

# Spring 2025 | Lecture 11 Rent Division Ariel Procaccia | Harvard University

## PROVABLY FAIR SOLUTIONS.



Share Rent



Split Fare



Assign Credit



Divide Goods



Distribute Tasks



Suggest an App

# ONCE UPON A TIME IN JERUSALEM



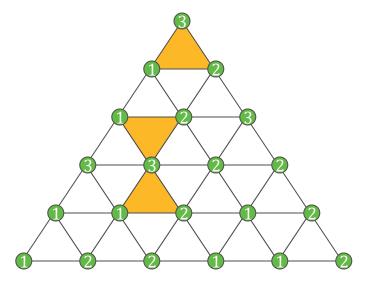






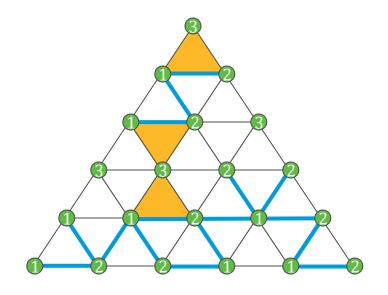
## SPERNER'S LEMMA

- 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



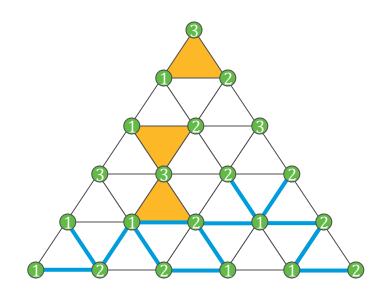
## PROOF OF LEMMA

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



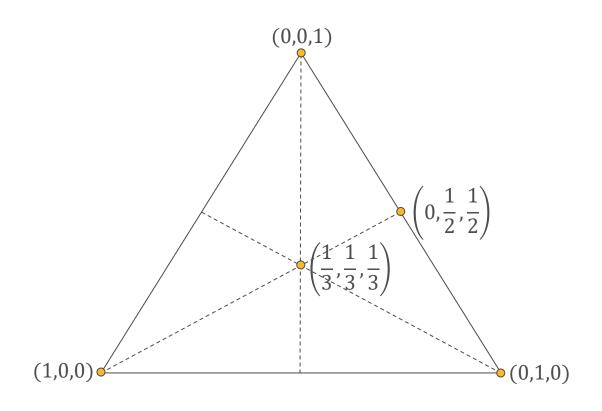
## PROOF OF LEMMA

- 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 ■

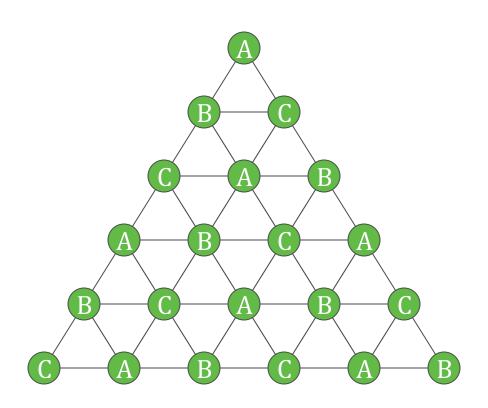


## THE MODEL

- Assume there are three players
   A, B, C
- Goal is to assign the rooms and divide the rent in a way that is envy free: each player prefers their own room at the given prices
- Sum of prices for three rooms is 1
- Theorem: An envy-free solution always exists under some assumptions

