



TRUTH

JUSTICE

ALGOS

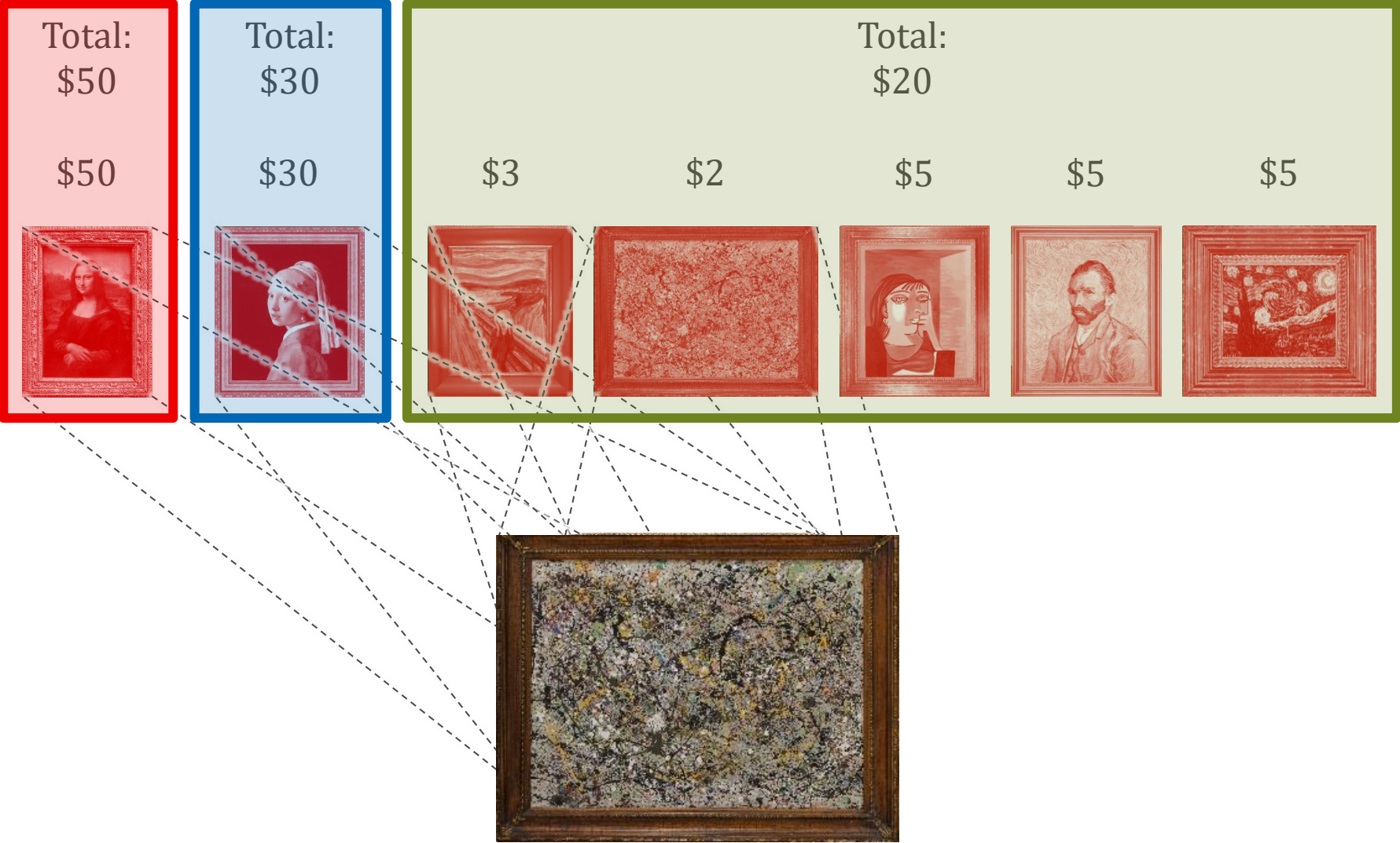
Fair Division V: Indivisible Goods

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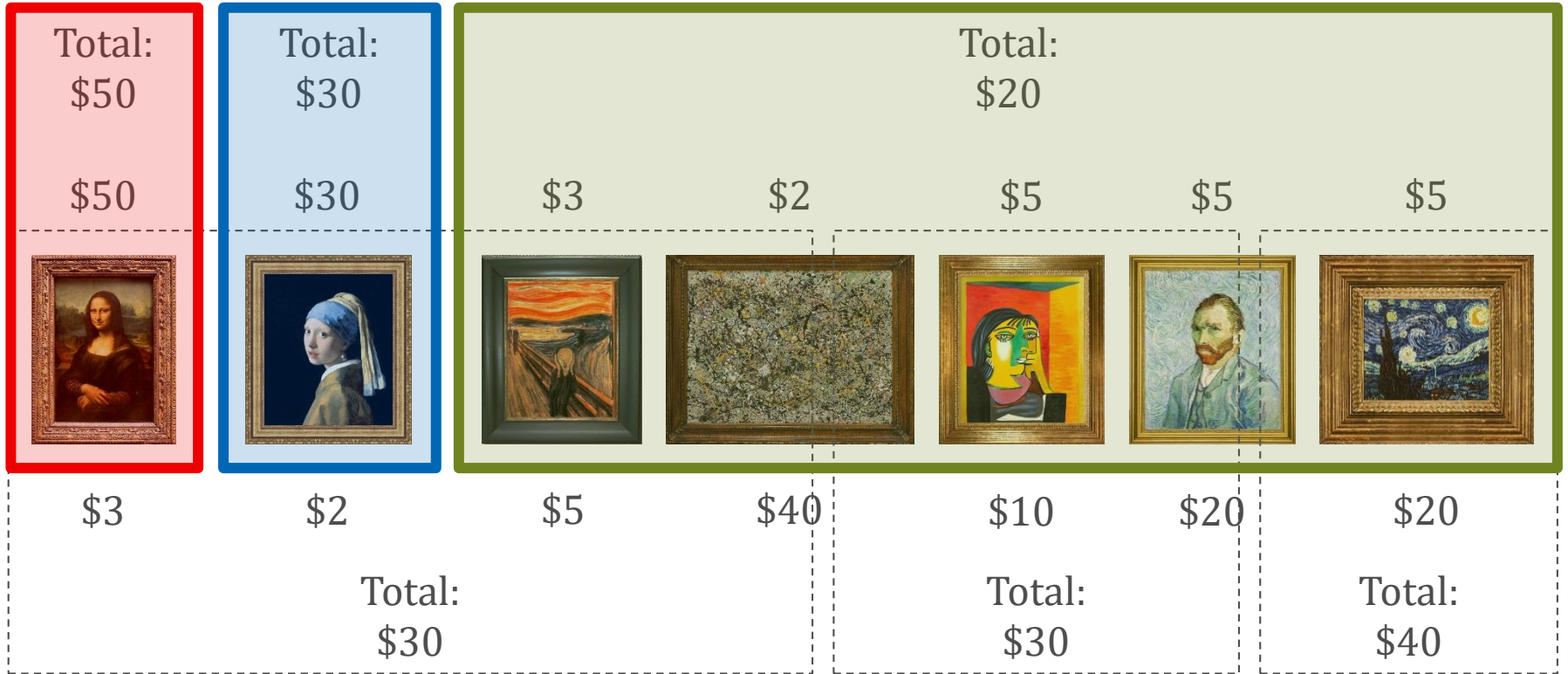
INDIVISIBLE GOODS

- Set G of m goods G
- Each good is **indivisible**
- Players $N = \{1, \dots, n\}$ have valuations V_i for bundles of goods
- Valuations are **additive** if for all $S \subseteq G$ and $i \in N$, $V_i(S) = \sum_{g \in S} V_i(g)$
- Assume additivity unless noted otherwise
- An **allocation** is a partition of the goods, denoted $A = (A_1, \dots, A_n)$
- Envy-freeness and proportionality are infeasible!

