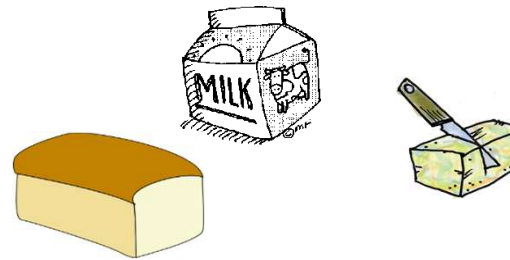


# CS 580: Topics on AGT

## Lec 2: Fair Division of Divisibles

Instructor: Ruta Mehta

## Divisible goods



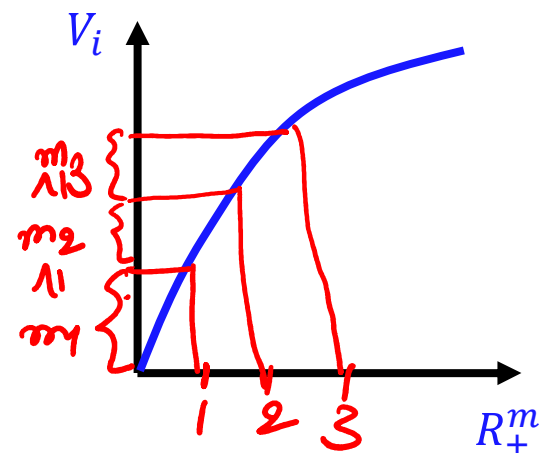
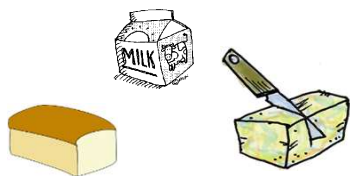
**Goal:** Find *fair* and *efficient* allocation



# Model



- $A$ : set of  $n$  agents
- $M$ : set of  $m$  **divisible** goods (manna)



- Each agent  $i$  has
  - Concave valuation function  $V_i: R_+^m \rightarrow R_+$  over bundles of items
  - Captures *decreasing marginal returns*.

**Goal:** Find *fair* and *efficient* allocation

## Agreeable (Fair)

Allocation: Bundle  $X_i \in R_+^m$  to agent  $i$

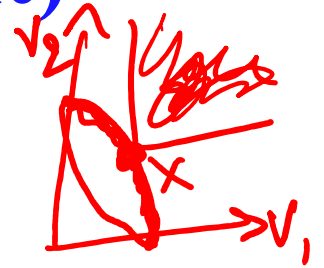
**Envy-free:** No agent *envies* other's allocation over her own.

For each agent  $i$ ,  
 $V_i(X_i) \geq V_i(X_j), \forall j \in [n]$

**Proportional:** Each agent  $i$  gets value at least  $\frac{V_i(M)}{n}$

For each agent  $i$ ,  $V_i(X_i) \geq \frac{V_i(M)}{n}$

## Non-wasteful (Efficient)



**Pareto-optimal:** No other allocation is better for all.

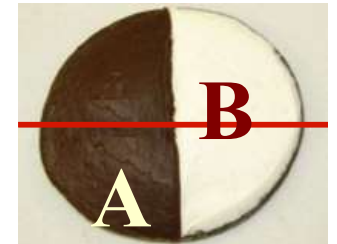
There is no  $Y$ , s. t.  
 $V_i(Y_i) \geq V_i(X_i), \forall i \in [n]$   
 $>$   $\exists i.$

**Welfare Maximizing**  
( $max: \sum_i V_i$ )

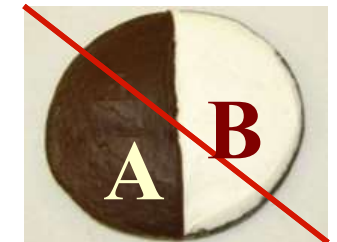
## Example: Half moon cookie



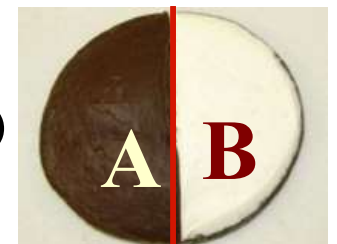
(i)



(ii)



(iii)



## Agreeable (Fair)

**Envy-free:** No agent *envies* other's allocation over her own.

**Proportional:** Each agent  $i$  gets value at least  $\frac{V_i(M)}{n}$

**Allocation  
in red**

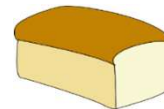
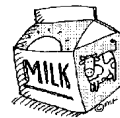
[3, 2, 2]  
[0, 0, 0]



[20, 20, 30]  
[0, 0, 0]



## Non-wasteful (Efficient)



## Agreeable (Fair)

**Envy-free:** No agent *envies* other's allocation over her own.

**Proportional:** Each agent  $i$  gets value at least  $\frac{V_i(M)}{n}$

**Allocation**

**in red**

[3, 2, 2]  $\frac{7}{2}$   
[1/2, 1/2, 1/2]

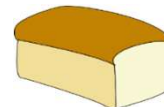
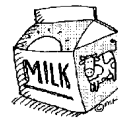


[20, 20, 30]  $\frac{70}{2}$   
[1/2, 1/2, 1/2]



## Non-wasteful (Efficient)

**Pareto-optimal:** No other allocation is better for all.





## Agreeable (Fair)

**Envy-free:** No agent *envies* other's allocation over her own.

**Proportional:** Each agent  $i$  gets value at least  $\frac{V_i(M)}{n}$

**Allocation  
in red**

[3, 2, 2]  
[1, 1/2, 0]



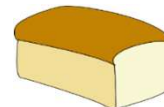
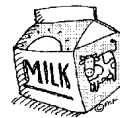
[20, 20, 30]  
[0, 1/2, 1]



## Non-wasteful (Efficient)

**Pareto-optimal:** No other allocation is better for all.

**Welfare Maximizing**  
( $\max: \sum_i V_i$ )



## Agreeable (Fair)

**Envy-free:** No agent *envies* other's allocation over her own.

**Proportional:** Each agent  $i$  gets value at least  $\frac{V_i(M)}{n}$

**Allocation  
in red**

[3, 2, 2] ~~x 100~~  
[0, 0, 0]



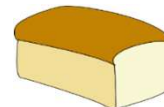
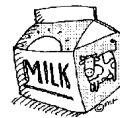
[20, 20, 30]  
[1, 1, 1]



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**Pareto-optimal:** No other allocation is better for all.