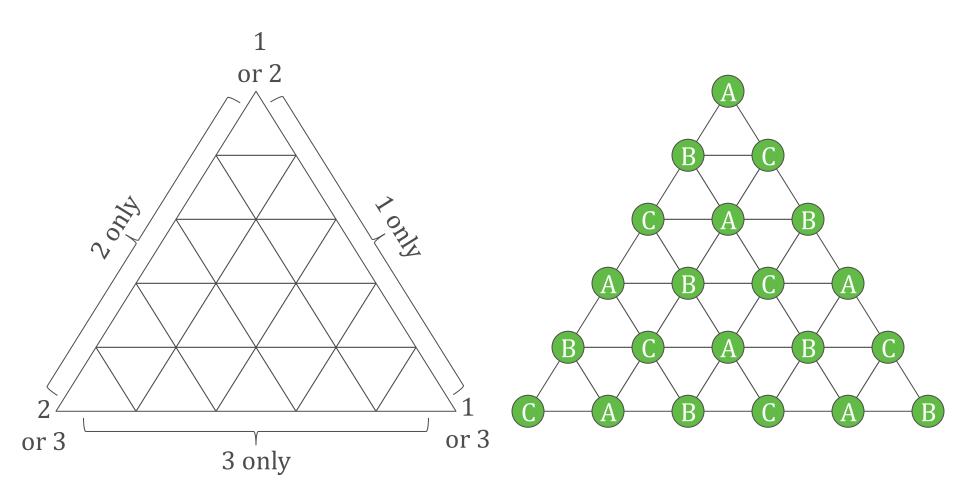


• "Triangulate" and assign "ownership" of each vertex to each of A, B, and C, in a way that each elementary triangle is an ABC triangle

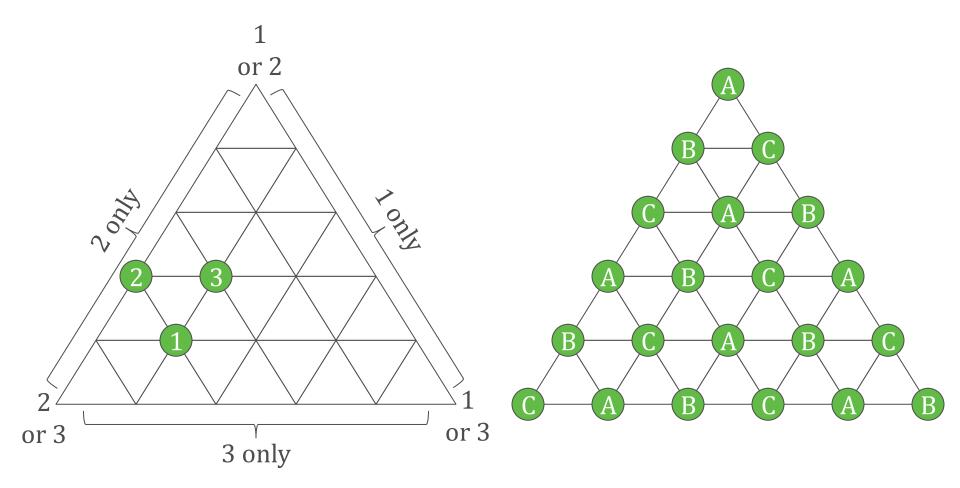


- Ask the owner of each vertex to tell us which room they prefer
- This gives a new labeling by 1, 2, 3
- Assume that a player wants a free room if one is offered to them

 Choice of rooms on edges is constrained by free room assumption



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



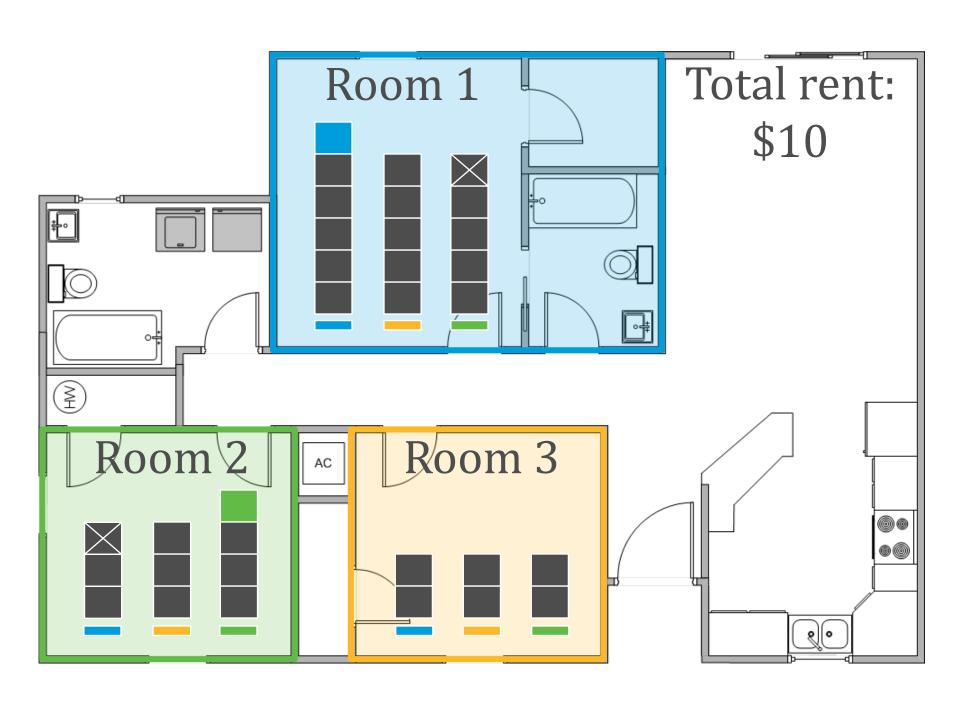
- Such a triangle is nothing but an approximately EF solution!
- By making the triangulation finer, we can approach envy-freeness
- Under additional closedness assumption, leads to existence of an EF solution ■

