

# Model: Mixed Indivisible and Divisible Goods

- Agents  $N = \{1, 2, ..., n\}$
- m indivisible goods and a cake
- Each agent has
  utility function for the indivisible goods;
  density function for the cake.
- Allocation  $A = (A_1, A_2, \dots, A_n)$ , where  $A_i = M_i \cup C_i$ Indivisible goods:  $(M_1, M_2, \dots, M_n)$ Cake:  $(C_1, C_2, \dots, C_n)$
- Utility  $u_i(A_i) = u_i(M_i) + u_i(C_i)$

## Candidate Fairness Notions

• Envy-freeness (EF): No agent envies another.

$$\forall i, j \in N, u_i(A_i) \geq u_i(A_j)$$

• Envy-freeness up to one (indivisible) good (EF1): Any envy that an agent has towards another agent can be eliminated by removing *some* good from the latter agent's bundle.

$$\forall i, j \in N, \exists g \in A_j \text{ such that } u_i(A_i) \geq u_i(A_j \setminus \{g\})$$

• EF for divisible goods + EF1 for indivisible goods.

#### 

# Envy-freeness for Mixed Goods (EFM)

## Definition (EFM)

For all agents i, j,

- if agent j's bundle consists of *only* indivisible goods, there exists  $g \in A_j$  such that  $u_i(A_i) \ge u_i(A_i \setminus \{g\})$ ;
- otherwise,  $u_i(A_i) \ge u_i(A_i)$ .

With only divisible goods: EFM reduces to EF.

With only indivisible goods: EFM reduces to EF1.

## **EFM** Existence

#### Theorem

EFM allocations always exist for any number of agents and can be found in polynomial time.

#### Proof Sketch.

- Start with an EF1 allocation of indivisible goods.
- Iteratively (and carefully) add some cake.
- Maintain EFM throughout the process.



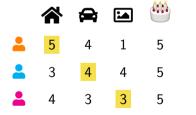
# **Envy Graph**

#### **Definition**

A directed graph of agents with

Envy edge:  $i \longrightarrow j$  if  $u_i(A_i) < u_i(A_i)$ ;

Equality edge:  $i \longrightarrow j$  if  $u_i(A_i) = u_i(A_j)$ .



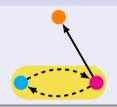


# Addable Set

### Definition

## A subset of agents $S \subseteq N$ such that

- no envy edge in *S*;
- no edge from  $N \setminus S$  to S.



#### Maximal addable set

There does not exist any other addable set  $S' \subseteq N$  such that  $S \subsetneq S'$ .

- If exists, is unique.
- Can be found in polynomial time.

#### Intuition

Add some cake to the maximal addable set (in a "perfect" manner).

# Cake-Adding Phase



# Perfect allocation [Alon, 1987]

Every agent in N values all |S| pieces equally.

Given an EFM allocation, after a cake-adding phase, the resulting allocation is still EFM.

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# Envy Cycle

### Definition

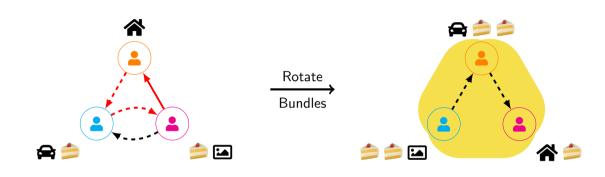
A cycle in the envy graph with at least one envy edge.



### Intuition

Eliminate an envy cycle by rotating bundles.

# Envy-Cycle-Elimination Phase



Given an EFM allocation, after an envy-cycle-elimination phase, the allocation is still EFM.

# What can we do now?

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# Connection Between Addable Set and Envy Cycle

### Key Lemma

At any time, there exists either an addable set or an envy cycle.

- Always make progress.
- The partial allocation is always EFM.
- The process always terminates.

### Caveat

- A polynomial-time algorithm if we have a perfect allocation oracle for cake cutting.
- The perfect allocation oracle cannot be implemented in a bounded time in the Robertson-Webb model.

## Open Question

A bounded (or even finite) EFM protocol in the Robertson-Webb model?

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## **EFM** Relaxation

## $\varepsilon$ -Envy-freeness for mixed goods ( $\varepsilon$ -EFM)

For all agents i, j,

- if agent j's bundle consists of only indivisible goods, there exists  $g \in A_j$  such that  $u_i(A_i) \ge u_i(A_i \setminus \{g\})$ ;
- otherwise,  $u_i(A_i) \ge u_i(A_i) \varepsilon$ .

#### Theorem

An  $\varepsilon$ -EFM allocation can be found in time poly $(n, m, \frac{1}{\varepsilon})$  in the Robertson–Webb model.

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