

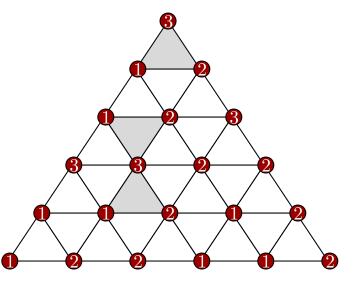
TEACHER: ARIEL PROCACCIA

# **A TRUE STORY**

- In 2001 I moved into an apartment in Jerusalem with Naomi and Nir
- One larger bedroom, two smaller bedrooms
- Naomi and I searched for the apartment, Nir was having fun in South America
- Nir's argument: I should have the large room because I had no say in choosing apartment
  - Made sense at the time!
- How to fairly divide the rent?

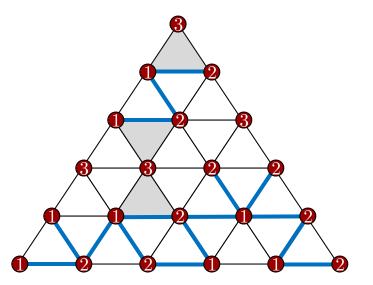
# SPERNER'S LEMMA

- Triangle *T* partitioned into elementary triangles
- Label vertices by {1,2,3} using Sperner labeling:
  - Main vertices are different
  - Label of vertex on an edge (i, j) of T is i or j
- Lemma: Any Sperner labeling contains at least one fully labeled elementary triangle



# **PROOF OF LEMMA**

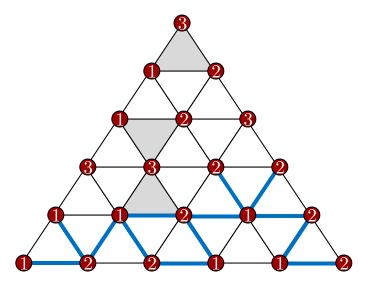
- Doors are 12 edges
- Rooms are elementary triangles
- #doors on the boundary of T is odd
- Every room has  $\leq 2$ doors; one door iff the room is 123



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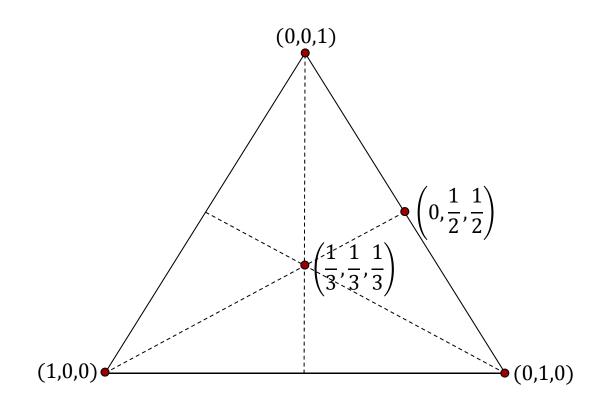
# **PROOF OF LEMMA**

- Start at door on boundary and walk through it
- Room is fully labeled or it has another door...
- No room visited twice
- Eventually walk into fully labeled room or back to boundary
- But #doors on boundary is odd ■



# FAIR RENT DIVISION

- Assume there are three housemates A, B, C
- Goal is to divide rent so that each person wants different room
- Sum of prices for three rooms is 1
- Can represent possible partitions as triangle

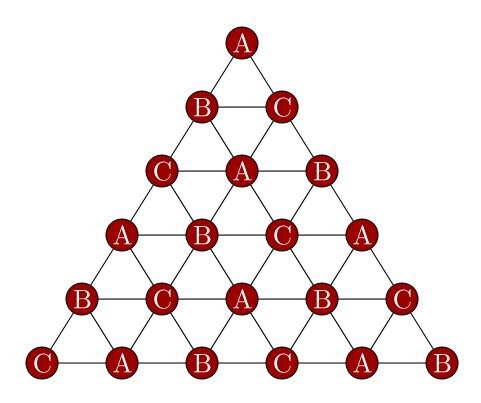


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# FAIR RENT DIVISION

- "Triangulate" and assign "ownership" of each vertex to each of A, B, and C ...
- ... in a way that each elementary triangle is an ABC triangle