MAXIMIN SHARE GUARANTEE



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- **Maximin share (MMS) guarantee** [Budish 2011] of player i :

$$\max_{X_1, \dots, X_n} \min_j V_i(X_j)$$

- An **MMS allocation** is such that $V_i(A_i)$ is at least i 's MMS guarantee for all $i \in N$
- For $n = 2$ an MMS allocation always exists
- **Theorem [Kurokawa et al. 2018]:** $\forall n \geq 3$ there exist additive valuation functions that do not admit an MMS allocation

COUNTEREXAMPLE FOR $n = 3$

17	25	12	1
2	22	3	28
11	0	21	23

COUNTEREXAMPLE FOR $n = 3$

$$\begin{array}{|c|c|c|c|} \hline 1 & 1 & 1 & 1 \\ \hline 1 & 1 & 1 & 1 \\ \hline 1 & 1 & 1 & 1 \\ \hline \end{array} \times 10^6 + \begin{array}{|c|c|c|c|} \hline 17 & 25 & 12 & 1 \\ \hline 2 & 22 & 3 & 28 \\ \hline 11 & 0 & 21 & 23 \\ \hline \end{array} \times 10^3 +$$

3	-1	-1	-1
0	0	0	0
0	0	0	0

Player 1

3	-1	0	0
-1	0	0	0
-1	0	0	0

Player 2

3	0	-1	0
0	0	-1	0
0	0	0	-1

Player 3

APPROXIMATE ENVY-FREENESS

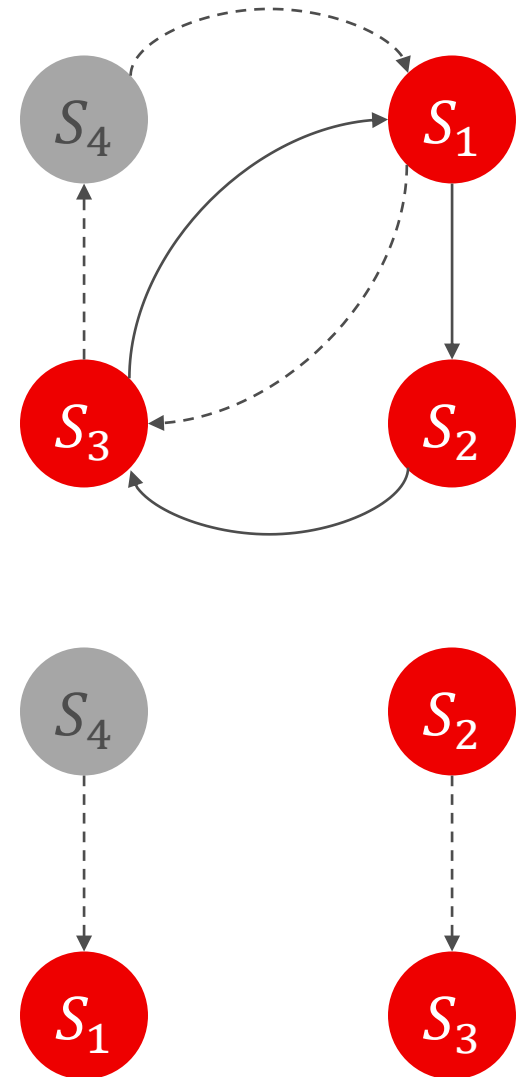
- Assume general **monotonic** valuations, i.e., for all $S \subseteq T \subseteq G$, $V_i(S) \leq V_i(T)$
- An allocation A_1, \dots, A_n is **envy free up to one good (EF1)** if and only if
$$\forall i, j \in N, \exists g \in A_j \text{ s.t. } v_i(A_i) \geq v_i(A_j \setminus \{g\})$$
- **Theorem [Lipton et al. 2004]:** An EF1 allocation exists and can be found in polynomial time

