





# Fair Division with Subsidy





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## Example





		
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	\$50	\$110

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- ▶ But if she receives anything over \$60, Bob would envy Alice as he would be happier with the house and the money!
- ▶ A better way to do it would be to give the car to Alice, the house to Bob, and give Bob \$60



# The big picture

- ▶ In Fair Division with Indivisible Goods, exact envy-freeness is impossible to guarantee
  - ▶ An envy-free allocation is one in which no-one prefers someone else's allocation to their own
- ▶ Much research has been on approximating fairness guarantees (EF1,...), but these can sometimes be unsatisfactory
  - ▶ There may be situations where we want full envy-freeness
- ▶ Perhaps the addition of some amount of a divisible good (money) can help!
  - ▶ When is this possible? How much do we need?

# Fair Division Model

## Standard Model:

- ▶  $N$ : set of  $n$  agents
- ▶  $M$ : set of  $m$  indivisible private goods
- ▶  $v_{i,g} \in \mathbb{R}_{\geq 0}$ : value of agent  $i$  for good  $g$ 
  - ▶  $v_i(S) = \sum_{g \in S} v_{i,g}$  for all  $S \subseteq M$  (additive preferences)
- ▶  $\mathbf{A}$ : allocation of goods in  $M$  to agents in  $N$ 
  - ▶  $A_i$ : subset of goods allocated to agent  $i$
  - ▶  $\forall i, j, A_i \cap A_j = \emptyset; \bigcup_i A_i = M$

## New Feature:

- ▶  $\mathbf{p}$ : the payment vector, an element of  $\mathbb{R}^n$ 
  - ▶ For now we assume each  $p_i \geq 0$

# Definitions

## ► Envy-freeness (EF)

- Each agent values her own allocation at least as much as anyone else's allocation
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**Example:** From the last example, giving the house to Alice and the car to Bob was envy-freeable, the reverse allocation was not.

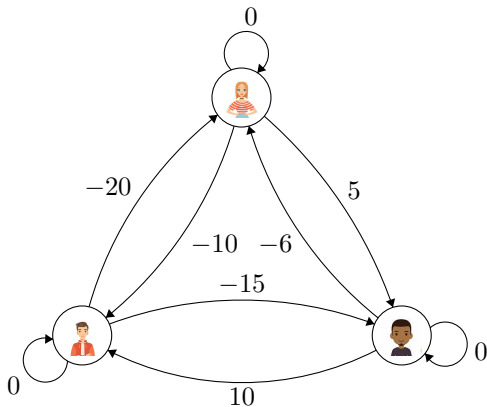
## First setting

- ▶ Is a given allocation  $\mathbf{A}$  envy-freeable?
- ▶ If so, what is the minimum amount of money required to make it envy-free?

## A key tool: the envy graph

The **envy graph** of  $\mathbf{A}$  is the complete weighted graph with nodes representing agents, and edge weights  $w(i, j) = v_i(A_j) - v_i(A_i)$

				
	20	4	25	6
	10	10	15	20
	9	5	15	20



# First setting

**Theorem 1:** The following are equivalent for an allocation  $\mathbf{A}$

1.  $\mathbf{A}$  is envy-freeable.
2.  $\mathbf{A}$  maximizes the social welfare across all *reassignments* of bundles to agents.
  - ▶ A reassignment of an allocation  $A$  is an allocation  $B = (A_{\sigma(1)}, \dots, A_{\sigma(n)})$  where  $\sigma$  is some permutation of  $\{1, \dots, n\}$
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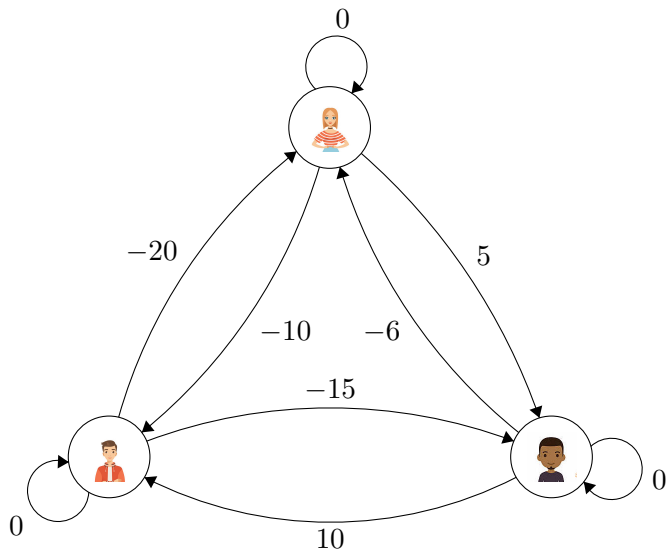
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3. The envy-graph of  $\mathbf{A}$  has no positive cycles.
  - ▶ This shows that any allocation that maximizes social welfare is envy-freeable!
    - ▶ There often are many other allocations that are envy-freeable.
    - ▶ We prefer allocations that require less total payment

# First setting

## Theorem 2:

- ▶ Paying each agent the value of the heaviest path beginning at their node in the envy-graph makes the allocation envy-free.
- ▶ These payments are optimal in the sense that paying any agent less than this path weight can never be envy-free.

## Example with envy graph



## Second setting: Allocation $A$ can be chosen

- ▶ Given an allocation problem (agents, goods, and their values), compute an allocation that minimizes the subsidy needed, and bound the subsidy needed.
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  - ▶ Note when determining bounds, we normalize all item values so that they fall in  $[0, 1]$ .
- ▶ Given an allocation problem, it's NP-hard to compute the minimum subsidy required.
  - ▶ It's NP-hard to determine whether an EF allocation exists [Lipton et al., 2004]
  - ▶ An EF allocation exists iff the minimum subsidy required is 0

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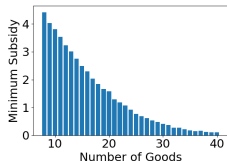
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- ▶ We've checked our conjecture experimentilly

## Experiments

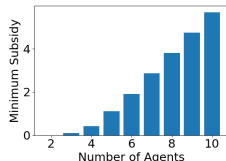
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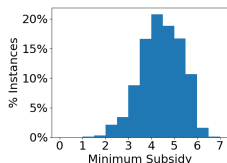
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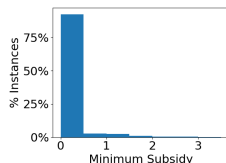
(e) Avg,  $n=8$



(f) Avg,  $m=10$



(g) Dist,  $n=8, m=8$



(h) Dist,  $n=8, m=40$

# Conclusion

- ▶ We've shown how to determine if a specific allocation is envy-freeable, and how to compute the optimal subsidy.
- ▶ In the worst case, a subsidy of at least  $\$(n - 1)$  is needed
- ▶ We conjecture that such an allocation always exists, and in many special cases prove this.
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- ▶ Current work: adding *truthfulness*.