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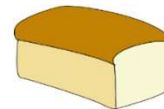
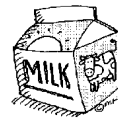
Allocation  
in red

[3, 2, 2]	
[1, 1/2, 0]	
[0, 0, 0]	
[20, 20, 30]	
[0, 1/2, 1]	
[1, 1, 1]	

## Non-wasteful (Efficient)

**Pareto-optimal:** No other allocation is better for all.

**(Nash) Welfare  
Maximizing  $(\prod_i V_i)$**



$$V_1 \rightarrow V_1 \times 100$$

$$V_2 \rightarrow \arg\max (V_1 \cdot V_2)$$

$$= \arg\max 100 (V_1 \cdot V_2)$$

**Agreeable (Fair)**

**Non-wasteful  
(Efficient)**

**Envy-free**

**Pareto-optimal**

**Proportional**

**(Nash) Welfare  
Maximizing**

**Competitive Equilibrium  
(with equal income)**

# Beginning of Competitive Equilibrium

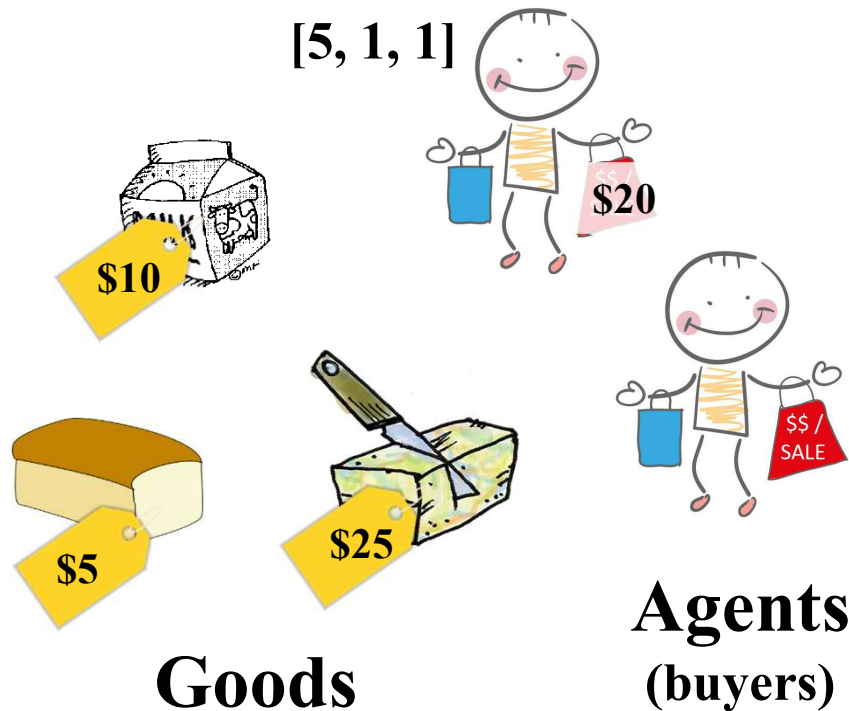


Adam Smith  
(1776)

## Invisible hand

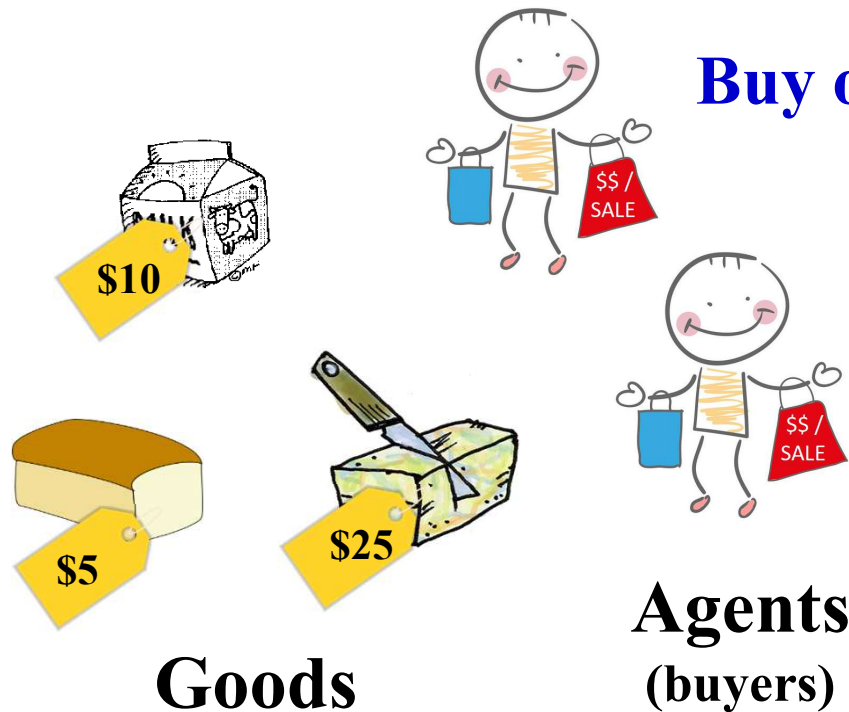
“Economic concept that describes the unintended greater social benefits and public good brought about by individuals acting in their own self-interests.<sup>[1][2]</sup> The concept was first introduced by Adam Smith in *The Theory of Moral Sentiments*, written in 1759. According to Smith, it is literally divine providence, that is the hand of God, that works to make this happen.”