PROOF OF THEOREM

- A **partial** allocation is an allocation of a subset of the goods
- Given a partial allocation A , we have an edge (i, j) in its **envy graph** if i envies j
- **Lemma:** An EF1 partial allocation A can be transformed in polynomial time into an EF1 partial allocation B of the same goods with an **acyclic** envy graph

PROOF OF LEMMA

- If G has a cycle C , shift allocations along C to obtain A' ; clearly EF1 is maintained
- #edges in envy graph of A' decreased:
 - Same edges between $N \setminus C$
 - Edges from $N \setminus C$ to C shifted
 - Edges from C to $N \setminus C$ can only decrease
 - Edges inside C decreased
- Iteratively remove cycles ■

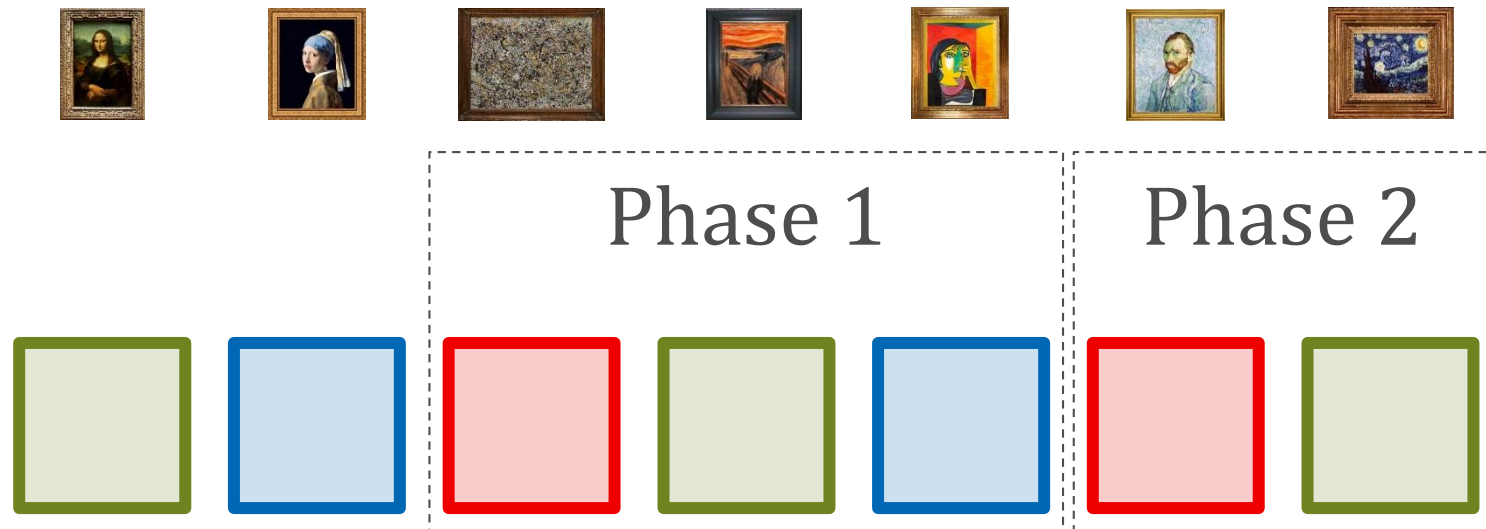


PROOF OF THEOREM

- Maintain EF1 and acyclic envy graph
- In round 1, allocate good g_1 to arbitrary agent
- g_1, \dots, g_{k-1} are allocated in **acyclic** A
- Derive B by allocating g_k to **source** i
- $V_j(B_j) = V_j(A_j) \geq V_j(A_i) = V_j(B_i \setminus \{g_k\})$
- Use lemma to eliminate cycles ■

ROUND ROBIN

- Let us return to additive valuations
- Now proving the existence of an EF1 allocation is trivial
- A round-robin allocation is EF1:



IMPLICATIONS FOR CAKE CUTTING

- In cake cutting, we can define an allocation to be **ϵ -envy free** if for all $i, j \in N$,

$$V_i(A_i) \geq V_i(A_j) - \epsilon$$

- The foregoing result has interesting implications for cake cutting!

