$$

Subsidy = 90



$$c_{1x} = 10$$

Subsidy = 0

Many small contributions receive a much larger subsidy than few large contributions!

A MODEL FOR PUBLIC FUNDING

- As usual, the players are $N = \{1, \dots, n\}$ and the alternatives are A
- Let $v_{ix}(f_x)$ be the utility player i receives from alternative x being funded at level f_x
- Each v_{ix} is assumed to be smooth, strictly concave, and strictly increasing
- Each player $i \in N$ contributes c_{ix} to x
- The utility of i is $\sum_{x \in A} (v_{ix}(f_x) - c_{ix})$
- A **mechanism** takes as input c_{ix} for all $i \in N$ and $x \in A$, and outputs f_x for all $x \in A$

WELFARE AND OPTIMALITY

- Denote $u_x = \sum_{i \in N} v_{ix}$
- The **social welfare** is $\sum_{x \in A} (u_x(f_x) - f_x)$
- Note that the social welfare includes the deficit $\sum_{x \in A} (f_x - \sum_{i \in N} c_{ix})$
- Social welfare is maximized when for all $x \in A$, $f_x = 0$ if $u'_x(0) \leq 1$, and otherwise f_x is the unique value satisfying $u'_x(f_x) = 1$
- A mechanism is **welfare-maximizing** if it satisfies these conditions

PRIVATE CONTRIBUTIONS

- Under the **private contributions** mechanism,
 $f_x = \sum_{i \in N} c_{ix}$
- For all $i \in N$ and $x \in A$, i seeks to maximize
 $v_{ix}(f_x) - c_{ix}$
- If $c_{ix} > 0$ then $v'_{ix}(f_x) = 1$
- However, when there is more than one contribution to x , it could be the case that
 $u'_x(f_x) > 1$
- Therefore, the mechanism is suboptimal

PRIVATE CONTRIBUTIONS: EXAMPLE

- One alternative x
- $n = 10$ players
- $v_{ix}(f_x) = \sqrt{f_x}$ for all $i \in N$

Poll

Under private contributions, what is the value of f_x that maximizes social welfare?

- 1
- 5
- 10
- 25



QUADRATIC FUNDING IS OPTIMAL

- Recall that under quadratic funding, $f_x = \left(\sum_{i \in N} \sqrt{c_{ix}}\right)^2$
- **Theorem:** Quadratic funding is optimal
- **Proof:**
 - Player i maximizes $v_{ix}(f_x) - c_{ix}$
 - If $c_{ix} > 0$ then

$$\frac{2v'_{ix}(f_x) \cdot \left(\sum_{j \in N} \sqrt{c_{jx}}\right)}{2\sqrt{c_{ix}}} = 1 \Rightarrow v'_{ix}(f_x) = \frac{\sqrt{c_{ix}}}{\sum_{j \in N} \sqrt{c_{jx}}}$$

- Therefore,

$$u'_x(f_x) = \sum_{i \in N} v'_{ix}(f_x) = 1 \quad \blacksquare$$

QUADRATIC FUNDING VIA GITCOIN



\$67 million distributed to more than 3715 projects through quadratic funding

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