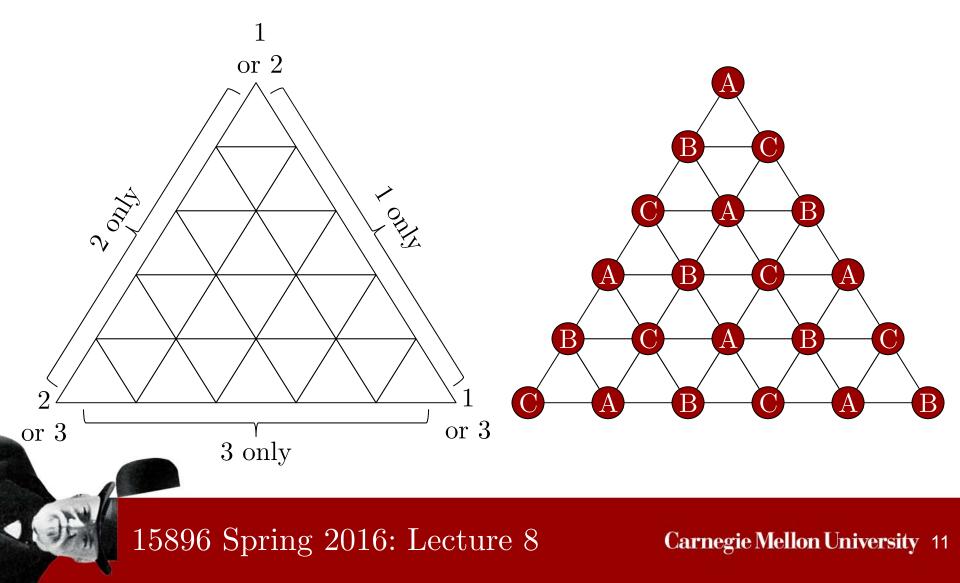
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# FAIR RENT DIVISION

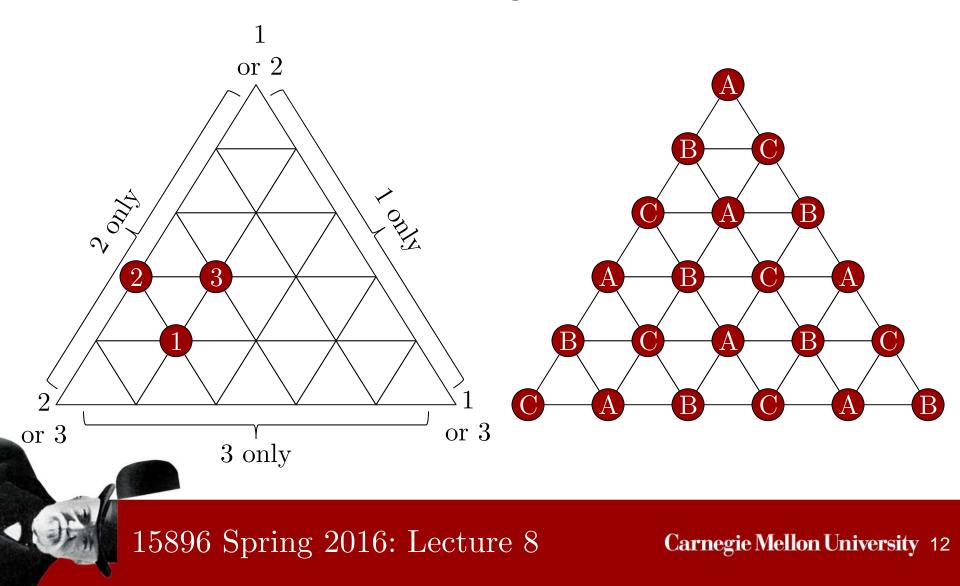
- Ask the owner of each vertex to tell us which room he prefers
- This gives a new labeling by 1, 2, 3
- Assume that a person wants a free room if one is offered to him



• Choice of rooms on edges is constrained by the free room assumption



• Sperner's lemma (variant): such a labeling must have a 123 triangle



# FAIR RENT DIVISION

- Such a triangle is nothing but an approximately envy free allocation!
- By making the triangulation finer, we can increase accuracy
- In the limit we obtain a completely envy free allocation
- Same techniques generalize to more housemates [Su 1999]

# **QUASI-LINEAR UTILITIES**

- Suppose each player  $i \in N$  has value  $v_{ir}$  for room r
- The utility of player i for getting room r at price  $p_r$  is  $v_{ir} p_r$
- $(\pi, p)$  is envy free if  $\forall i, j \in N, v_{i\pi(i)} - p_{\pi(i)} \ge v_{i\pi(j)} - p_{\pi(j)}$
- Theorem: An envy-free solution always exists under quasi-linear utilities

## **QUASI-LINEAR UTILITIES**

Poll 1: Suppose  $(\pi, p)$  is an EF allocation. Then:

- 1.  $\sum_i v_{i\pi(i)}$  is maximized
- 2. There is no  $(\pi', p')$  that Pareto-dominates  $(\pi, p)$
- 3. Both
- 4. Neither



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# WHICH MODEL IS BETTER?