Poll 1

Complexity of ϵ -EF in the RW model?

- $O\left(\frac{1}{\epsilon}\right)$
- $O\left(\frac{1}{\epsilon^2}\right)$

- $O\left(\frac{n}{\epsilon^2}\right)$
- $O\left(\frac{n^2}{\epsilon}\right)$



MAXIMUM NASH WELFARE

- An allocation A is **Pareto efficient** if there is no allocation A' such that $V_i(A'_i) \geq V_i(A_i)$ for all $i \in N$, and $V_j(A'_j) > V_j(A_j)$ for some $j \in N$
- Round Robin is not efficient
- Is there a rule that guarantees both EF1 and efficiency?

MAXIMUM NASH WELFARE

- The **Nash welfare** of an allocation A is the product of values

$$\text{NW}(A) = \prod_{i \in N} V_i(A_i)$$

- The **maximum Nash welfare (MNW)** solution chooses an allocation that maximizes the Nash welfare
- For ease of exposition we ignore the case of $\text{NW}(A) = 0$ for all A
- **Theorem [Caragiannis et al. 2016]:** Assuming additive valuations, the MNW solution is EF1 and efficient

PROOF OF THEOREM

- Efficiency is obvious, so we focus on EF1
- Assume for contradiction that i envies j by more than one good
- Let $g^* \in \operatorname{argmin}_{g \in A_j, V_i(g) > 0} V_j(g)/V_i(g)$
- Move g^* from j to i to obtain A' , we will show that $\operatorname{NW}(A') > \operatorname{NW}(A)$
- It holds that $V_k(A_k) = V_k(A'_k)$ for all $k \neq i, j$,
 $V_i(A'_i) = V_i(A_i) + V_i(g^*)$, and
 $V_j(A'_j) = V_j(A_j) - V_j(g^*)$

PROOF OF THEOREM

- $\frac{NW(A')}{NW(A)} > 1 \Leftrightarrow \left[1 - \frac{V_j(g^*)}{V_j(A_j)}\right] \left[1 + \frac{V_i(g^*)}{V_i(A_i)}\right] > 1 \Leftrightarrow$