# Competitive (market) Equilibrium (CE)



**Demand optimal bundle**  
 $\operatorname{argmax}_{\{X \text{ affordable}\}} V_i(X)$

# Competitive (market) Equilibrium (CE)

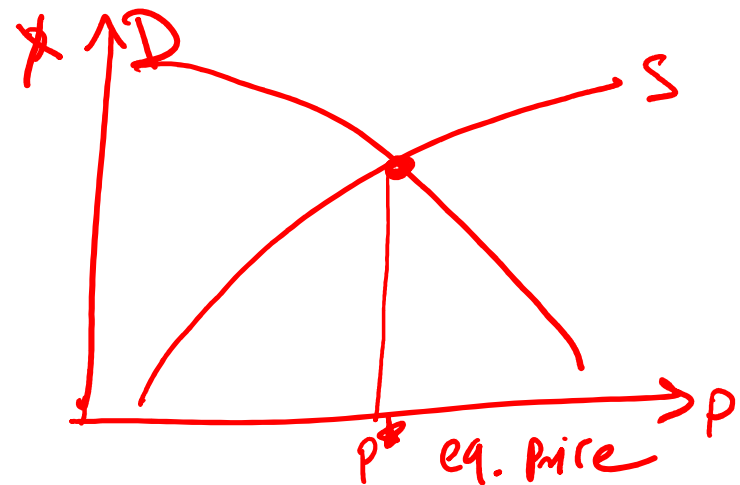


**Goods**

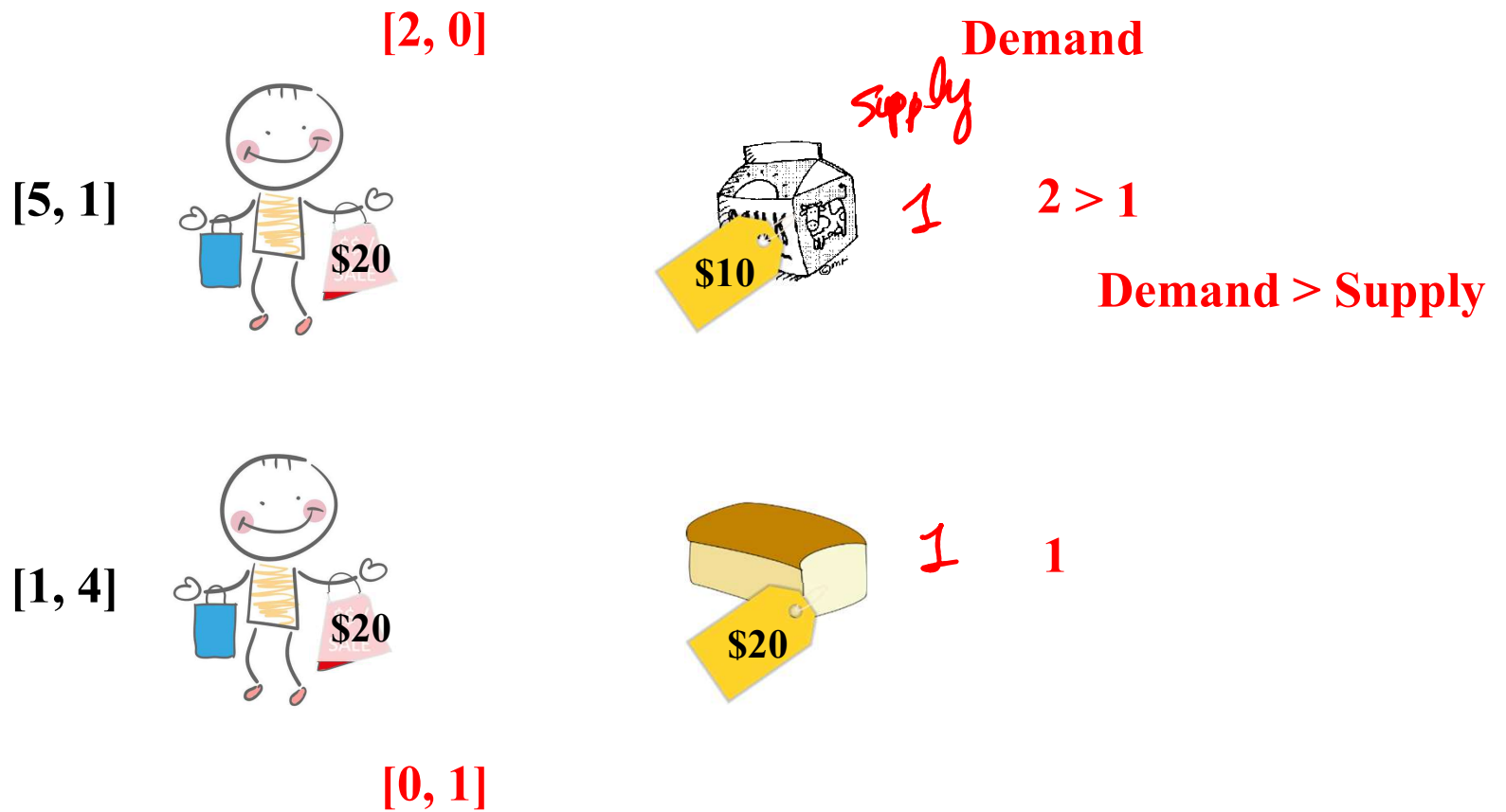
**Agents  
(buyers)**

**Buy optimal bundle** → **Demand**

**Competitive Equilibrium:**  
**Demand = Supply**

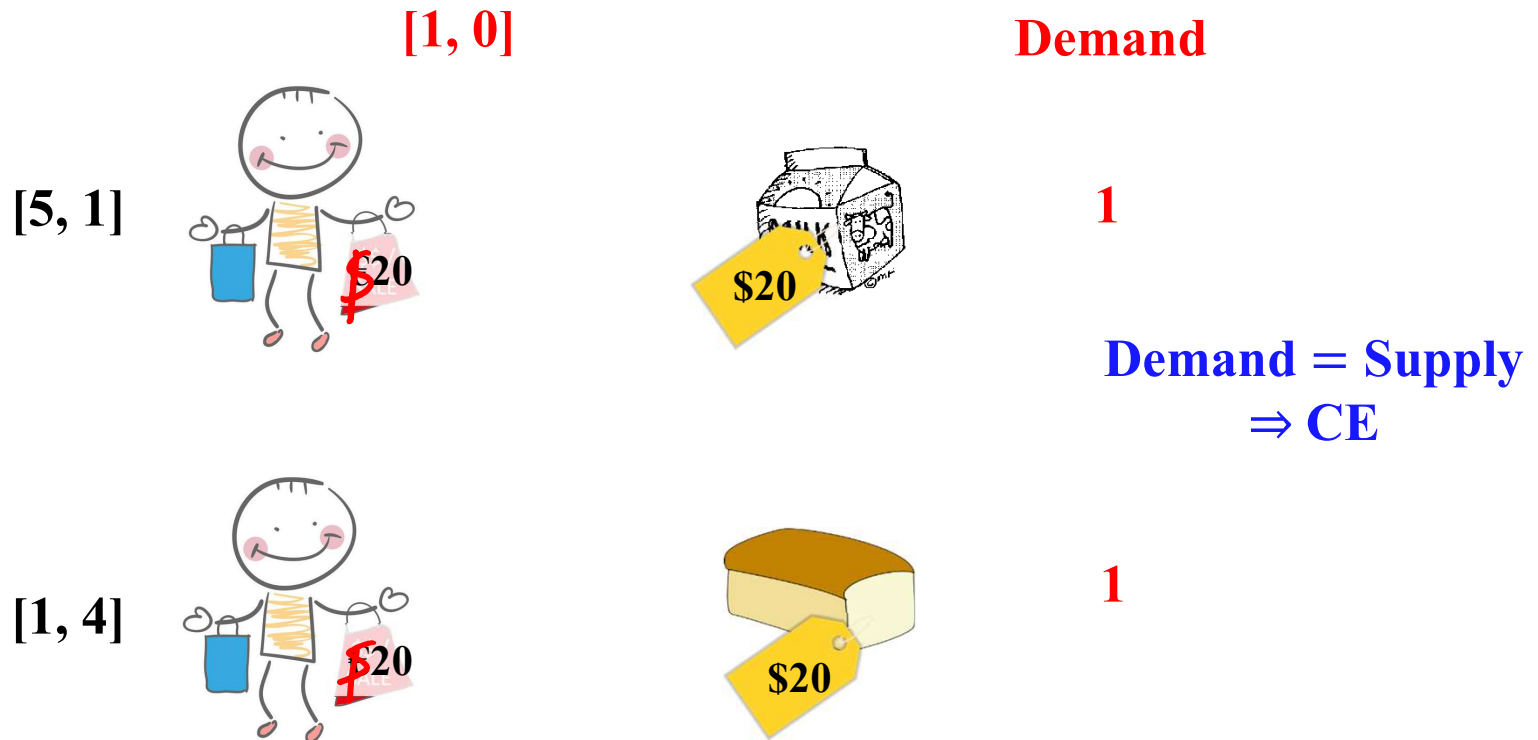