## DISCUSSION

- It is possible to derive an algorithm from the proof
- Same techniques generalize to more players
- Same proof (with the original Sperner's Lemma) shows existence of EF cake division!

# QUASI-LINEAR UTILITIES

- Suppose each player  $i \in N$  has value  $v_{ir}$  for room r
- For all  $i \in N$ ,  $\sum_{r} v_{ir} = R$ , where R is the total rent
- The utility of player i for getting room r at price  $p_r$  is  $v_{ir}-p_r$
- A solution consists of an assignment  $\pi$  and a price vector  $\boldsymbol{p}$ , where  $p_r$  is the price of room r
- Solution  $(\pi, \mathbf{p})$  is envy free if and only if  $\forall i, j \in \mathbb{N}, v_{i\pi(i)} p_{\pi(i)} \ge v_{i\pi(j)} p_{\pi(j)}$
- Theorem: An envy-free solution always exists under quasi-linear utilities



## PROPERTIES OF EF SOLUTIONS

• Assignment  $\pi$  is welfare-maximizing if

$$\pi \in \operatorname{argmax}_{\sigma} \sum_{i \in N} v_{i\sigma(i)}$$

- Lemma 1: If  $(\pi, p)$  is an EF solution, then  $\pi$  is a welfare-maximizing assignment
- Lemma 2: If  $(\pi, p)$  is an EF solution and  $\sigma$  is a welfare-maximizing assignment, then  $(\sigma, p)$  is an EF solution

## PROOF OF LEMMA 1

- Let  $(\pi, p)$  be an EF solution, and let  $\sigma$  be another assignment
- Due to EF, for all *i*,

$$v_{i\pi(i)} - p_{\pi(i)} \ge v_{i\sigma(i)} - p_{\sigma(i)}$$

• Summing over all *i*,

$$\sum_{i \in N} v_{i\pi(i)} - \sum_{i \in N} p_{\pi(i)} \geq \sum_{i \in N} v_{i\sigma(i)} - \sum_{i \in N} p_{\sigma(i)}$$

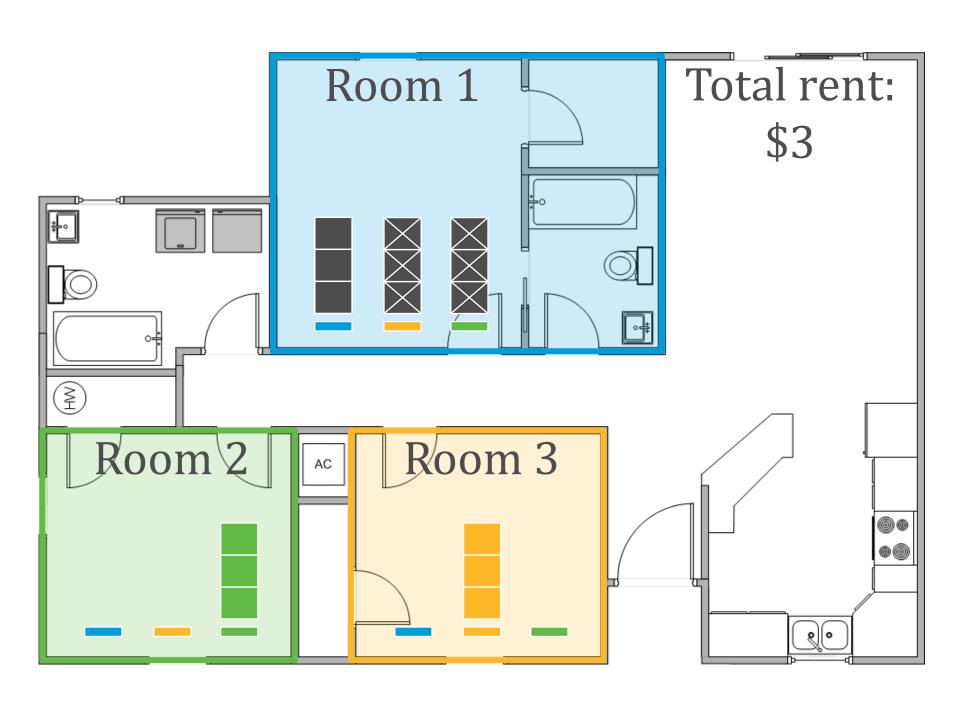
• We get the desired inequality because prices sum up to  $R \blacksquare$ 