$$\frac{V_j(g^*)}{V_i(g^*)} [V_i(A_i) + V_i(g^*)] < V_j(A_j)$$

- Due to our choice of g^* ,

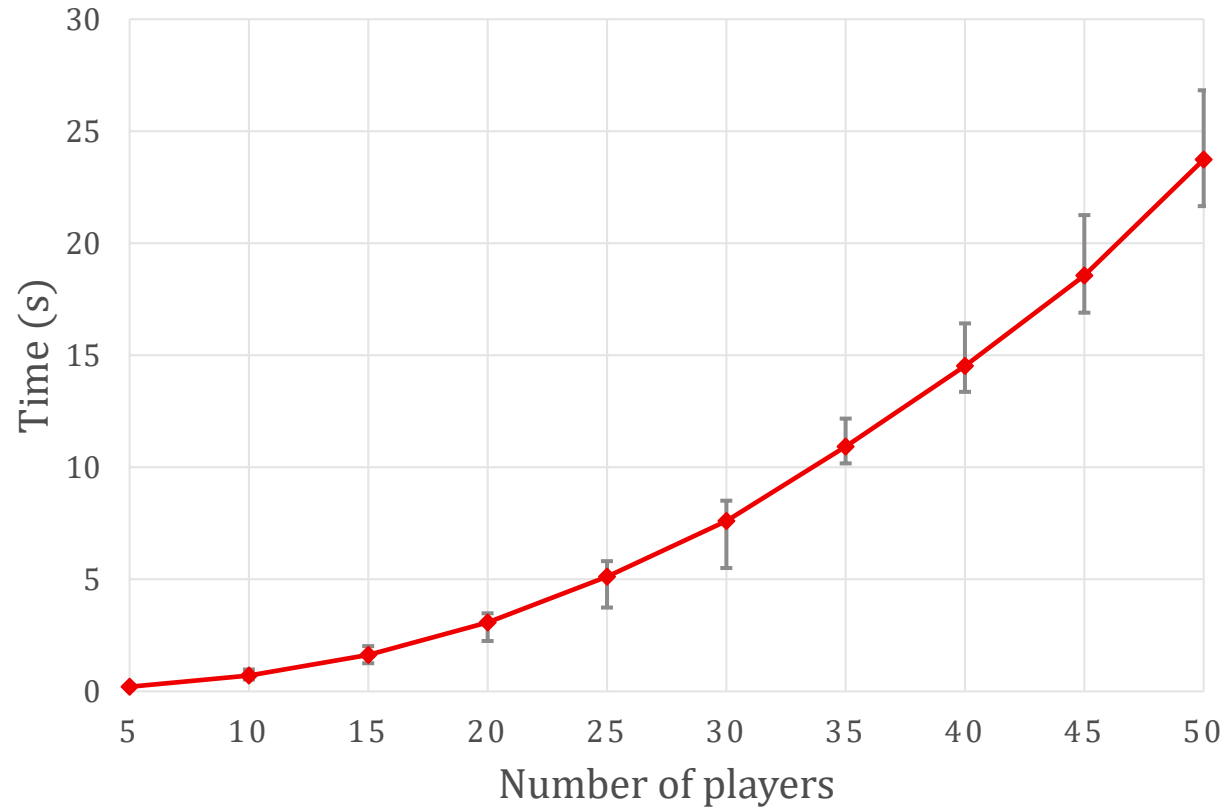
$$\frac{V_j(g^*)}{V_i(g^*)} \leq \frac{\sum_{g \in A_j} V_j(g)}{\sum_{g \in A_j} V_i(g)} = \frac{V_j(A_j)}{V_i(A_j)}$$

- Due to EF1 violation, we have

$$V_i(A_i) + V_i(g^*) < V_i(A_j)$$

- Multiply the last two inequalities to get the first ■

TRACTABILITY OF MNW



[Caragiannis et al., 2016]

INTERFACE

THE BASICS	+	
ALICE'S EVALUATIONS ✓	-	
<p>Alice, use the sliders to assign values to each of the items below. All of your values must sum to 1000. You can use the <i>rescale</i> button to automatically adjust your values to add up to 1000.</p>		
Gold Ring	<input type="range" value="59"/>	59
Diamond Ring	<input type="range" value="145"/>	145
Pearl Necklace	<input type="range" value="116"/>	116
Ruby Earrings	<input type="range" value="265"/>	265
Gold Watch	<input type="range" value="80"/>	80
Silver Bracelet	<input type="range" value="335"/>	335
<hr/>		
<input type="button" value="RESET"/>	<input type="button" value="RESCALE"/>	<input type="button" value="CONTINUE"/>
		Current Total: 1000
		Target: 1000
BOB'S EVALUATIONS	+	
CLAIRE'S EVALUATIONS	+	
RESULTS	+	

AN OPEN PROBLEM

- An allocation A_1, \dots, A_n is **envy free up to any good (EFX)** if and only if
$$\forall i, j \in N, \forall g \in A_j, v_i(A_i) \geq v_i(A_j \setminus \{g\})$$
- Strictly stronger than EF1, strictly weaker than EF
- An EFX allocation exists for two players with monotonic valuations
- Existence is an open problem for $n \geq 3$ players with additive valuations