# CE Example





# CE Example

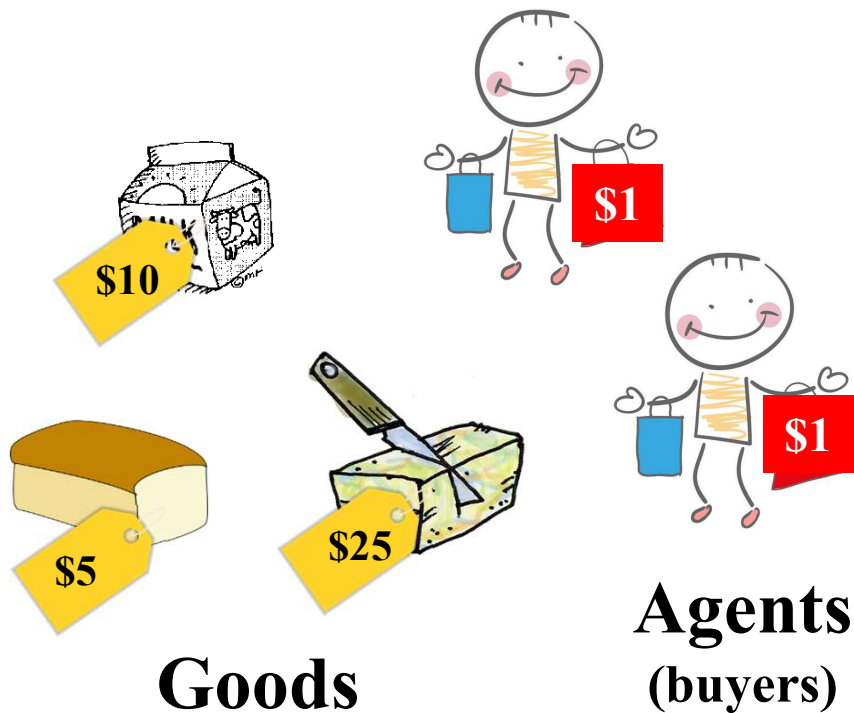


[0, 1]

**w/ equal income (CEEI):**

**Agents have the same amount of money**

# CEEI: Properties



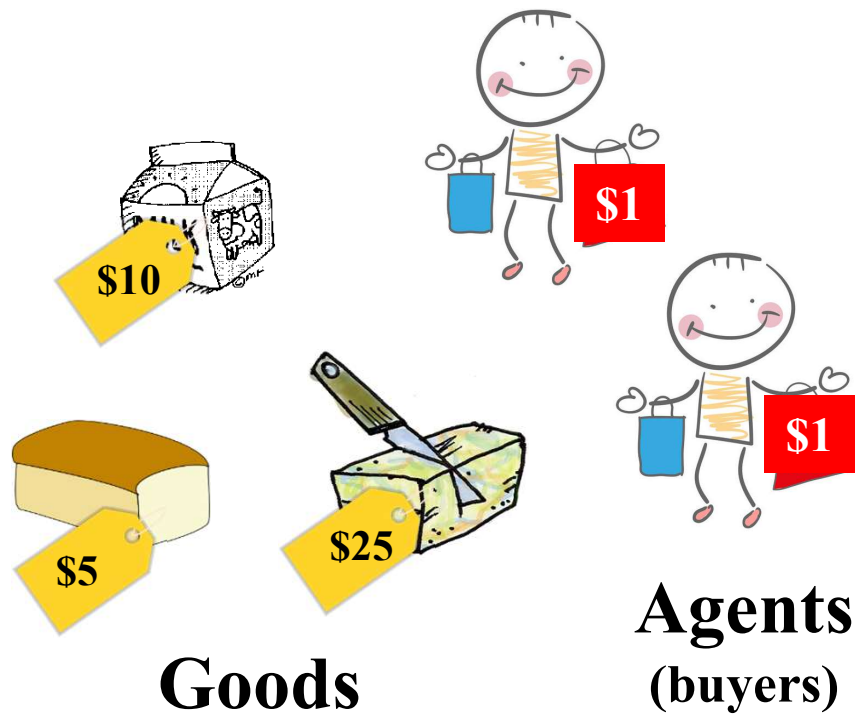
An agent can afford anyone else's bundle, but demands her own  
 $\Rightarrow$  **Envy-free**