## POLYNOMIAL-TIME ALGORITHM

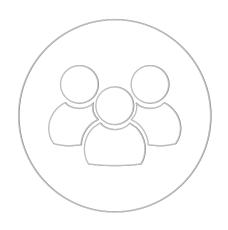
- Consider the algorithm that finds a welfaremaximizing assignment  $\pi$ , and then finds prices  $\boldsymbol{p}$  that satisfy the EF constraint
- Theorem: The algorithm always returns an EF solution, and can be implemented in polynomial time

### Proof:

- We know that an EF solution  $(\sigma, \mathbf{p})$  exists, by Lemma 2  $(\pi, \mathbf{p})$  is EF, so we would be able to find prices satisfying the EF constraints
- The first part is max weight matching, the second part is a system of linear inequalities



## OPTIMAL EF SOLUTIONS



Straw Man Solution

Max sum of utilities Subject to envy freeness



**Maximin Solution** 

Max min utility
Subject to envy freeness



Equitable solution

Min max difference in utils Subject to envy freeness

## **OPTIMAL EF SOLUTIONS**

- Theorem: The maximin and equitable solutions can be computed in polynomial time
- Theorem: The maximin solution is unique
- Theorem: The maximin solution is equitable, but not vice versa

## DISCUSSION

- The first model makes no assumptions on utilities other than players preferring free rooms
- The second model assumes quasilinear utilities

Poll

Which model do you prefer, the first or the second?



## **INTERFACES**

#### Divide Your Rent Fairly

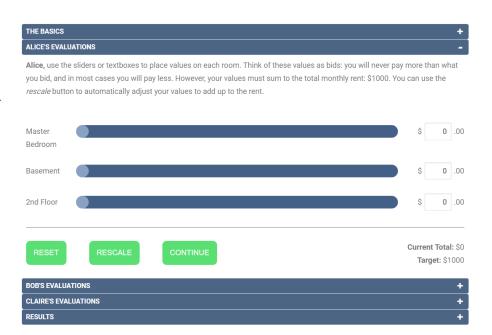
ADDII 28 201

When you're sharing an apartment with roommates, it can be a challenge to decide who takes which bedroom, and at what price. Sit down with your roommates and use the calculator below to find the fair division. RELATED ARTICLE

What's your total rent? \$	1000	How many of you a	are there? 2 3	4 5 6 7 8
If the rooms have the folio	owing prices, which	room would you choose?		
Choices will not necessarily be in division is found.	n order and the same roo	ommate may be asked to choose m	ultiple times in a row. Each	roommate keeps choosing until a
Roommate A		\$250 Room 1		\$750 Room 2
Roomma	te B	\$188 Room 1		\$813 Room 2
Past Choices			Room 1	Room 2
All		Roommate B	\$125.00	\$875.00
		Roommate B	\$250.00	\$750.00
Roommate A		Roommate B	\$500.00	\$500.00

#### NY TIMES (rental harmony)

https://www.nytimes.com/interactive/2014/science/rent-division-calculator.html



#### Spliddit (quasi-linear utilities)

http://www.spliddit.org/apps/rent