- Advantage of quasi-linear utilities: preference elicitation is easy
  - Each player reports a single number in one shot
- Disadvantage of quasi-linear utilities: does not correctly model real-world situations
  - I want the room but I really can't spend more than \$500 on rent





Share Rent



Divide Goods



Split Fare



Distribute Tasks



Assign Credit



Suggest an App



### **COMPUTATIONAL RESOURCES**

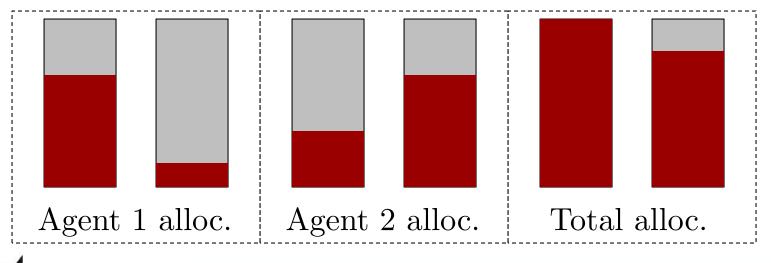
- Setting: allocating multiple homogeneous resources to agents with different requirements
- Running example: shared cluster
- Assumption: agents have proportional demands for their resources (Leontief preferences)
- Example:
  - Agent has requirement (2 CPU,1 RAM) for each copy of task
  - Indifferent between allocations (4,2) and (5,2)

# MODEL

- Set of players  $N=\{1,\ldots,n\}$  and set of resources R, |R|=m
- Demand of player i is  $d_i = (d_{i1}, \dots, d_{im})$ ,  $0 < d_{ir} \le 1$ ;  $\exists r \text{ s.t. } d_{ir} = 1$
- Allocation  $A_i = (A_{i1}, \dots, A_{im})$  where  $A_{ir}$  is the fraction of r allocated to i
- Preferences induced by the utility function  $u_i(A_i) = \min_{r \in R} A_{ir}/d_{ir}$

### **DOMINANT RESOURCE FAIRNESS**

- Dominant resource of i = r s.t.  $d_{ir} = 1$
- Dominant share of  $i = A_{ir}$  for dominant r
- Mechanism: allocate proportionally to demands and equalize dominant shares



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### FORMALLY...

• DRF finds x and allocates to i an  $xd_{ir}$  fraction of resource r:

$$\max x \text{ s.t. } \forall r \in R, \sum_{i \in N} x \cdot d_{ir} \leq 1$$

• Equivalently,  $x = \frac{1}{\max_{r \in R} \sum_{i \in N} d_{ir}}$ 

• Example: 
$$d_{11} = \frac{1}{2}$$
;  $d_{12} = 1$ ;  $d_{21} = 1$ ;  $d_{22} = \frac{1}{6}$   
then  $x = \frac{1}{\frac{1}{2}+1} = \frac{2}{3}$ 

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### **AXIOMATIC PROPERTIES**

- Pareto optimality (PO)
- Envy-freeness (EF)
- **Proportionality** (a.k.a. sharing incentives, individual rationality):

$$\forall i \in N, u_i(\mathbf{A}_i) \ge u_i\left(\left(\frac{1}{n}, \dots, \frac{1}{n}\right)\right)$$

• Strategyproofness (SP)

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## **PROPERTIES OF DRF**

- An allocation  $A_i$  is non-wasteful if  $\exists x$  s.t.  $A_{ir} = xd_{ir}$  for all r
- If  $A_i$  is non-wasteful and  $u_i(A_i) < u_i(A'_i)$ then  $A_{ir} < A'_{ir}$  for all r
- Theorem [Ghodsi et al. 2011]: DRF is PO, EF, proportional, and SP

### **PROOF OF THEOREM**

- PO: obvious
- EF:
  - Let r be the dominant resource of i

$$\circ \quad A_{ir} = x \cdot d_{ir} = x \ge x \cdot d_{jr} = A_{jr}$$

- Proportionality:
  - For every  $r, \sum_{i \in N} d_{ir} \le n$

• Therefore, 
$$x = \frac{1}{\max_{r} \sum_{i \in N} d_{ir}} \ge \frac{1}{n}$$

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### **PROOF OF THEOREM**

- Strategyproofness:
  - $\circ \quad d_{jr}' \text{ are the manipulated demands; } d_{jr}' = d_{jr} \\ \text{ for all } j \neq i \\ \end{cases}$

• Allocation is 
$$A'_{jr} = x'd'_{jr}$$

- $\text{o If } x' \leq x, \, r \text{ is the dominant resource of } i, \\ \text{then } A'_{ir} = x'd'_{ir} \leq xd'_{ir} \leq xd_{ir} = A_{ir} \\ \end{array}$
- If x' > x, let r be the resource saturated by  $A(\sum_{j \in N} x d_{jr} = 1)$ , then

$$A_{ir} = 1 - \sum_{j \neq i} A_{jr} = 1 - \sum_{j \neq i} x d_{jr} > 1 - \sum_{j \neq i} x' d_{jr} = 1 - \sum_{j \neq i} A'_{jr} \ge A'_{ir}$$

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