1<sup>st</sup> welfare theorem  
 $\Rightarrow$  **Pareto-optimal**

**Demand optimal bundle**

**Competitive Equilibrium:**  
**Demand = Supply**

# CEEI: Properties



**Demand optimal bundle**

**Competitive Equilibrium:**  
**Demand = Supply**

**Envy-free & “Demand=Supply”  
 $\Rightarrow$  Proportional**

**Proof.**  $x_j \in \mathbb{R}_+^m$   
 $x_j = \text{what}$   
 $\text{A good } j$   
 $\text{bought}$

Envyfree

$$\Rightarrow V_i(X_i) \geq V_i(X_j), \forall j \in [n]$$

$$\Rightarrow nV_i(X_i) \geq \sum_{j \in [n]} V_i(X_j)$$

“Demand = Supply”

$$\Rightarrow \sum_{j \in [n]} V_i(X_j) \geq V_i(M) (\because V_i \text{ concave})$$

$$\Rightarrow V_i(X_i) \geq \frac{V_i(M)}{n}$$

# CE History



**Adam Smith  
(1776)**



**Leon Walras  
(1880s)**



**Irving Fisher (1891)**



**Arrow-Debreu (1954)**

**(Nobel prize)**

(Existence of CE in the  
exchange model w/ firms)

...

# Computation of CE (w/ goods)

## Algorithms

- Convex programming formulations
  - Eisenberg-Gale (1959): CEEI w/ 1-homogeneous valuations
  - Shmyrev (2009), DGV (2013), CDGJMVY (2017) ...
- (Strongly) Poly-time algorithms (linear valuations)
  - DPSV (2002), Orlin (2010), DM (2015), GV (2019) ...
- Simplex-like algorithms: Eaves (1976), GM.SV (2011), GM.V (2014), ...

## Complexity

- PPAD: Papadimitrou'92, CDDT'09, VY'11, CPY'17, Rubinstein'18, ...
- FIXP: EY'09, GM.VY'17, F-RHHH'21 ...

**Learning:** RZ'12, BDM.UV'14, ..., FPR'22, ...

**Matching/mechanisms:** BLNPL'14, ..., KKT'15, ..., FGL'16, ..., AJT'17, ..., BGH'19, BNT-C'19, ...

\*Alaei, Bei, Branzei, Chen, Cole, Daskalakis, Deng, Devanur, Duan, Dai, Etessami, Feldman, Fiat, Filos-Ratsikas, Garg, Gkatzelis, Hansen, Hogh, Hollender, Jain, Jalaly, Hoefer, Kleinberg, Lucier, Mai, Mehlhorn, Mehta, Mansour, Morgenstern, Nisan, Paes, Lee, Leme, Papadimitriou, Paparas, Parkes, Roth, Saberi, Sohoni, Talgam-Cohen, Tardos, Vazirani, Vegh, Yazdanbod, Yannakakis, Zhang,... ..

# Simple Tatonnement Procedure (Algo)

Increase prices of the over demanded goods.

**Theorem.** Tatonnement process Converges to a CE if  $V_i$ s are *weak gross substitutes (WGS)*.

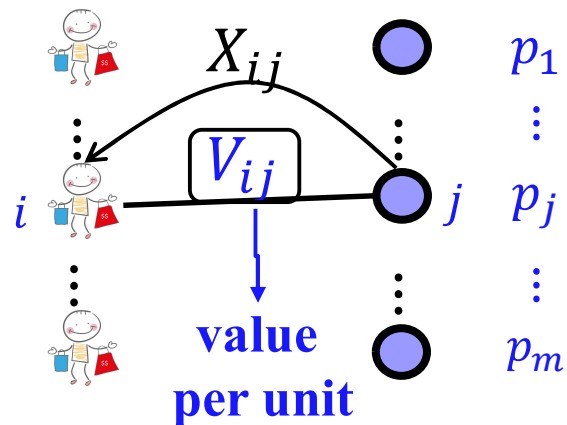
**WGS:** Increase in price of a good does not decrease demand of any other good.

**Example:** Linear  $V_i$ s

$$V_i(X_i) = \sum_{j \in [m]} V_{ij} X_{ij}$$

# Linear Valuations: CEEI

$$V_i(X_i) = \sum_{j \in M} V_{ij} X_{ij}$$



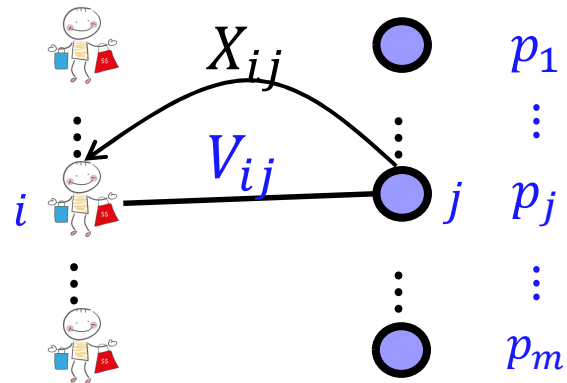
Optimal bundle: can spend at most **one** dollar.

*Intuition*

**spend wisely:** on goods that gives maximum **value-per-dollar**  $\frac{V_{ij}}{p_j}$

# Linear Valuations: CEEI

$$V_i(X_i) = \sum_{j \in M} V_{ij} X_{ij}$$



Optimal bundle: can spend at most **one** dollar.

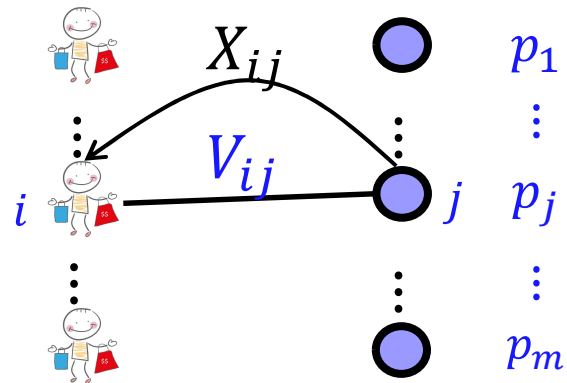
$$\sum_{j \in M} V_{ij} X_{ij} = \sum_j \underbrace{\frac{V_{ij}}{p_j}}_{\text{value per dollar spent (bang-per-buck)}} \underbrace{(p_j X_{ij})}_{\text{(\$ spent)}} \leq \left( \max_{k \in G} \frac{V_{ik}}{p_k} \right) \sum_j p_j X_{ij} \leq \underbrace{\left( \max_{k \in G} \frac{V_{ik}}{p_k} \right)}_{\text{MBB Maximum bang-per-buck}} 1$$

value per dollar spent (bang-per-buck) (\$ spent) MBB Maximum bang-per-buck



# Linear Valuations: CEEI

$$V_i(X_i) = \sum_{j \in M} V_{ij} X_{ij}$$



Optimal bundle: can spend at most **one** dollar.

$$\sum_{j \in M} V_{ij} x_{ij} = \sum_j \boxed{\frac{V_{ij}}{p_j}} (p_j x_{ij}) \leq \left( \max_{k \in G} \frac{V_{ik}}{p_k} \right) \sum_j p_j x_{ij} \leq \boxed{\left( \max_{k \in G} \frac{V_{ik}}{p_k} \right)} 1$$

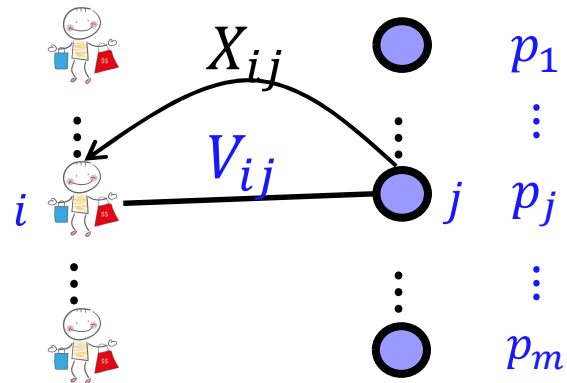
value per dollar spent (bang-per-buck) iff MBB  
Maximum bang-per-buck

Buy only MBB goods.

$$X_{ij} > 0 \Rightarrow \frac{V_{ij}}{p_j} = MBB$$

# Linear Valuations: CEEI

$$V_i(X_i) = \sum_{j \in M} V_{ij} X_{ij}$$



Optimal bundle: can spend at most **one** dollar.

$$\sum_{j \in M} V_{ij} x_{ij} = \sum_j \boxed{\frac{V_{ij}}{p_j}} (p_j x_{ij}) \leq \left( \max_{k \in G} \frac{V_{ik}}{p_k} \right) \sum_j p_j x_{ij} \leq \boxed{\left( \max_{k \in G} \frac{V_{ik}}{p_k} \right)} 1$$

value per dollar spent (bang-per-buck) iff iff MBB Maximum bang-per-buck

Buy only MBB goods.

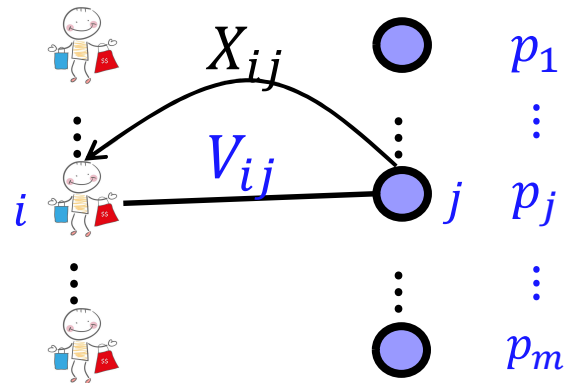
$$X_{ij} > 0 \Rightarrow \frac{V_{ij}}{p_j} = MBB$$

Spends all of 1 dollar.

$$\sum_j p_j X_{ij} = 1$$

# Linear Valuations: CEEI

$$V_i(X_i) = \sum_{j \in M} V_{ij} X_{ij}$$



Optimal bundle: can spend at most **one** dollars.

$$\sum_{j \in M} V_{ij} x_{ij} \leq \left( \max_{k \in G} \frac{V_{ik}}{p_k} \right) 1$$

**iff**

1. Buy only MBB goods.

$$X_{ij} > 0 \Rightarrow \frac{V_{ij}}{p_j} = MBB$$

2. Spends all of 1 dollar.

$$\sum_j p_j X_{ij} = 1$$

# Linear $V_i$ s: CEEI Characterization

Prices  $p = (p_1, \dots, p_m)$  and allocation  $X = (X_1, \dots, X_n)$  are at equilibrium iff

- Optimal bundle (OB): For each agent  $i$





- $\sum_j p_j X_{ij} = 1$

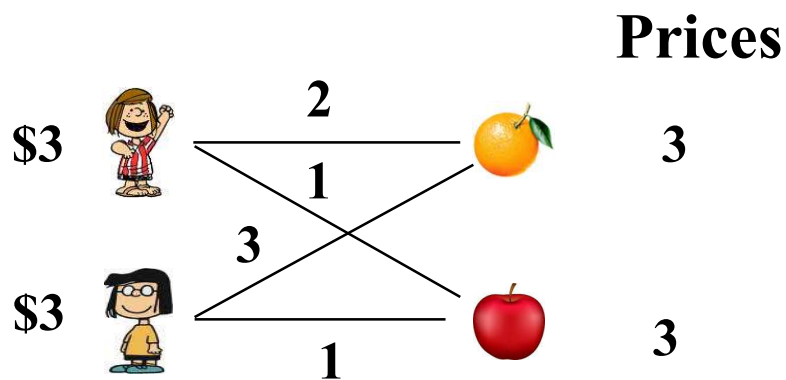
- $X_{ij} > 0 \Rightarrow \frac{V_{ij}}{p_j} = \max_{k \in M} \frac{V_{ik}}{p_k}$ , for all good  $j$

- Market clears: For each good  $j$ ,





$$\sum_i X_{ij} = 1.$$

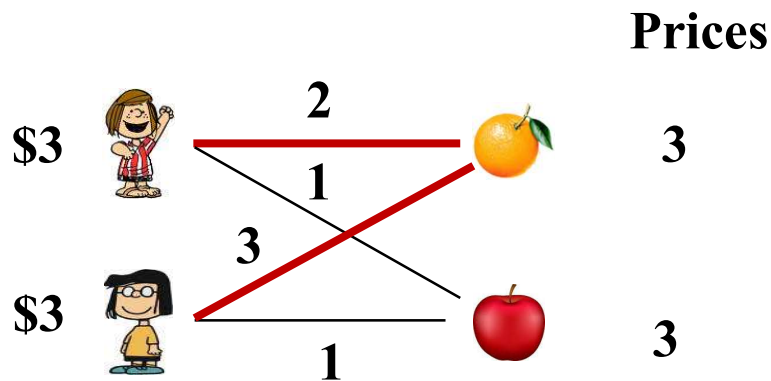
# Example

- 2 Buyers (  ,  ), 2 Items (  ,  ) with unit supply
- Each buyer has budget of \$3 and a linear utility function



# Example

- 2 Buyers (  ,  ), 2 Items (  ,  ) with unit supply
- Each buyer has budget of \$1 and a linear utility function







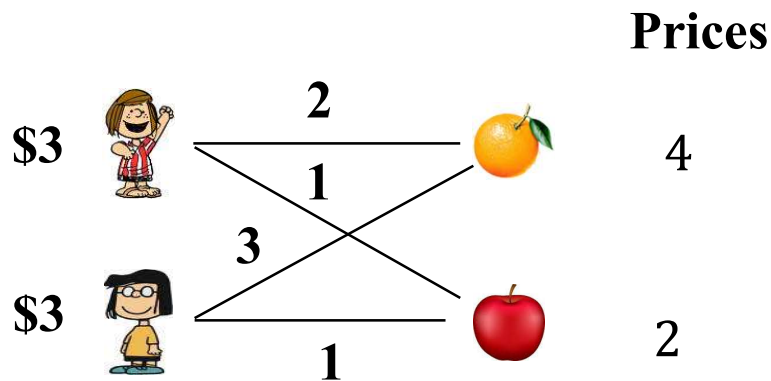
**Demand  $\neq$  Supply**

**MBB**





**Not an Equilibrium!**

# Example

- 2 Buyers (  ,  ), 2 Items (  ,  ) with unit supply
- Each buyer has budget of \$1 and a linear utility function



# Example

- 2 Buyers (  ,  ), 2 Items (  ,  ) with unit supply
- Each buyer has budget of \$1 and a linear utility function



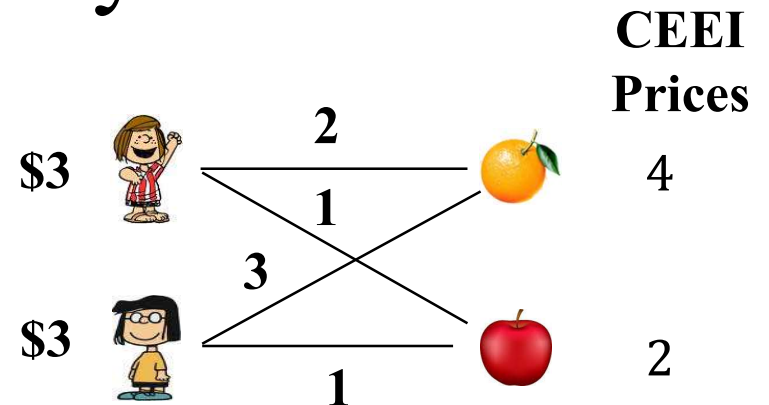
**Equilibrium!**



# CEEI Properties: Summary

CEEI allocation is

- Pareto optimal (PO)
- Envy-free
- Proportional



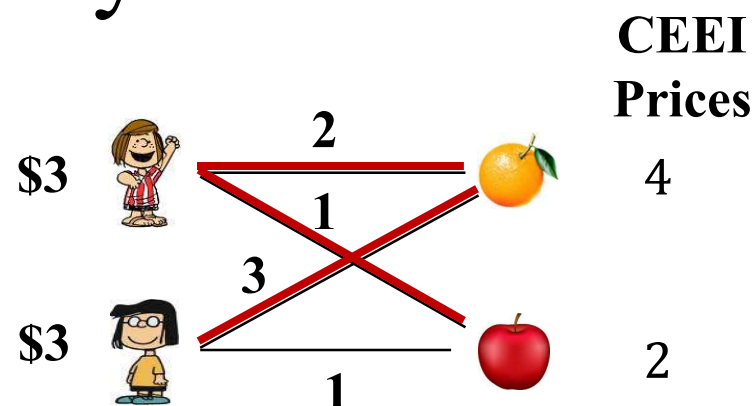
# CEEI Properties: Summary

CEEI allocation is

- Pareto optimal (PO)
- Envy-free
- Proportional

Next...

- **Nash welfare maximizing**



**CEEI Allocation:**

$$X_1 = \left(\frac{1}{4}, 1\right), X_2 = \left(\frac{3}{4}, 0\right)$$

$$V_1(X_1) = \frac{3}{2}, V_2(X_2) = \frac{9}{4} > 2 = \frac{4}{2}$$

$$V_1(X_2) = \frac{3}{2}, V_2(X_1) = \frac{7}{4}$$



# Social Welfare

$$\sum_{i \in A} V_i(X_i)$$

**Utilitarian**

**Issues:** May assign 0 value to some agents.  
Not scale invariant!



# Max **Nash** Welfare

$$\mathbf{max:} \quad \prod_{i \in A} V_i(X_i)$$

$$\mathbf{s.t.} \quad \sum_{i \in A} X_{ij} \leq 1, \quad \forall j \in G$$
$$X_{ij} \geq 0, \quad \forall i, \forall j$$

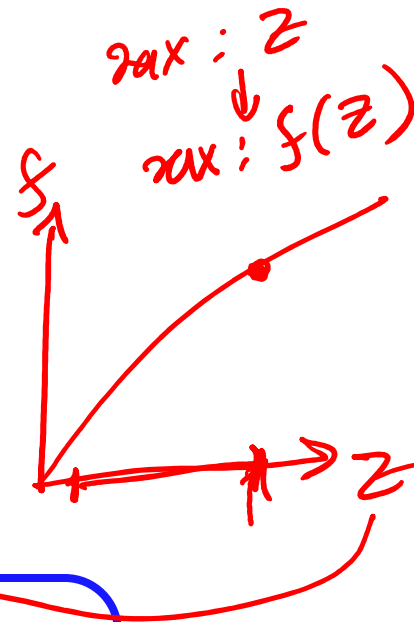
**Feasible allocations**

# Max Nash Welfare (MNW)

$$\text{max: } \log \left( \prod_{i \in A} V_i(X_i) \right)$$

$$\begin{aligned} \text{s.t. } & \sum_{i \in A} X_{ij} \leq 1, \quad \forall j \in G \\ & X_{ij} \geq 0, \quad \forall i, \forall j \end{aligned}$$

Feasible allocations





# Max Nash Welfare (MNW)

$$\mathbf{max:} \quad \sum_{i \in A} \log V_i(X_i)$$

$$\mathbf{s.t.} \quad \begin{aligned} \sum_{i \in A} X_{ij} &\leq 1, \quad \forall j \in G \\ X_{ij} &\geq 0, \quad \forall i, \forall j \end{aligned}$$

**Feasible allocations**



# Eisenberg-Gale Convex Program '59

$$\mathbf{max:} \quad \sum_{i \in A} \log V_i(X_i)$$

**Dual var.**

$$\mathbf{s.t.} \quad \sum_{i \in A} X_{ij} \leq 1, \quad \forall j \in G \longrightarrow p_j$$
$$X_{ij} \geq 0, \quad \forall i, \forall j$$

**Theorem.** Solutions of EG convex program are exactly the CEEI  $(p, X)$ .

*Proof.*

### Consequences: CEEI

- Exists
- Forms a convex set
- Can be *computed* in polynomial time
- Maximizes Nash Welfare



**Theorem.** Solutions of EG convex program are exactly the CEEI  $(p, X)$ .

***Proof.***  $\Rightarrow$  (Using KKT)

## Remember duality

Given a minimization problem

$$\begin{aligned} \min_{x \in \mathbb{R}^n} \quad & f(x) \\ \text{subject to} \quad & h_i(x) \leq 0, \quad i = 1, \dots, m \\ & \ell_j(x) = 0, \quad j = 1, \dots, r \end{aligned}$$

we defined the **Lagrangian**:

$$L(x, u, v) = f(x) + \sum_{i=1}^m u_i h_i(x) + \sum_{j=1}^r v_j \ell_j(x)$$

and **Lagrange dual function**:

$$g(u, v) = \min_{x \in \mathbb{R}^n} L(x, u, v)$$

# Karush-Kuhn-Tucker conditions

Given general problem

$$\begin{aligned} \min_{x \in \mathbb{R}^n} \quad & f(x) \\ \text{subject to} \quad & h_i(x) \leq 0, \quad i = 1, \dots, m \\ & \ell_j(x) = 0, \quad j = 1, \dots, r \end{aligned}$$

The **Karush-Kuhn-Tucker conditions** or **KKT conditions** are:

- $0 \in \partial f(x) + \sum_{i=1}^m u_i \partial h_i(x) + \sum_{j=1}^r v_j \partial \ell_j(x)$  (stationarity)
- $u_i \cdot h_i(x) = 0$  for all  $i$  (complementary slackness)
- $h_i(x) \leq 0, \ell_j(x) = 0$  for all  $i, j$  (primal feasibility)
- $u_i \geq 0$  for all  $i$  (dual feasibility)

# Recall: CEEI Characterization

Prices  $p = (p_1, \dots, p_m)$  and allocation  $X = (X_1, \dots, X_n)$

■ **Optimal bundle:** For each buyer  $i$

□  $p \cdot X_i = 1$

□  $X_{ij} > 0 \Rightarrow \frac{V_{ij}}{p_j} = \max_{k \in M} \frac{V_{ik}}{p_k}, \text{ for all good } j$

■ **Market clears:** For each good  $j$ ,

$$\sum_i X_{ij} = 1.$$

**Theorem.** Solutions of EG convex program are exactly the CEE.

*Proof.*  $\Rightarrow$  (Using KKT)

$$\forall j, p_j > 0 \Rightarrow \sum_i X_{ij} = 1$$

$$\begin{array}{ll} \max: & \sum_{i \in A} \log(V_i(X_i)) \xrightarrow{\sum_j V_{ij} X_{ij}} \\ \text{s.t.} & \sum_{i \in A} X_{ij} \leq 1, \quad \forall j \in G \longrightarrow p_j \geq 0 \\ & X_{ij} \geq 0, \quad \forall i, \forall j \end{array}$$

**Dual var.**

Dual condition to  $X_{ij}$ :

$$\frac{V_{ij}}{V_i(X_i)} \leq p_j \Rightarrow \frac{V_{ij}}{p_j} \leq V_i(X_i) \Rightarrow p_j > 0 \Rightarrow \text{market clears}$$

$\Rightarrow$  **buy only MBB goods**

$$X_{ij} > 0 \Rightarrow \frac{V_{ij}}{p_j} = V_i(X_i)$$

$$\begin{aligned} \sum_j V_{ij} X_{ij} &= (\sum_j p_j X_{ij}) V_i(X_i) \\ &\Rightarrow \sum_j p_j X_{ij} = 1 \end{aligned}$$

$\Rightarrow$  **optimal bundle**

# Efficient (Combinatorial) Algorithms

## Polynomial time

- Flow based [DPSV'08]
  - General exchange model (barter system) [DM'16, DGM'17, CM'18]
- Scaling + Simplex-like path following [GM.SV'13]

## Strongly polynomial time

- Scaling + flow [O'10, V'12]
  - Exchange model (barter system) [GV'19]

**We will discuss some of these if there is interest.**